

**Concurrent Design
Approaches at JPL**

Presented
by
Dr. Knut I. Oxnevad

at the
New Design Paradigms
Workshop
-Cross-Industrial Session-

June 26-28, 2001

Pasadena , CA, June 26 , 2001

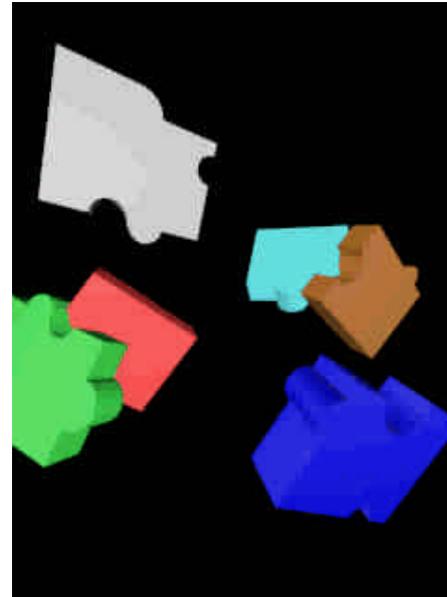
1. Concurrent Design in Perspective
 - a, The Challenge
 - b, Lessons from History
 - c, Back to Basics
2. Status
 - a, The NPDT in a Nutshell
 - b, Areas of Expertise
 - c, Approach (Design Paradigm)
 - d, Design and Analysis Capabilities
 - e, Potential Space Shuttle Payload Application
3. Future Directions
 - a, Spin-Offs
 - b, HPC
 - c, Concept to Hardware
 - d, Concurrent Design Throughout the Organization
4. Conclusions & Summary

The work described in this presentation was carried out at the Jet Propulsion Laboratory, California Institute of Technology, under a contract with the National Aeronautics and Space Administration.

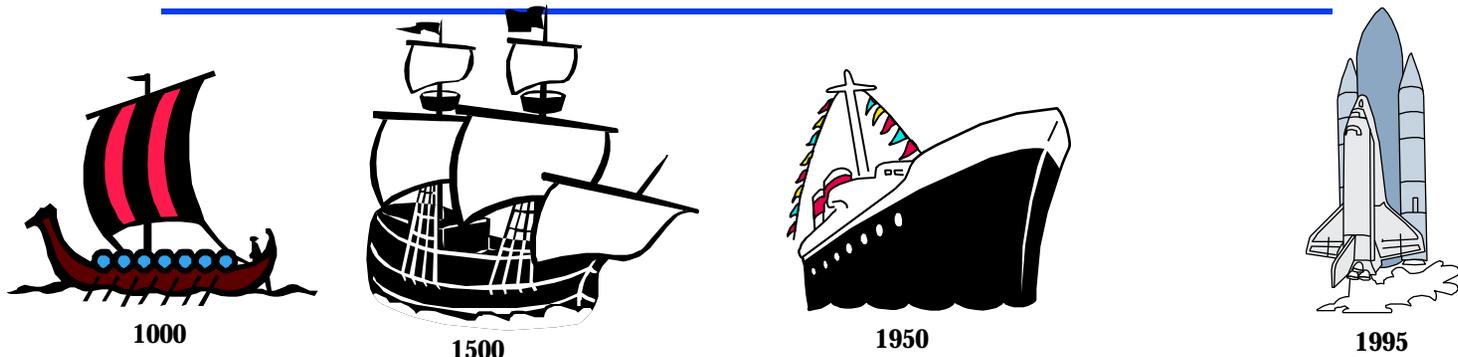
The Challenge

The biggest Challenge facing Space Development today does not lie within a specific technology, but rather in our ability to make these technologies work efficiently together to achieve our objectives.

-Knut I. Oxnevad



Lessons from History



1000

1500

1950

1995

Design Complexity

Low

Medium

High

Very High

Basis for Design Decisions

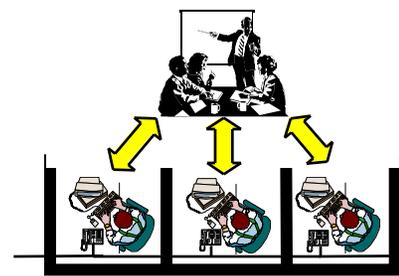
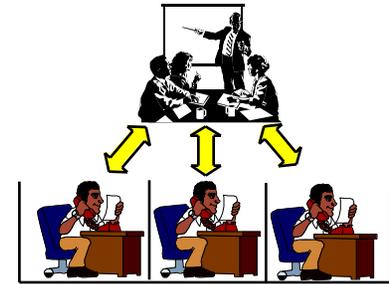
Experience

