

Mission Design Evaluation Using Automated Planning for High Resolution Imaging of Dynamic Surface Processes from the ISS



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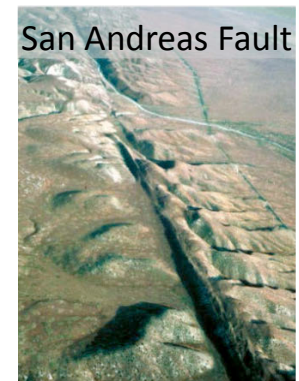
Proposed Eagle Eye Mission



- Understand how Earth's vulnerable systems reflect changes in climate
 - Measure glaciers and sand dunes over time
- Increase understanding of natural hazards
 - Volcanoes, fire, landslides, faults, flooding, coastal change



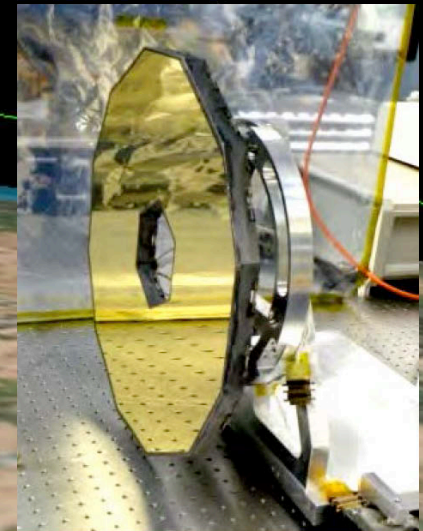
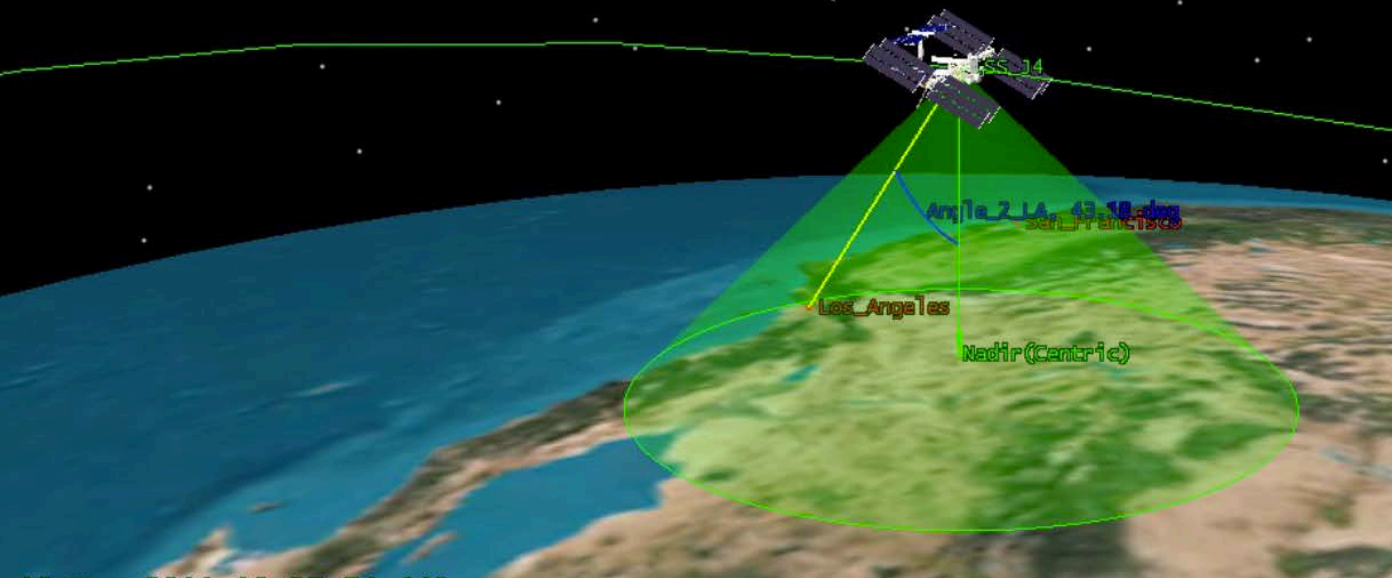
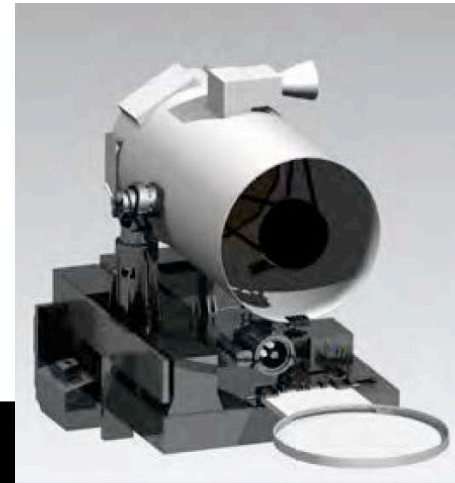
Vegetation changes can mobilize dunes





