



# Architecture Trade Study for the Terrestrial Planet Finder Interferometer

*JPL*

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# Introduction

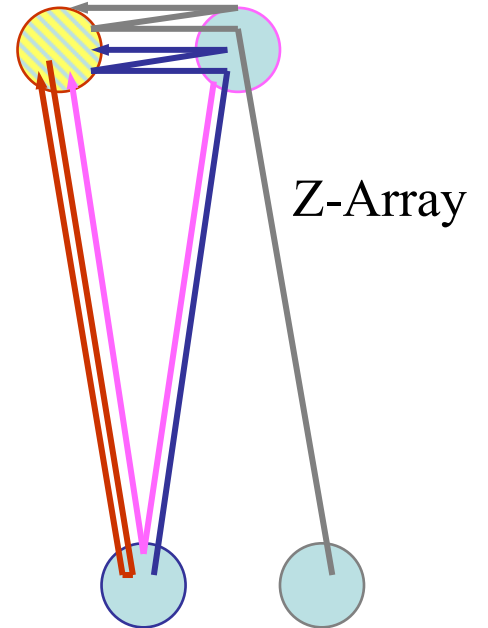
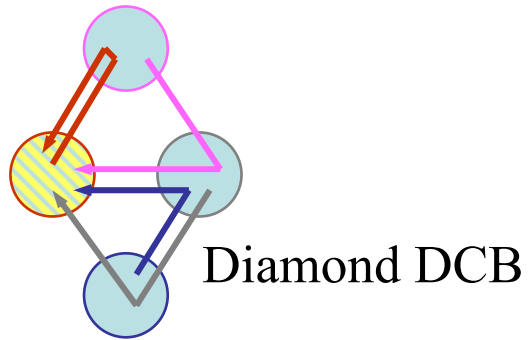
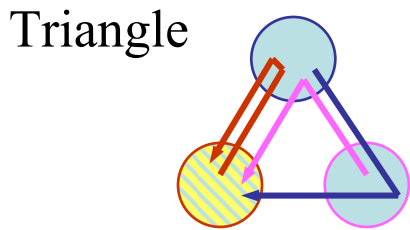
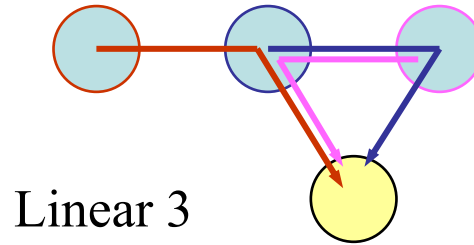
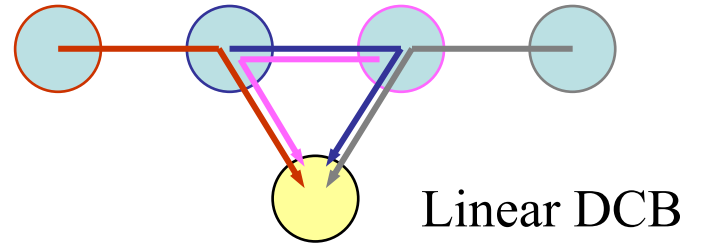
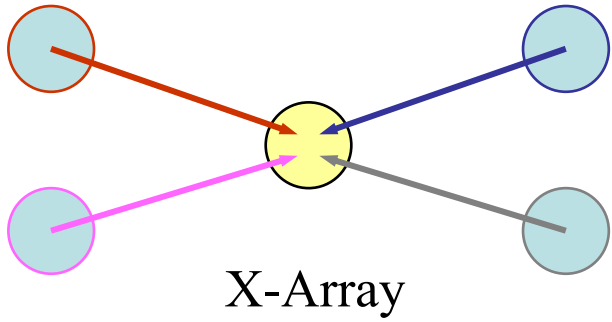
- A systematic, quantitative comparison of leading architectures
- Architecture = # collectors & combiners, geometric nulling config, aperture size, # launches
- 6 basic options, judged against ~45 metrics
- Select best architecture for detailed interim study by Design Team
- Completed in December 2004
- Not the final architecture for TPF-I!

# Nulling configurations



- Not considered:
  - $\theta^4$  nulls
  - Single Bracewell
  - Structurally-connected
- Common themes
  - All  $\theta^2$  null
  - All  $\leq 5$  spacecraft
  - Dual Chopped Bracewell family