Experience (H)
Computations (L)

Experience (L)
Computations (H)

Experience (VL)
Computations (VH)

Design Collaboration



Design and Analysis Approach

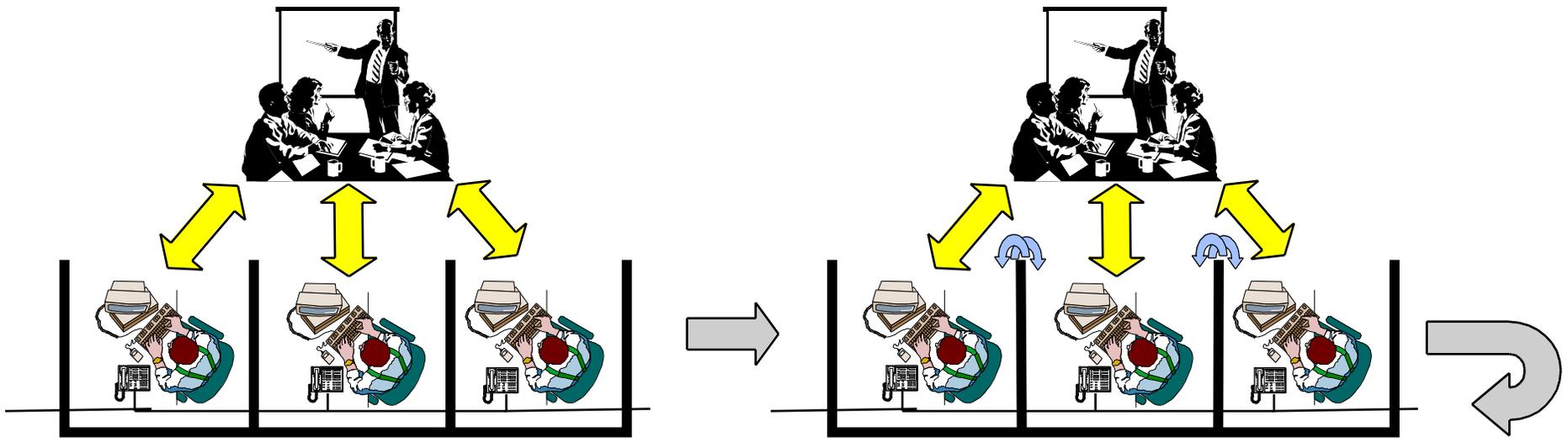
- Real Time
- Working Design Session-
- Hands-On/"Touch and Feel"
- Designer and Builder the same

- Real Time
- Working Design Sessions
- Hands-On/"Touch and Feel"
- Designer and Builder Co-Located

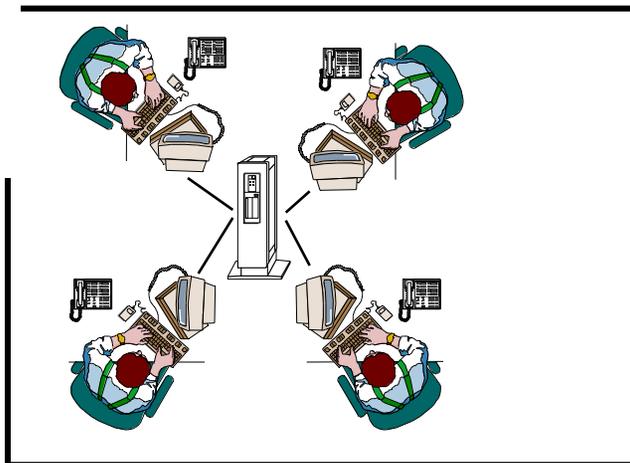
- Off-Line
- Office Work
- Meetings
- Design Reduced to Drawings and No.
- Designers and Builders Separated

- Off-Line
- Office Work
- Meetings
- Design Reduced to Drawings and No.
- Designers and Builders Separated