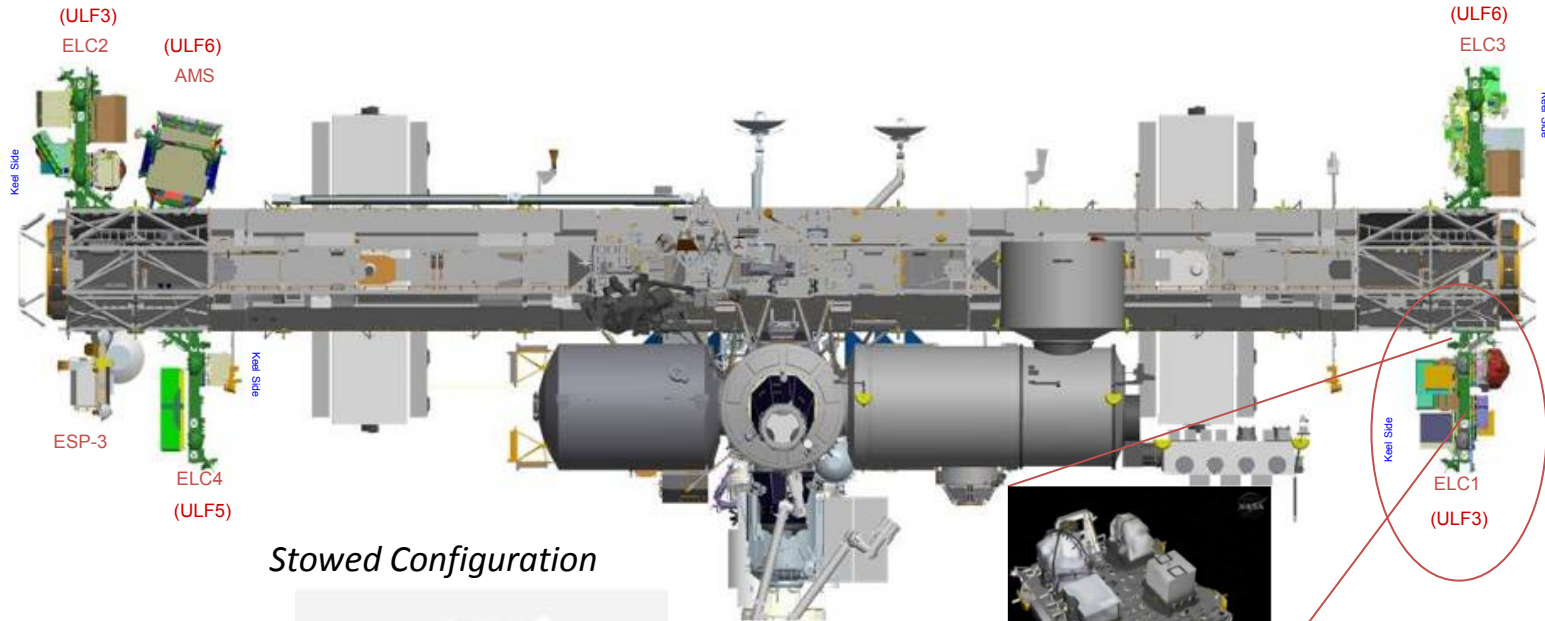
Instrument

- 0.5m integral active control
- 1-2 km² visible area
- 45 degree field of regard

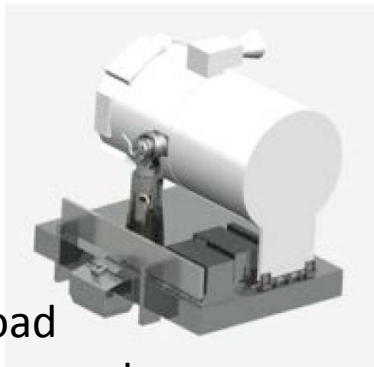




ISS Location

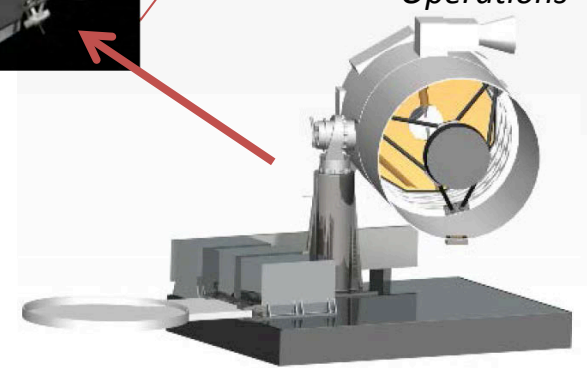
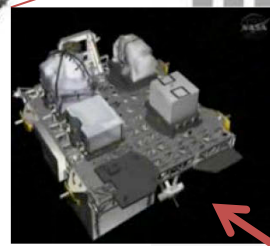