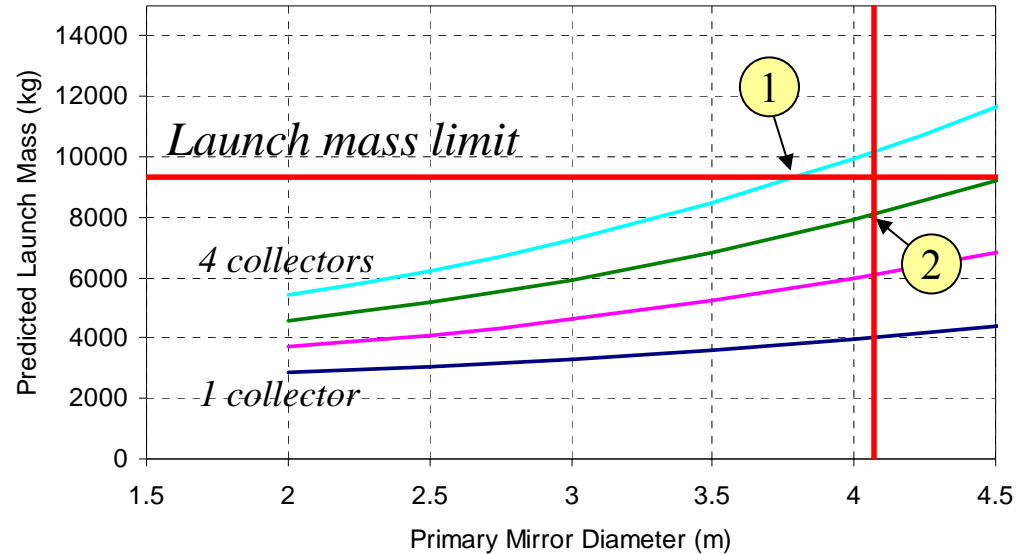
# Constraints: delay equalization



# Constraints: aperture size

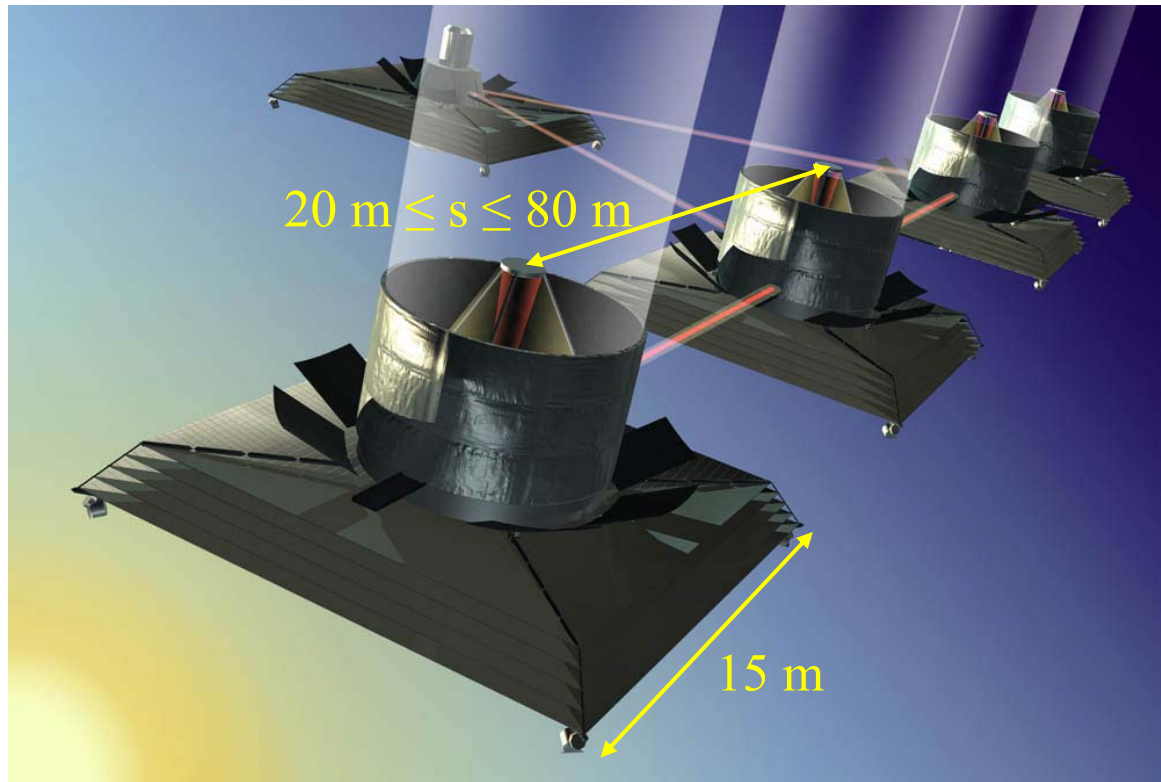
*Fairing diam. limit*

- Constrained by launch vehicle
  - Boeing Delta IV Heavy
  - 9600 kg launch mass
  - 4.6 m fairing diameter
  - 17 m fairing height
  - 30% mass margin
- Assumed circular monolithic mirrors
- Created parametric models of mass, height and diameter of launch package vs primary mirror diameter and # spacecraft



	Config	# spacecraft		D / m	Constraint
		# comb	# coll		
①	Linear DCB	1	4	3.8	Mass
	X-Array	1	4	3.8	Mass
	Diamond DCB	0	4	4.1	Fairing diam.
	Z-Array	0	4	4.1	Fairing diam.
②	Linear 3	1	3	4.1	Fairing diam.
	Triangle	0	3	4.1	Fairing diam.

# Constraints: array size



## Minimum

- Safe separation for formation flying
- Minimum tip-to-tip spacing = 5 m
- Minimum center-to-center = 20 m
- **Impact:** increases integration time for nearby stars