Back to Working Design Sessions Concurrent Design



Concurrent Design

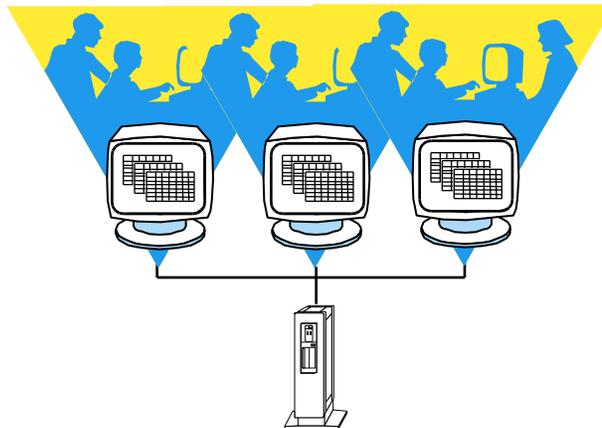
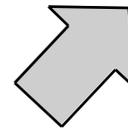
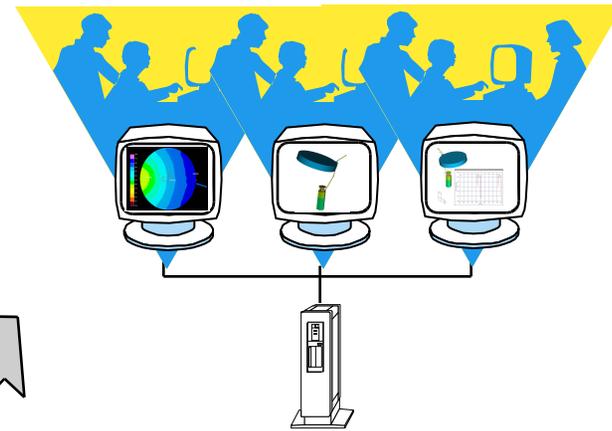


• Working Design Sessions

Back to Hands-On/”Touch and Feel” Real Time Analysis and Design

- **Real-Time Analyses, Design, and Simulations**, using interconnected High-End SW Tools
- **Hands-On/”Touch and Feel”** from 3D representation of Design on Computer
- Powerful HW has made this approach possible
- Deliver mass, power, summaries, high-end analysis results, CAD drawings, and engineering Drawings
- Compress the full life cycle

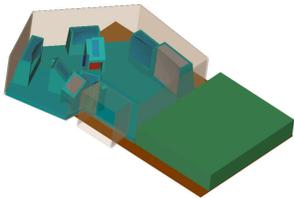
Next Generation Design Approach



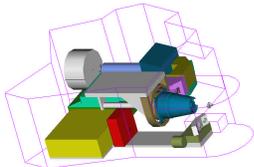
- Numerical Analyses
- Spreadsheet Based
- Mass, Power, and Cost Summaries

In A Nut Shell

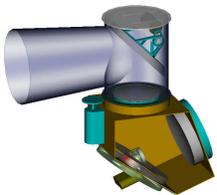
Discovery Phase 1
Gulliver



DS (ST)-4/CIRCLE



Search Camera for the
CNES Orbiter

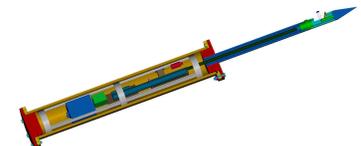


- Concurrent **Design** and **Analysis** Environment
- **Real-Time** Analysis and Design
- Total **Systems** Approach, **Multi-Disciplinary** Team
- **Standing** Design Team
- **Customer** Actively Participates in the Design Sessions
- **Input Parameters** are **Challenged** in Real-Time
- Involved **External Experts** in the Design Sessions
- Joint Sessions with other **NASA Centers**
- From **Concept** to **Engineering Drawings**
- **Interconnected, High-End** Optical, Microwave, Mechanical/CAD, Thermal, Structural, Dynamics, Simulation, Orbital, Electronics Analysis and Design Tools, such as Code V, ZeMax, Mechanical Desktop, (Inventor), NASTRAN, Thermal Desktop, Adams, MODTool, and Working Model
- Applications Utilize a **Common** CAD Developed **Geometry**
- **Open Environment**, import/export of STEP, NASTRAN files, etc., from/to JPL, other NASA centers, and Industry
- **Technology Insertion** Through Cooperation with MDL/TAP
- Analysis and Design **Time Cut from Months to Weeks**

IIP/OSIRIS

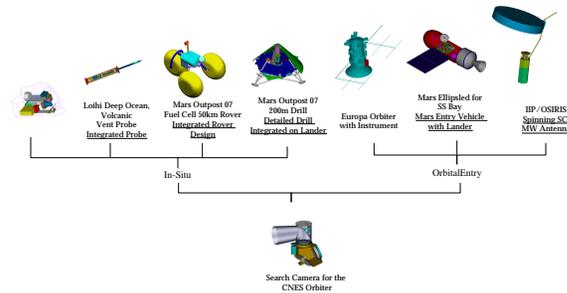
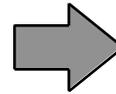