Stowed Configuration



FRAM-based payload
Fits within Dragon capsule

During Operations



Unique Measurement Capability



Current Platforms

- Near nadir view
- Off-pointing single images (up to 35)
- Push broom technology
- Stereo Imagery
- Difficult retrieval with uniform albedo

Fixed-point retrieval

- Off-pointing up to 45°
- Collect 10X more images (up to 350)
- Persistence
- 3D recovery
- Take advantage of varying sun angle



Scheduling

- Given
 - Observation targets
 - Lat, Lon, Alt, FPS, Priority
 - based on National Snow and Ice Data Center (NSIDC) glacier inventory
 - Approximately 100,000 points
 - Spacecraft and Instrument description
 - Ephemerides, memory (1Tb), collection rate, downlink rate
 - Slewing is fast (1s), but settle is slow (20s)
 - Communications sites (Synthetic, likely use ISS comms)
 - Lat, Lon, Alt, min. Elevation

Scheduling (cont)



- Choose a time-stamped ordering of telescope pointing coordinates
 - Cancelling a scheduled lower priority target never enables scheduling of an unscheduled higher priority target
 - Targets are imaged at the optimal times, given a “black box” function that computes quality based on elevation angle, sun angle, and distance to target
 - Twofers are OK



Algorithm

For each observation point, in priority order

↑
Check for feasibility

Memory, Slewing to previous and subsequent points

If feasible, introduce into the schedule and
propagate

└─
Extract a solution from the pointing timeline

Check for feasibility



Check that frame rates and data usage cause no constraint violations, and if they do, return **failure**

Generate the set of reasonable pointings P

Remove any member of P that is unreachable given the previous or simultaneous pointing

If P is empty, return **failure**

Let $nextP$ be the subsequent set of reasonable pointings

If the intersection of P and $nextP$ is not empty, return **success**

If no transition is possible from any member of P to any member of $nextP$, return **failure**