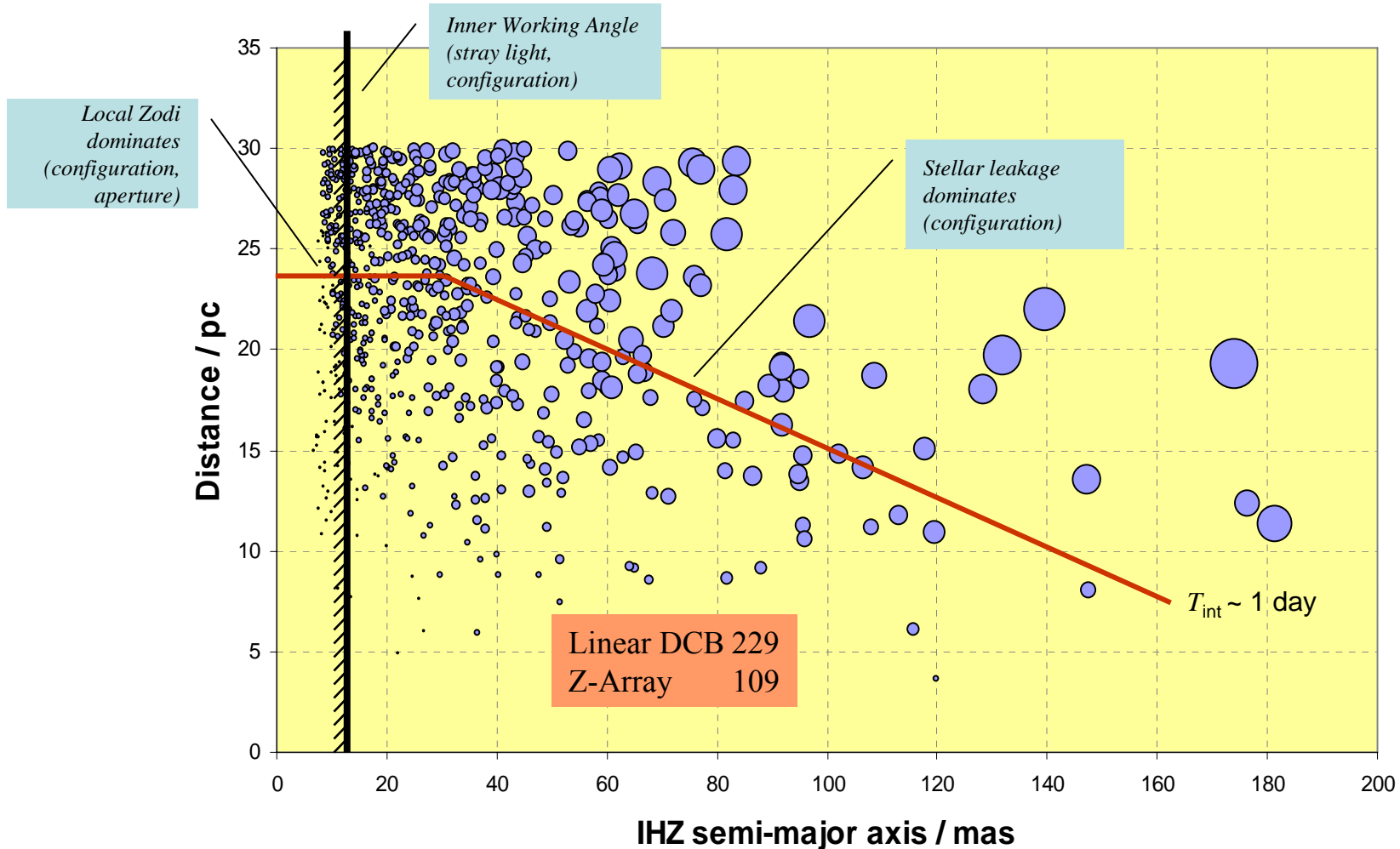
## Maximum

- Stray light from sunshades
- Maximum center-to-center = 80 m
- **Impact:** limits inner working angle and angular resolution



# Performance: observable stars (21.5%)

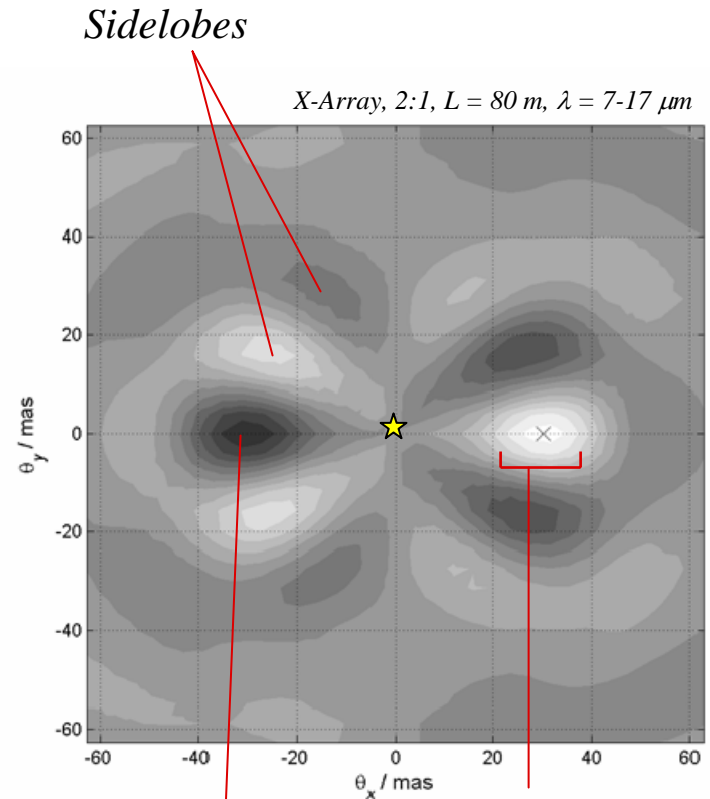
- Total stars surveyed (4.9%)
- Stars < 5 pc surveyed (3.4%)
- Overlap with TPF-C stars (5.6%)
- Spectroscopic characterizations (7.6%)