Loihi Deep Ocean,
Volcanic
Vent Probe

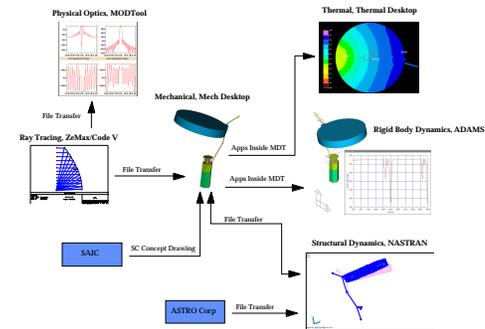
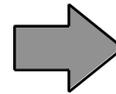


The Two Elements Expertise and Approach

1. Expertise

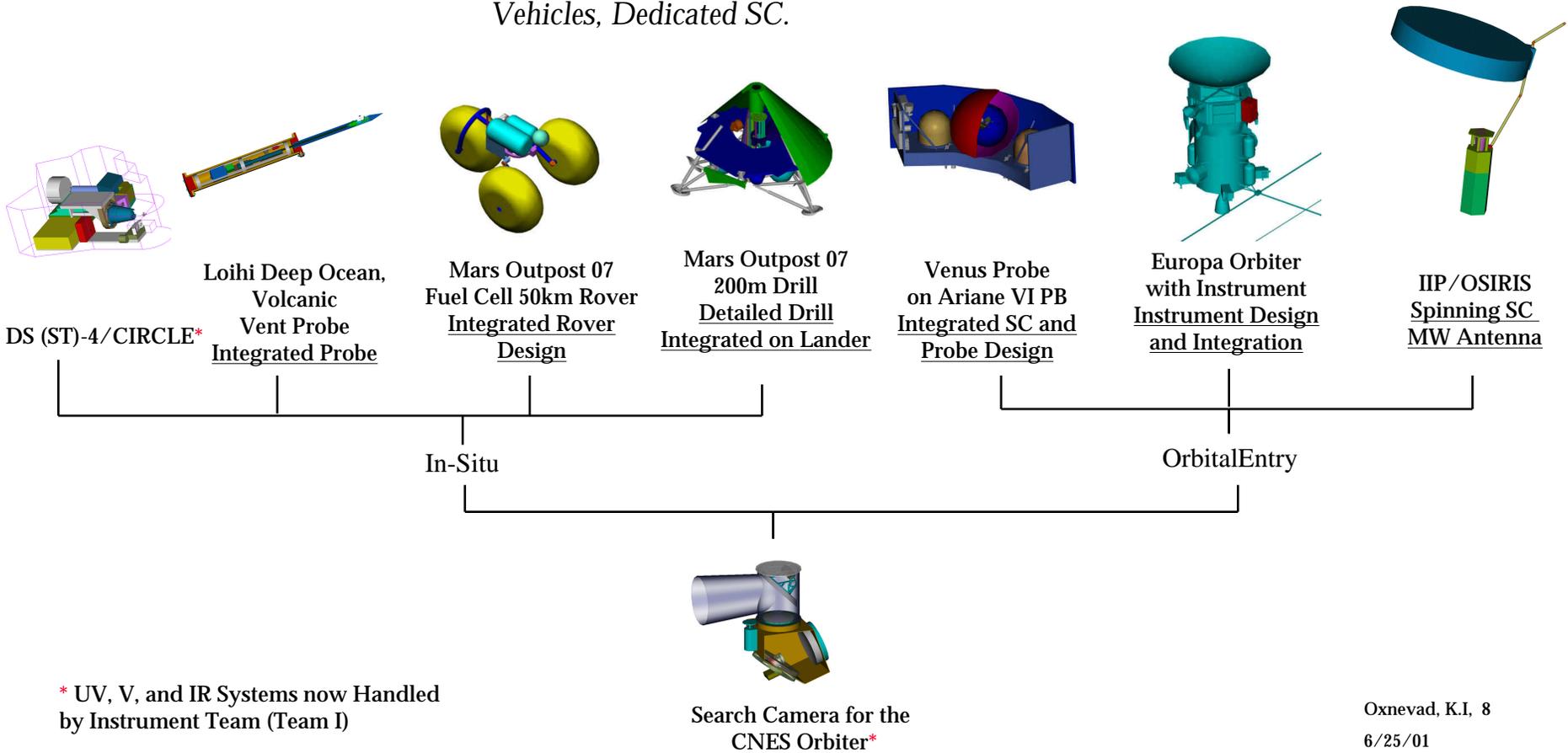


2. Approach (Design Paradigm)



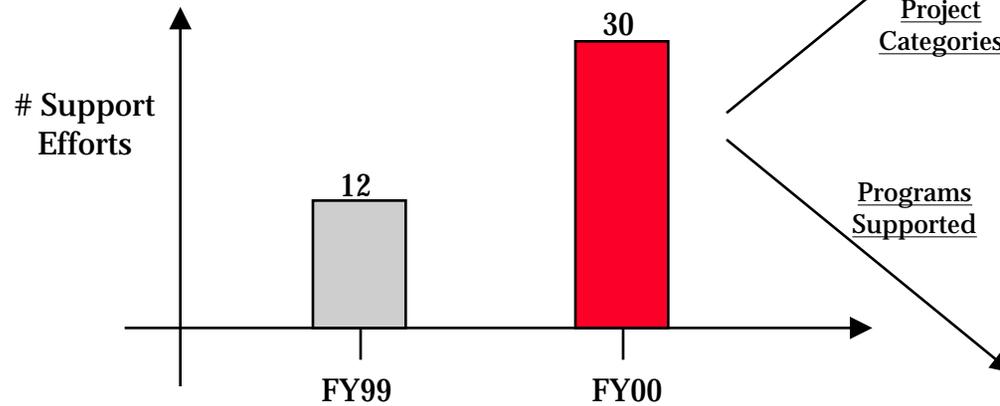
Expertise

- Expertise
 - Synthesis, Analysis, Simulation, and Design Support
 - Orbital and In-situ Payloads
 - Instruments to Fully Integrated Probes/Spacecraft
 - Optical, Microwave, Mass Spectrometer Instruments
 - Surface/Subsurface Probes. Rovers, Atmospheric Entry Vehicles, Dedicated SC.



* UV, V, and IR Systems now Handled by Instrument Team (Team I)