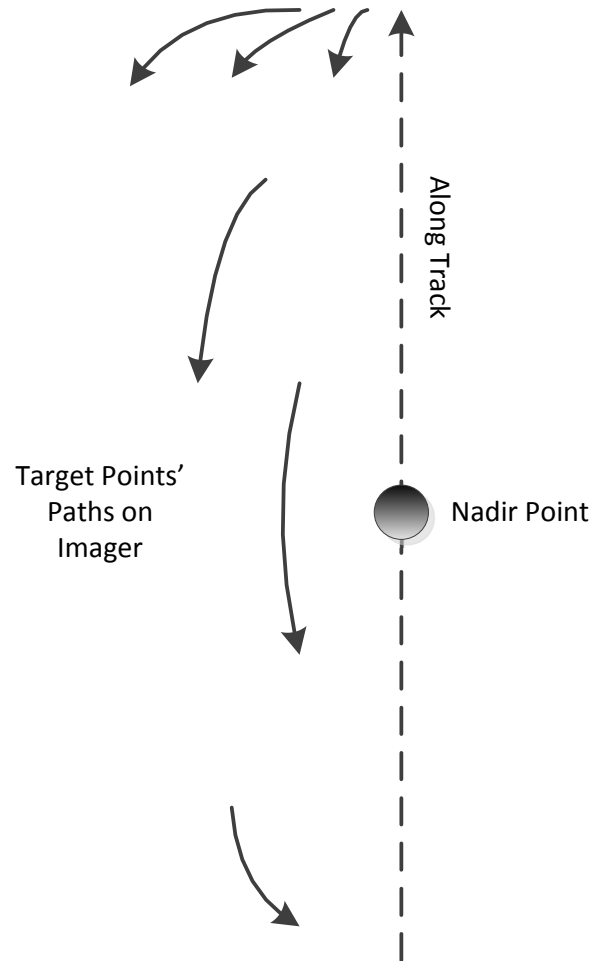
Return **success**

Generate the set of reasonable pointings



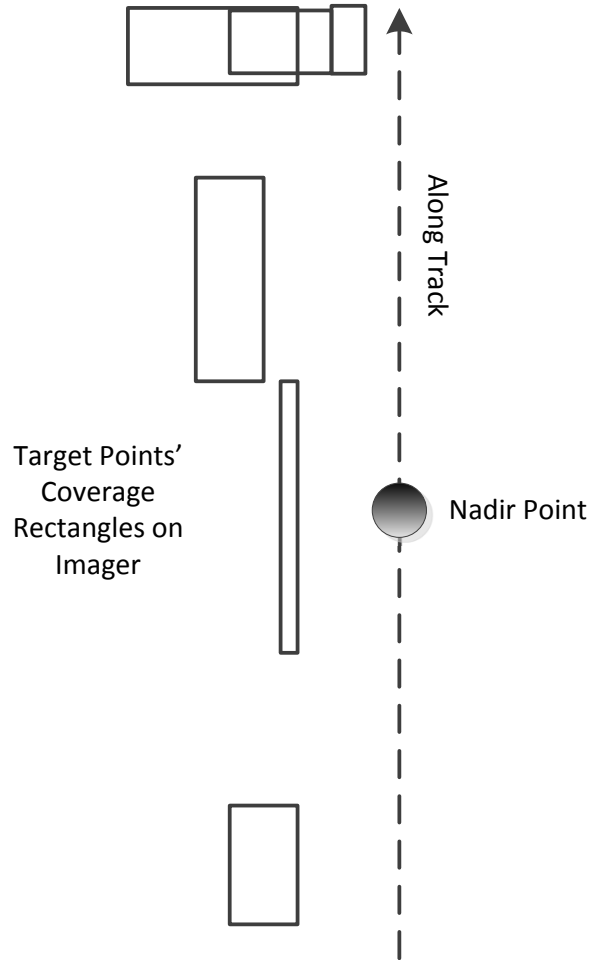
- Given a target point p
- For all points that are within a reasonable distance to the target point, project the point paths onto the imager
- Convert to rectangles
- P = the set of squares that cover at least one point and p
- At most quadratic in the number of points simultaneously image-able with p