# Performance: imaging (5.7%)

- Important for separating contributions from multiple planets and lumps in the EZ
- Metrics
  - Angular resolution: FWHM of synthesized point spread function
  - Sidelobes: rms of sidelobes relative to main peak
  - Degeneracy: # peaks (e.g. triangle configuration has 3 symmetric peaks)
- Supported by simulations of planet signal extraction



*Negative mirror image from phase chop*

*FWHM gives angular resolution*

# Performance: other issues

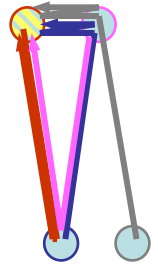
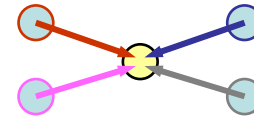
- General astrophysics capability (4.4%)
  - Dynamic range of baselines (imaging)
  - Max angular resolution
  - # distinct simultaneous baselines (imaging)
  - Ease of implementing a co-phasing beam train (faint targets)
- Calibration time needed (4.4%)
  - Increases with number of collectors
- Redundancy / graceful degradation (4.3%)
  - Performance after loss of a collector
  - Expected mission productivity, given failure probabilities for each spacecraft
- Ability to suppress non-symmetric star features (3.3%)
  - Calculated sensitivity to star spots

# Cost (57%)

- There was no attempt to estimate \$ costs for the options directly
- The following items were identified as proxies for cost:
  - # launches (8.7%)
    - Considered dual-launch options for Linear DCB and X-Array
    - Adds cost and operations complexity (rendezvous)
  - Control system complexity (4.8%)
    - # control loops (ranged from 18 to 26)
  - # different types of spacecraft (4.7%)
    - Non-recurring costs are expected to be major driver
  - Difficulty of I&T (4.4%)
    - # spacecraft
    - # spacecraft needed for end-to-end beamtrain
    - Collector aperture diameter (impacts size of pseudostar needed)
    - Minimum array length (ability to fit into vacuum tank)

# Cost II

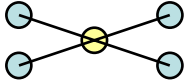
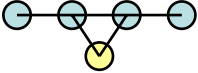
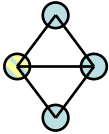
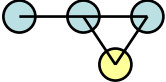
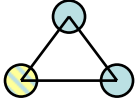
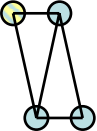
- Beam transport complexity (4.1%)
  - # hops from collector to combiner
- Beam combiner complexity (4.1%)
  - # parts needed
  - Requires achromatic phase shifts other than 0 or 180 deg?
- # mechanisms / moving parts (3.7%)
  - e.g. deployable secondary, sunshade, HGA, cryo-cooler



# Cost III

- Equal size primary mirrors (2.7%)
- # spacecraft (2.6%)
- Mass margin (2.6%)
- Difficulty of thermal control (2.6%)
- Complexity of flight operations (2.6%)
- Concept maturity (2.3%)
- Adaptability to different prevalence of earth-like planets (2.2%)
- Fuel usage (1.7%)
- Legacy (technology useful to future missions) (1.6%)
- Complexity of inter-S/C comm. & coarse formation sensing (1.2%)