Customers FY2000 Categories

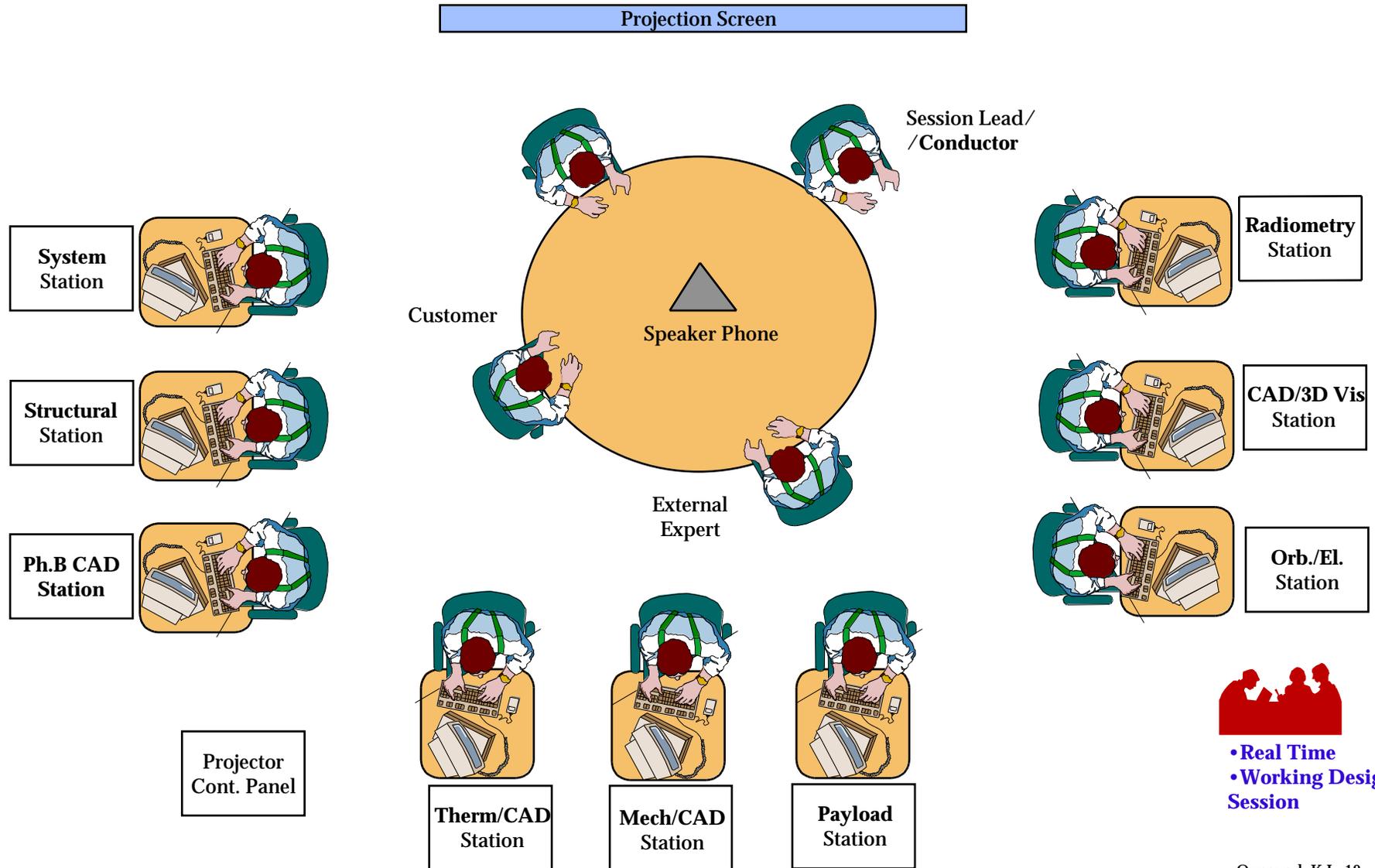


Imager/spectrometer integrated with SC/aircraft/UAV/lander/SSI/NGST: 17
 Mars descent imager integrated with lander: 1
 Hyperspectral imager integrated with SC: 3
 Imager and Radiometer integrated with probe: 1
 Telescope design: 1
 Atmospheric Entry Vehicle: 1
 Mars Lander Based Drill: 1
 Mars Rover: 2
 Mars Rover Mission (cruise, orbiter, lander, rover, and instruments): 1