Paths of Points on the Imager

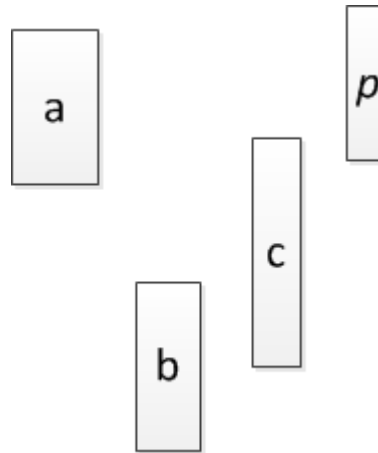




Rectangles on the Imager

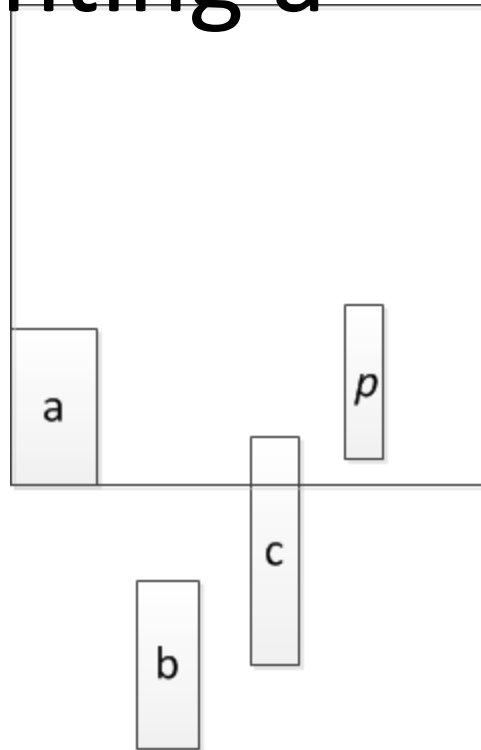


Point rectangles a, b, c and p

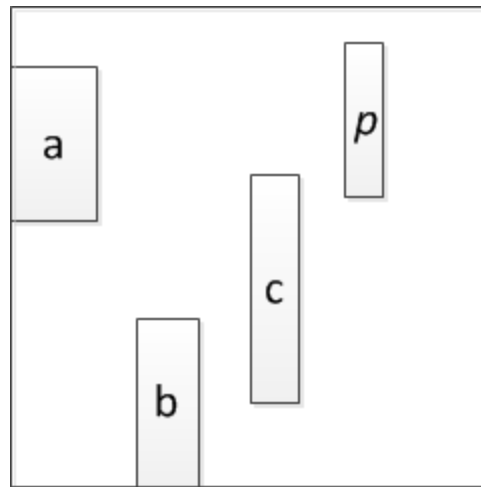




Pointing a

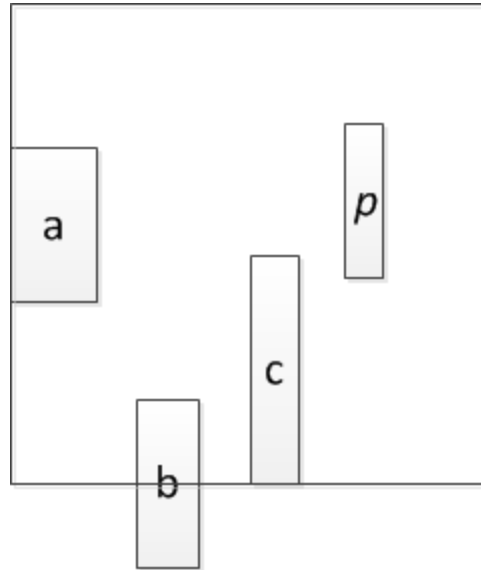


Pointing a,b



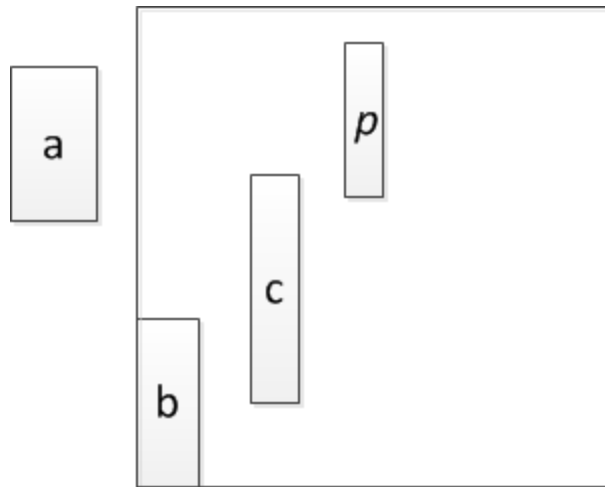


Pointing a, c