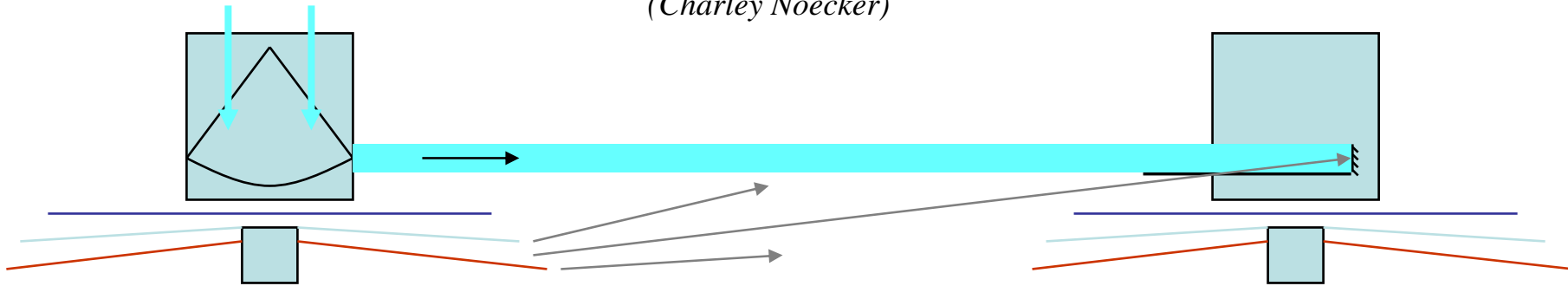
# Results

		Score /1000	Pros	Cons
X-Array		841	<ul style="list-style-type: none"> <li>▪ 2 types of spacecraft (+14)</li> <li>▪ Simple beam relay (+12)</li> <li>▪ Degrades gracefully (+6)</li> </ul>	<ul style="list-style-type: none"> <li>▪ # Stars surveyed (-9)</li> <li>▪ General Astrophysics (-7)</li> </ul>
Linear DCB		805	<ul style="list-style-type: none"> <li>▪ # stars surveyed</li> <li>▪ Spectroscopy performance</li> </ul>	<ul style="list-style-type: none"> <li>▪ # spacecraft</li> <li>▪ Mass margin</li> <li>▪ Ease of I&amp;T</li> </ul>
Diamond DCB		774	<ul style="list-style-type: none"> <li>▪ Ease of I&amp;T (+8)</li> <li>▪ # mechanisms (+4)</li> <li>▪ # spacecraft (+4)</li> </ul>	<ul style="list-style-type: none"> <li>▪ Graceful degradation (-17)</li> <li>▪ Spectroscopy performance (-16)</li> <li>▪ General Astrophysics (-7)</li> </ul>
Linear 3*		772	<ul style="list-style-type: none"> <li>▪ Ease of I&amp;T (+8)</li> <li>▪ Calibration time (+7)</li> <li>▪ Mass margin (+6)</li> </ul>	<ul style="list-style-type: none"> <li>▪ Spectroscopy performance (-30)</li> <li>▪ Redundancy (-15)</li> <li>▪ Beam combiner complexity (-14)</li> </ul>
Triangle*		731	<ul style="list-style-type: none"> <li>▪ Ease of I&amp;T (+20)</li> <li>▪ Mass margin (+15)</li> <li>▪ Flight operations (+12)</li> </ul>	<ul style="list-style-type: none"> <li>▪ # Stars surveyed (-42)</li> <li>▪ Spectroscopy performance (-35)</li> <li>▪ General Astrophysics (-17)</li> </ul>
Z-Array		689	<ul style="list-style-type: none"> <li>▪ Ease of I&amp;T (+6)</li> <li>▪ # mechanisms (+4)</li> <li>▪ # spacecraft (+4)</li> </ul>	<ul style="list-style-type: none"> <li>▪ # Stars surveyed (-43)</li> <li>▪ Spectroscopy performance (-25)</li> <li>▪ General Astrophysics (-17)</li> </ul>

# Update to SPIE paper

# Max array size update

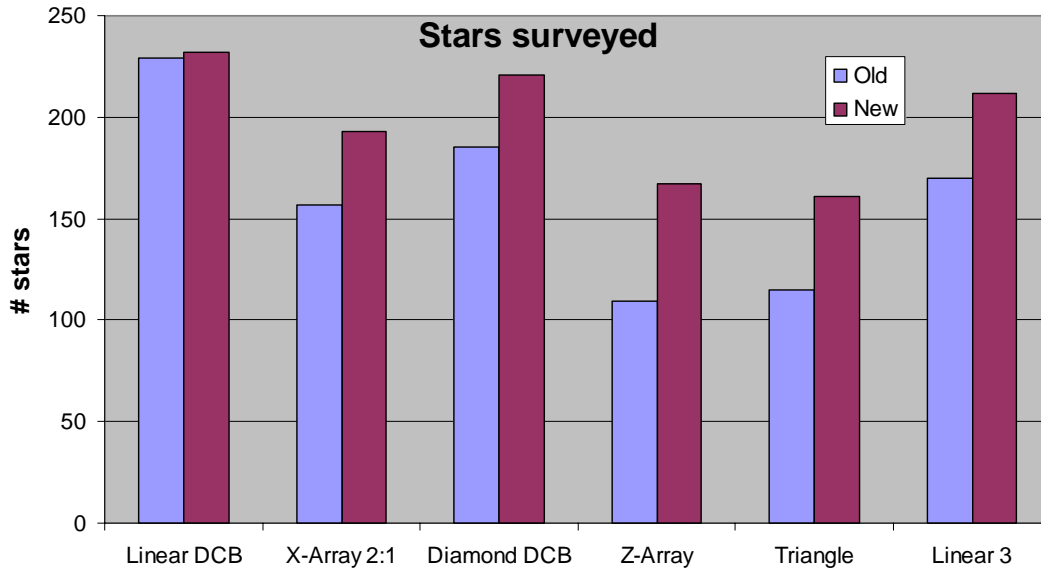
*Thermal stray light problem  
(Charley Noecker)*



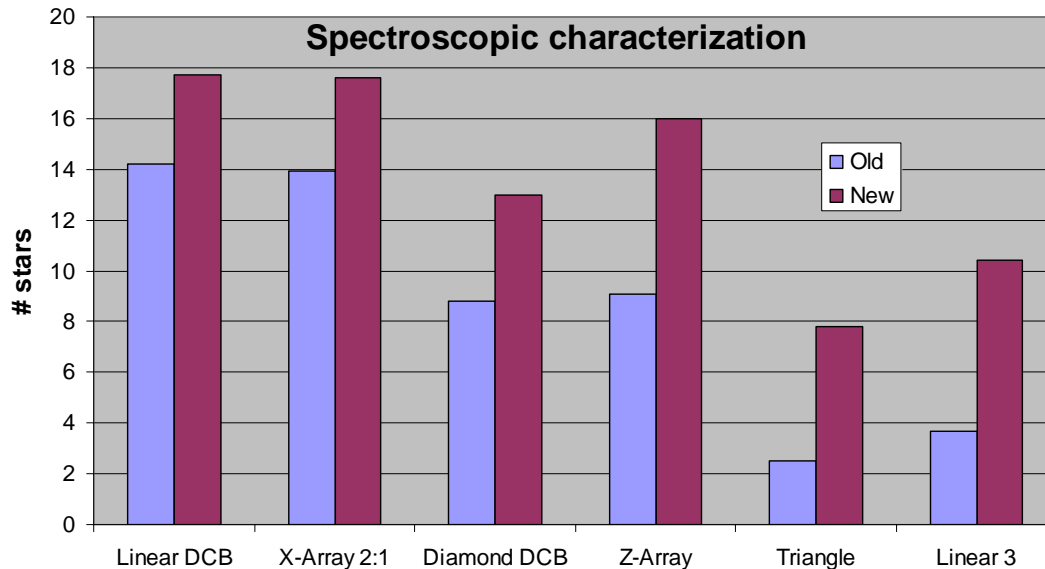
- For trade study, max. separation = 80 m
- Following an optimization of the beam transport, max. separation = 165 m
- Leads to doubling of max. array size for each configuration