 SEP launch vehicle integration: 1
 Micro/millimeter wave antenna configuration/fitting: 1

CodeY: 1
 CISSR: 1
 Discovery: 8
 Europa Orbiter: 3
 Pluto: 1
 NGST: 2
 NRA/UVA: 1
 Mars: 6
 Mars 03 Orbiter: 2
 ESSP/NGST: 2
 Space Station/UNESS: 1
 SEP: 1
 CSMAD/SURF: 1

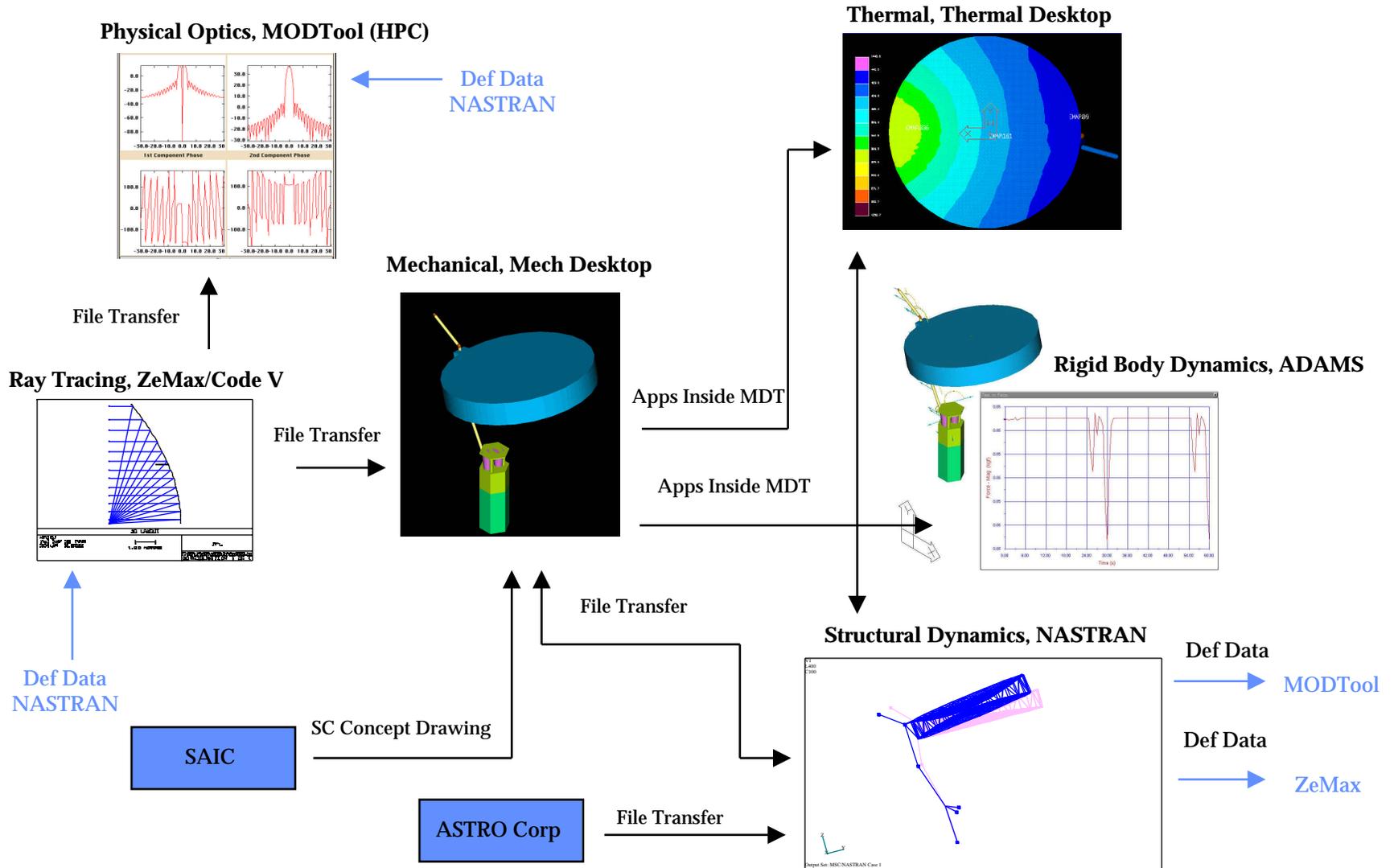
The Lohii ocean floor volcanic vent probe developed in the NPDT was successfully taken down to 1.6 km