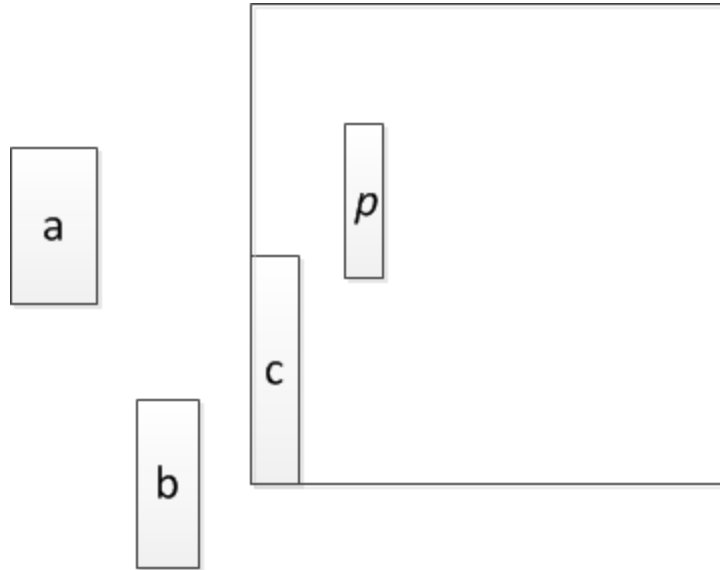


Pointing b



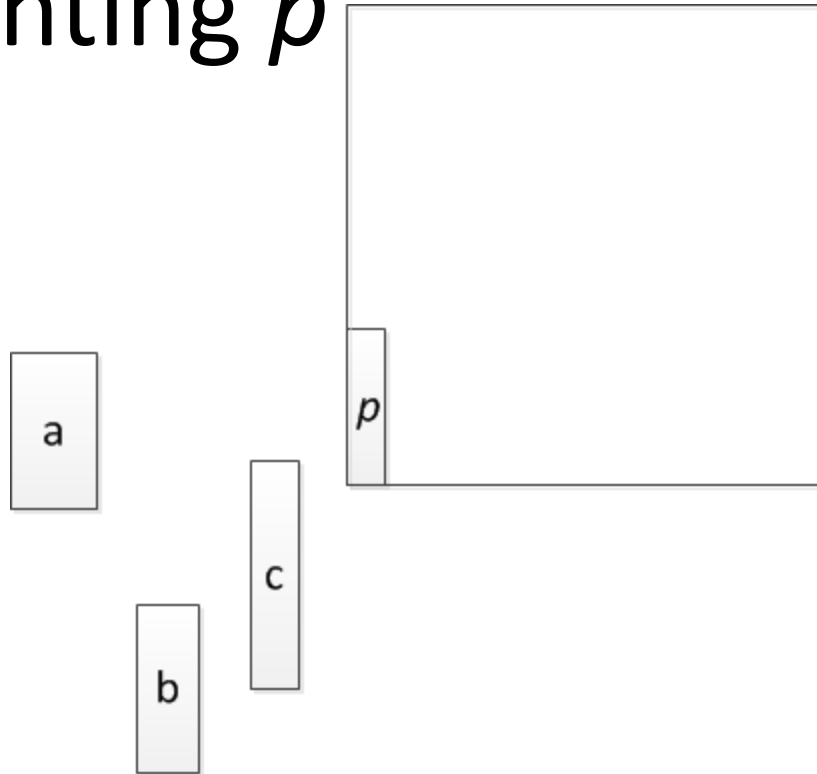


Pointing c





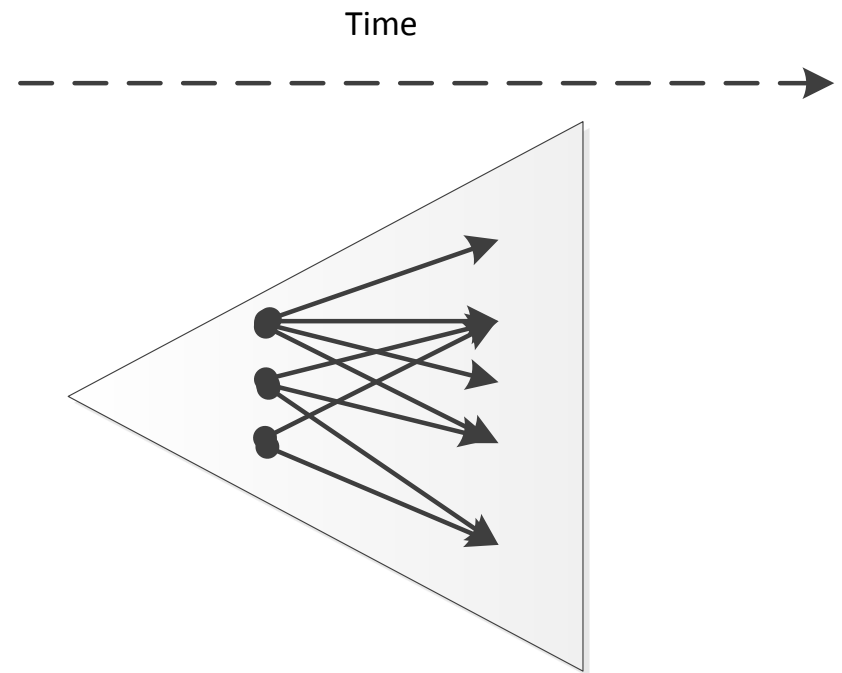
Pointing p





Propagate

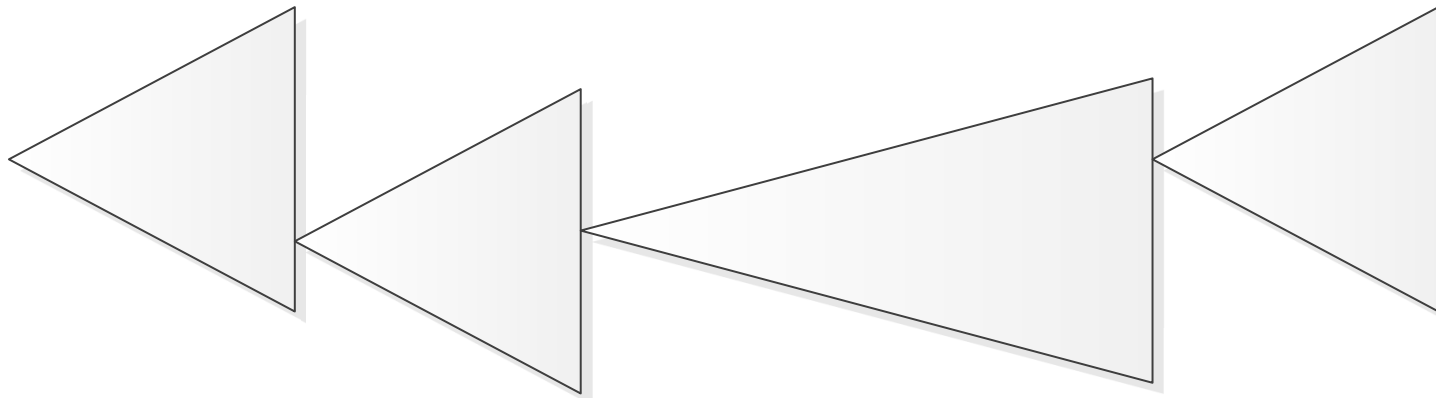
- Remove any subsequent pointings that are not compatible with P
- Conceptual transition between pointing sets