# Impact on star counts

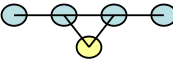
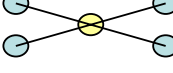
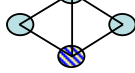
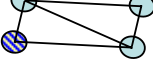
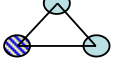



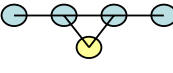
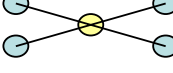
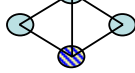
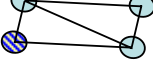
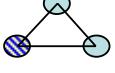

- Little change to Linear DCB
  - Not limited by IWA during survey
- 50% increase for Z-Array
  - Previously most constrained by stray light



- Spectroscopy uses larger array sizes than survey to get sufficient angular resolution
- Factor 3 increase for Triangle and Linear 3

# Impact on trade study scores

<b>New</b>		Linear DCB		X-Array (2:1)		Diamond DCB		Z-Array		Triangle		Linear 3	
													
Overall score / 1000		<b>816</b>		<b>860</b>		<b>789</b>		<b>749</b>		<b>779</b>		<b>795</b>	
Performance		381		385		337		341		292		342	
Cost / risk		435		475		452		408		487		452	

<b>Old</b>		Linear DCB		X-Array (2:1)		Diamond DCB		Z-Array		Triangle		Linear 3	
													
Overall score / 1000		<b>805</b>		<b>841</b>		<b>774</b>		<b>689</b>		<b>731</b>	Failed	<b>772</b>	Failed
Performance		370		365		323		280		244		319	
Cost / risk		435		475		452		408		487		452	

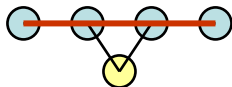
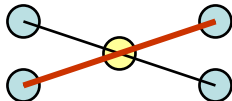
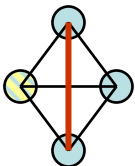
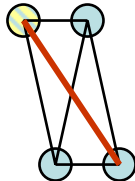
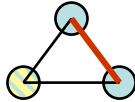
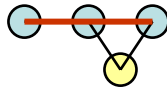
- X-Array extends margin over Linear DCB
- Triangle and Linear 3 pass now pass mandatory criterion
- All options score higher
- Largest boost for Z-Array and Triangle

# Conclusions

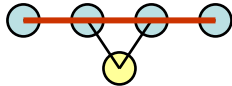
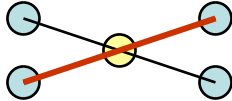
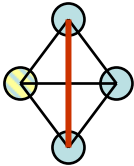
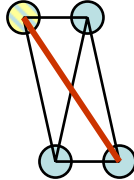
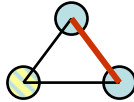
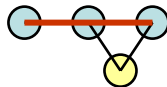
- X-Array identified as the leading option
- Dual-launch options ranked lower than single launch
- The decision process is subjective but transparent
- Intended to reflect our engineering judgment, not dictate it
- This is not the final architecture for TPF-I
- A quantitative framework for assessing new architectures and optimizing the existing ones
- See paper for full breakdown

# Back-up

# Constraints: proximity

		Min Array size	
▪ Linear DCB		60 m	▪ Minimum spacecraft separation = 20 m (center-to-center)
▪ X-Array		40 m	▪ ~ 5 m shade-to-shade
▪ Diamond DCB		35 m	
▪ Z-Array		66 m	
▪ Triangle		20 m	Increased integration time for nearby stars
▪ Linear 3		40 m	

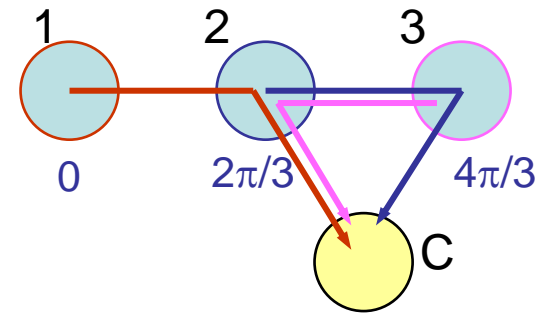
# Constraints: stray light

		Max Array size	
▪ Linear DCB		240 m	▪ Maximum spacecraft separation = 80 m (center-to-center)
▪ X-Array		160 m	
▪ Diamond DCB		140 m	
▪ Z-Array		88 m*	* $L_{\max} < L_{\min}$ (66 m)
▪ Triangle		80 m	
▪ Linear 3		160 m	