Approach Concurrent Session



- Real Time
- Working Design Session

Approach (Design Paradigm): Integrated, High-End Analysis and Design

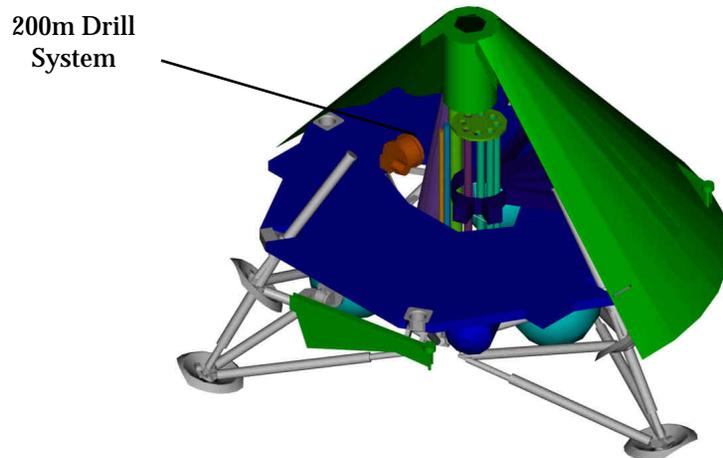


• Hands-On/”Touch and Feel”

Approach

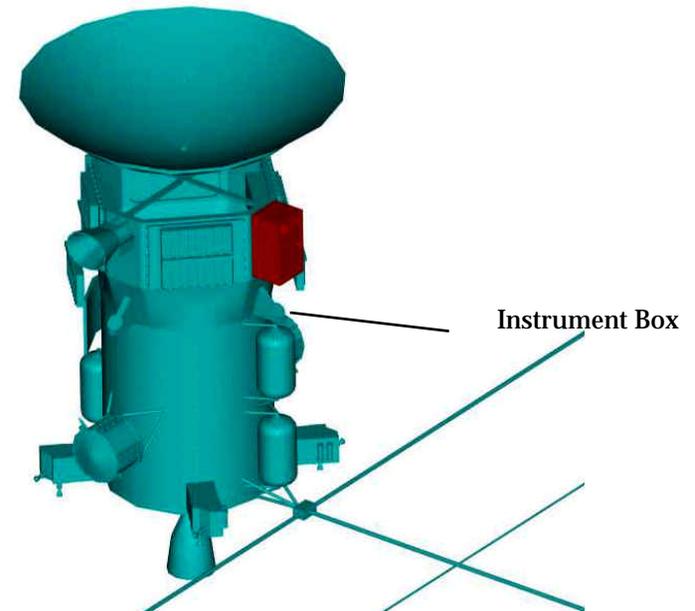
Integration of Payload and SC/ Lander

Modified O3 Lander



Support: Mechanical (parts and assemblies),
Assembly simulation, Mass, and Cost

Europa Orbiter

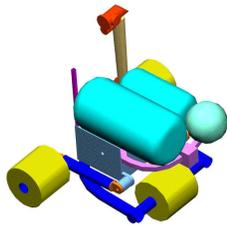


Support: Mechanical (parts and assemblies), Optics,
Electronics, Orbital, Thermal, Mass, Power, and Cost