Schedule without the pointing set that contains p



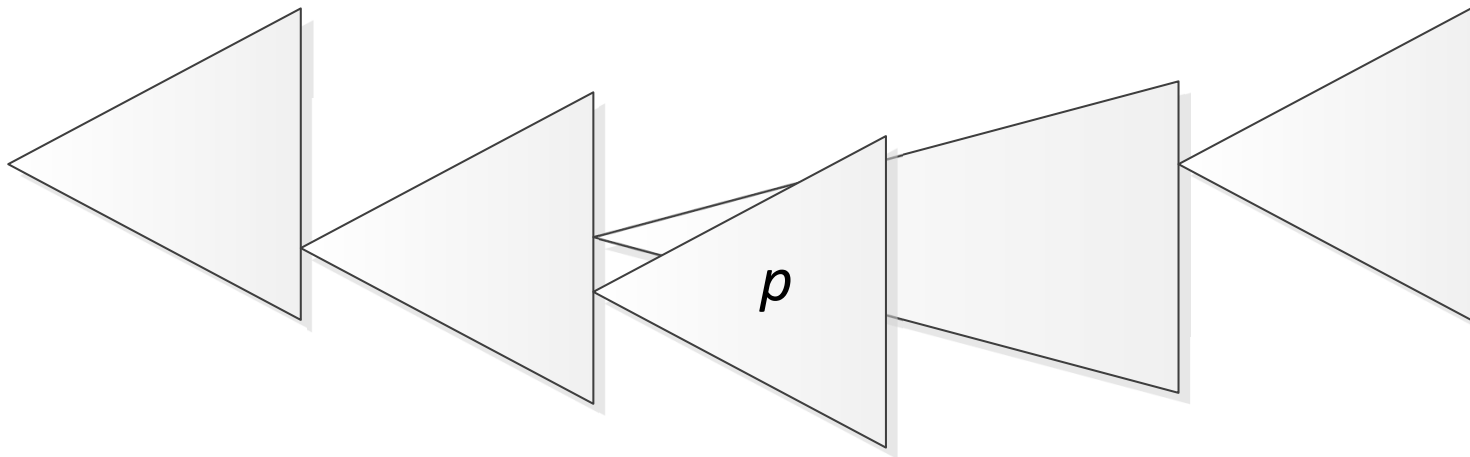
Time



Schedule before propagation

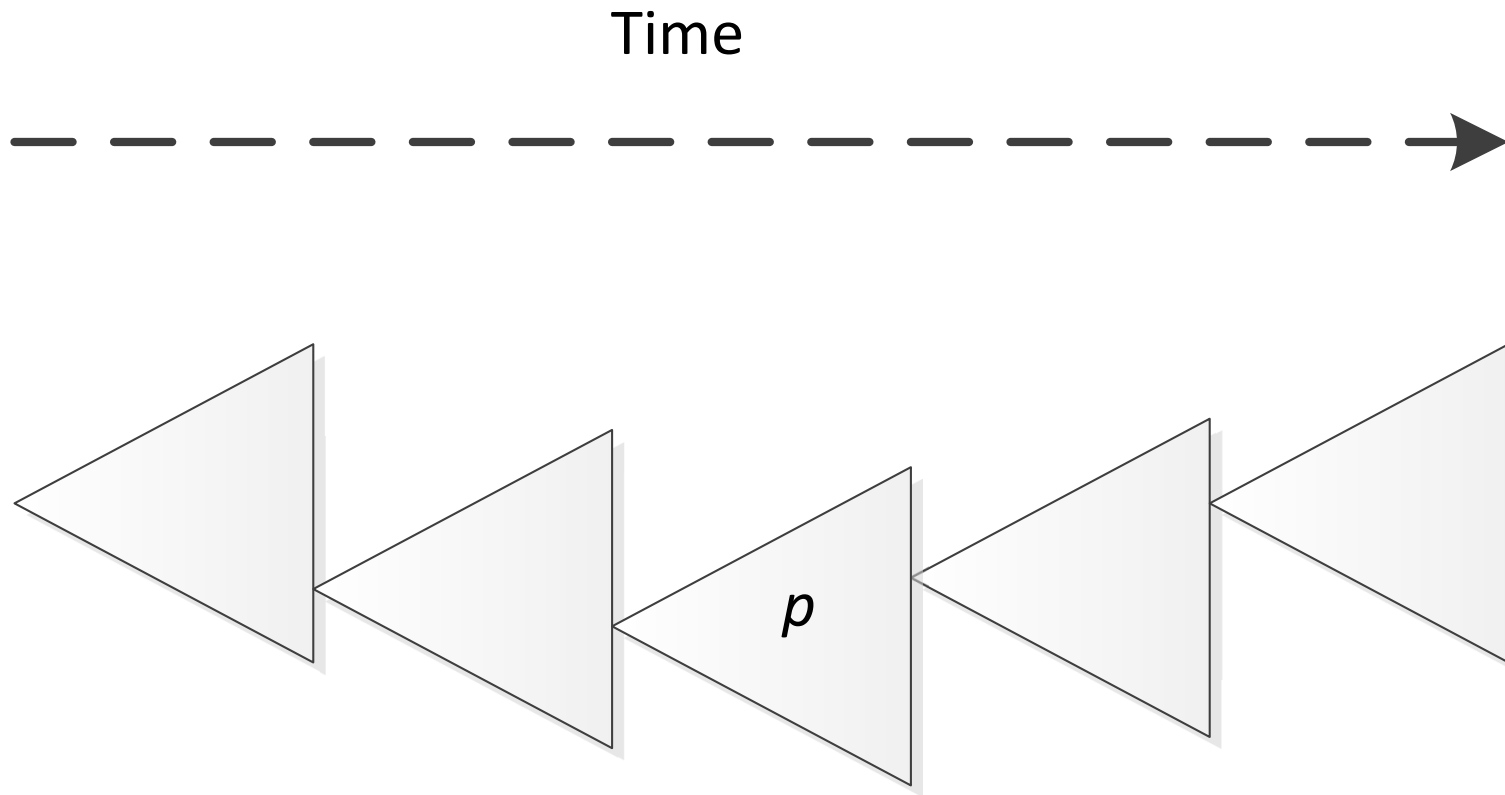