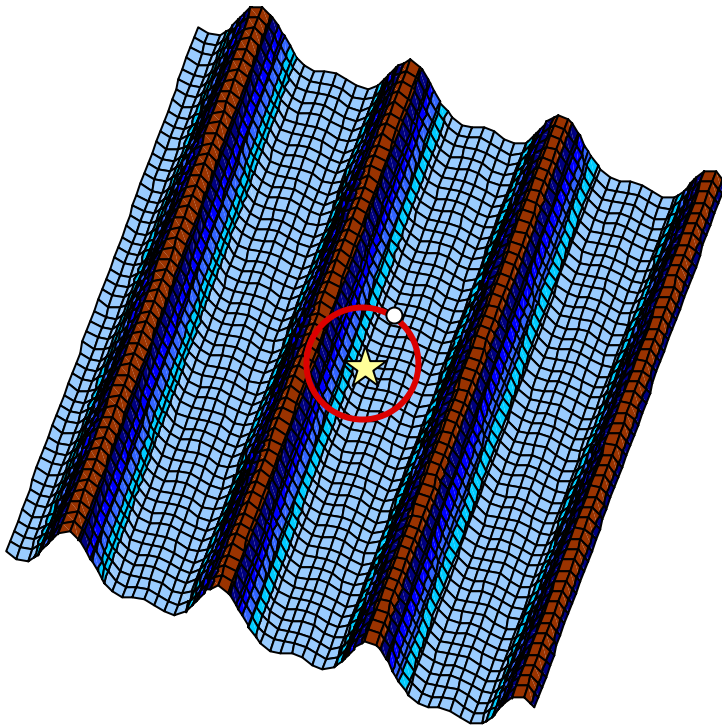
Limits Inner Working Angle

# Inner Working Angle

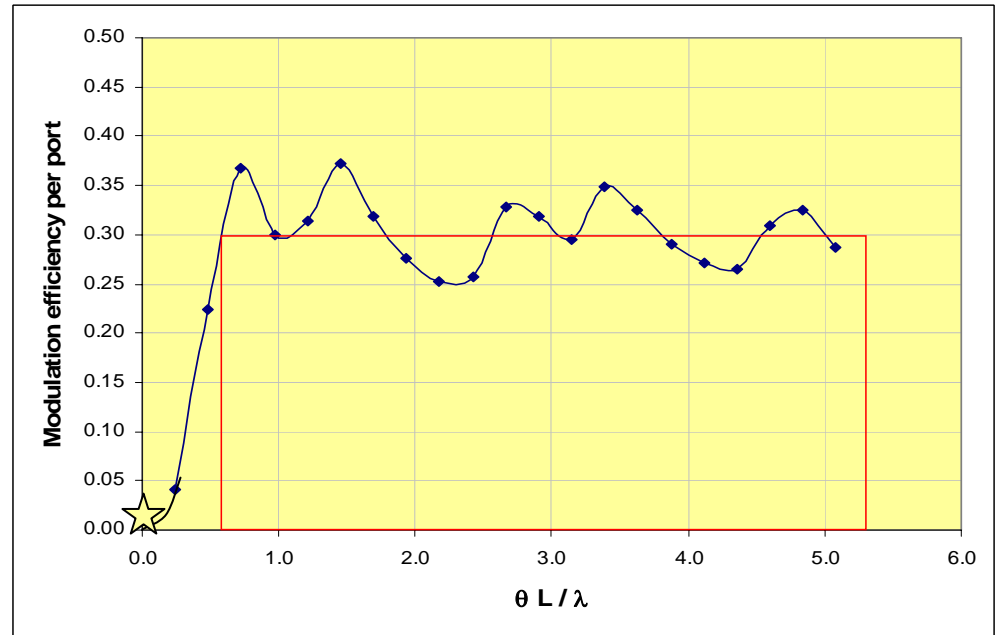
- Example: Linear 3 configuration



- “Put the planet on the first fringe”

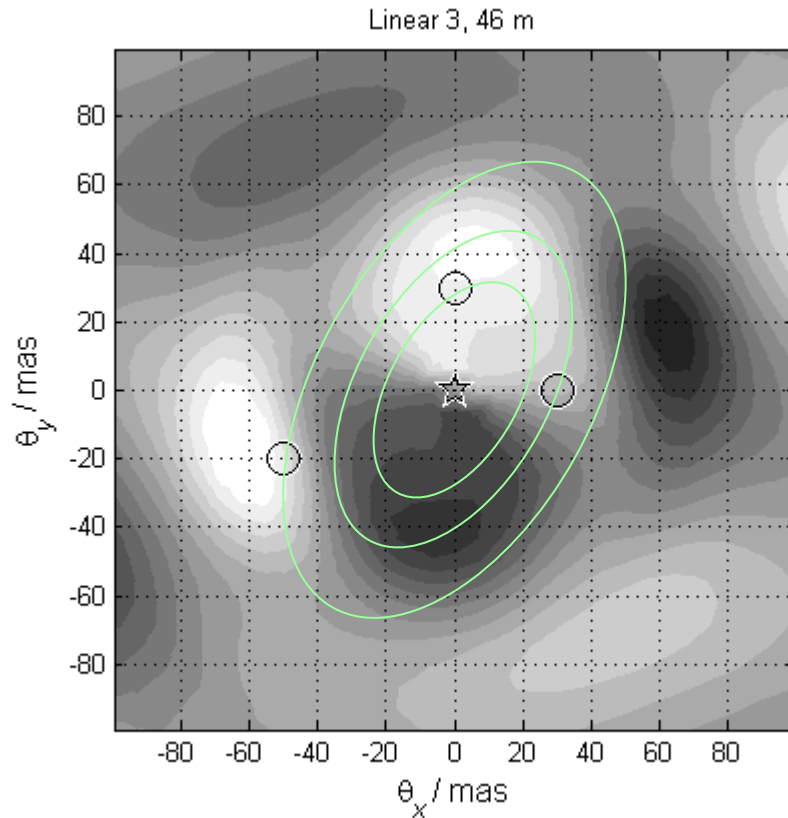


- More sophisticated version from modulation efficiency curve:



- IWA = 27 mas @ 10  $\mu\text{m}$   $\Rightarrow$   $L = 46$  m

# Linear 3, dirty map

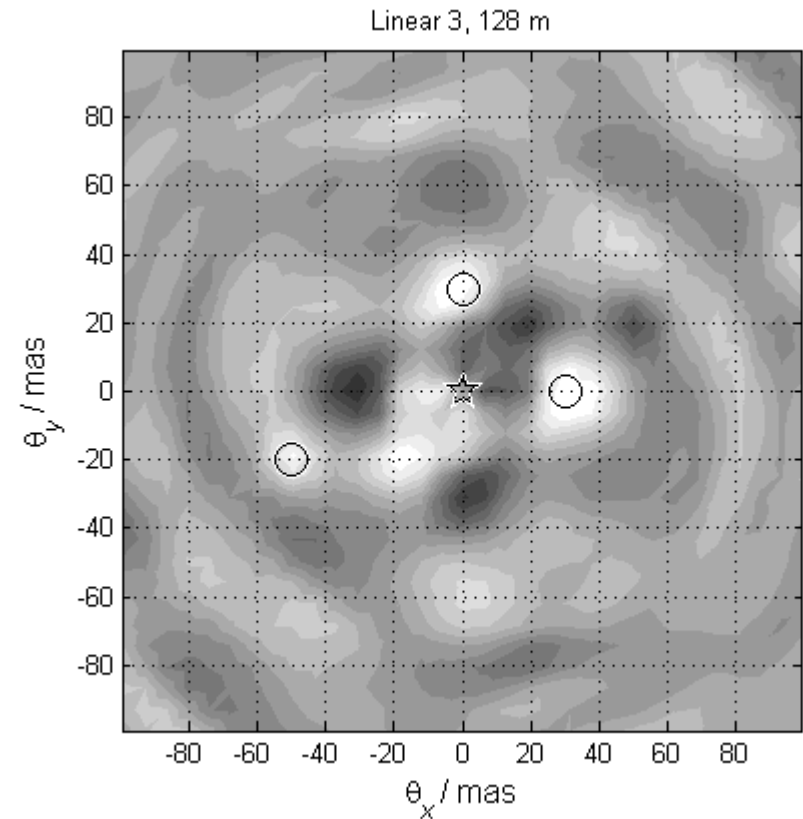
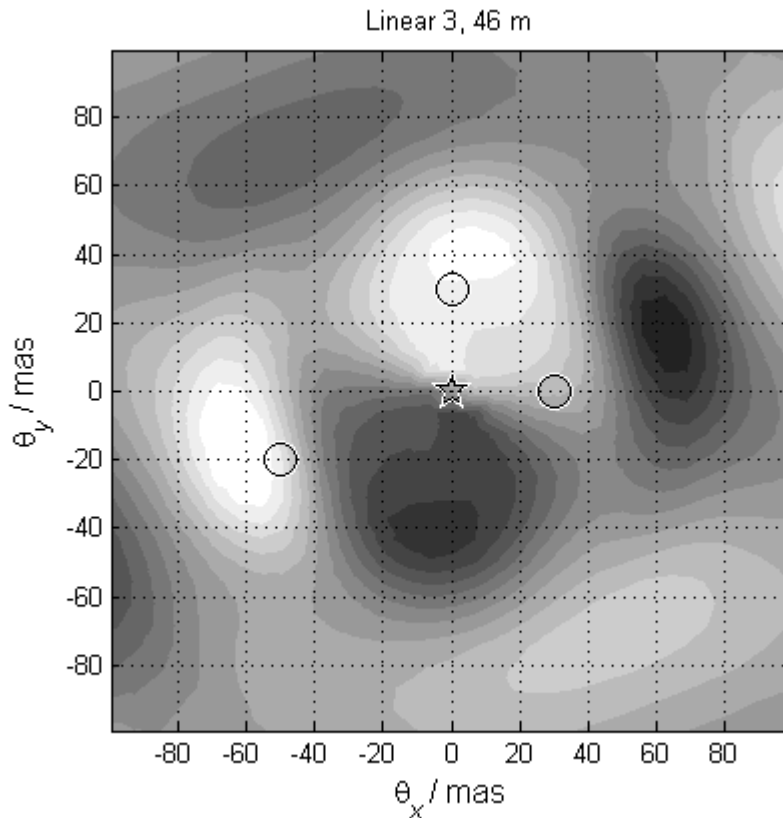


- Linear 3, 46 m baseline
- Venus – Earth – Mars orbits, equal flux
- IHZ semi-major axis = 35 mas (typical of TPF-I targets – see slide 12)
- Broadband 7 – 17  $\mu\text{m}$ , co-added maps
- No noise
- Angular resolution is insufficient to separate the planets



# Angular resolution criterion

- FWHM of main peak of PSF @ 10  $\mu\text{m}$   $\leq 0.5 \times$  radius of IHZ
- More robust deconvolution and reduced risk of spectral contamination



- Requires increase in array size to 128 m for Linear 3

# Impact of larger array size

- Increased stellar leakage
- Stray light constraint rules out more stars

Configuration	Increase in array size
Linear DCB A	x 4.2
Linear DCB B	x 1.35
X-Array 2:1	x 1.2
Diamond DCB	x 2.2
Z-Array	x 1.0
Triangle	x 2.0
Linear 3	x 2.8

# The Sun @ 10 pc is not typical...