Time





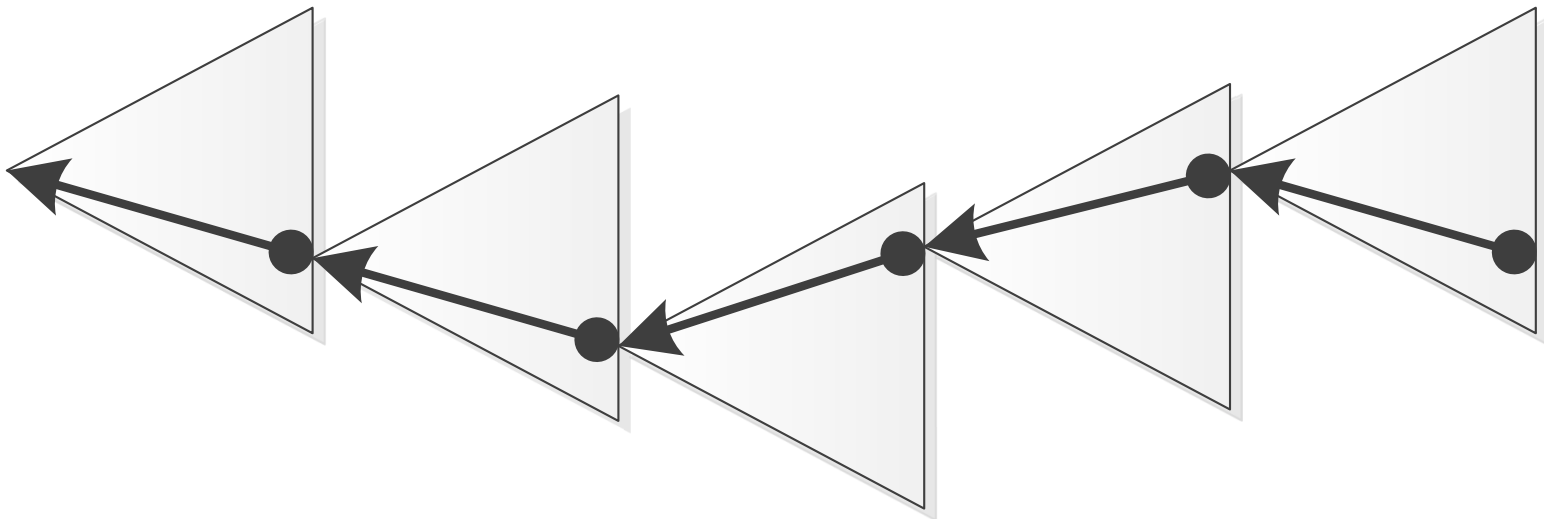
Schedule after propagation



Extract a Solution



Time



Schedule Fragment in KML