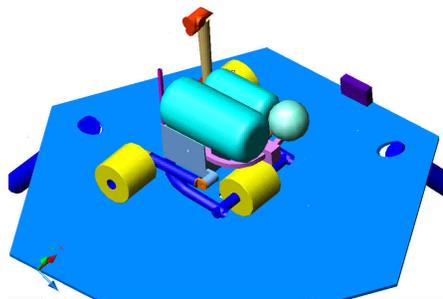
Approach

Sizing, Configuration, and Simulation

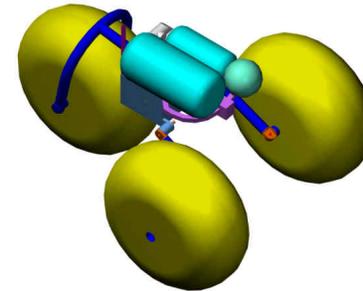
Mars Outpost 50km Fuel Cell Rover



Lander Configuration



Deployment Sequence

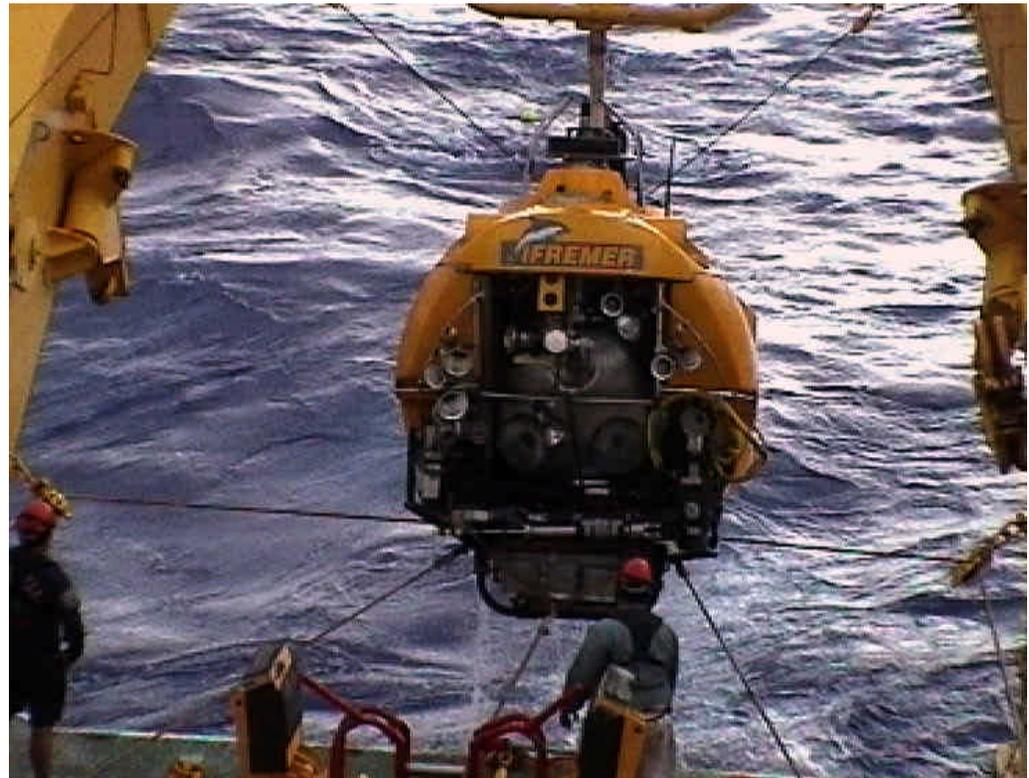
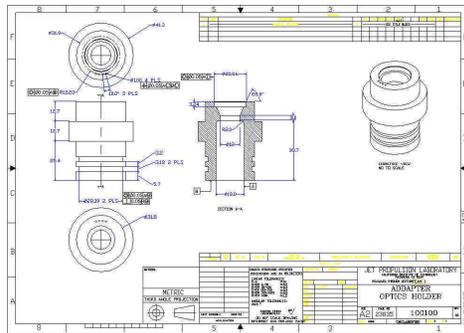
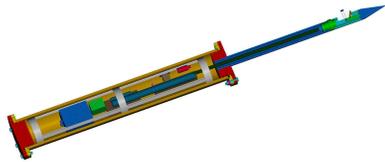


Surface Configuration

Support: Mechanical (parts and assemblies), Structural, Surface Mobility/Ops Simulations,
Trade Studies, Mass Summary

Approach

Concept, Hardware, Science Data



Support: Mechanical (parts and assemblies), Structural, Electronics, Optics, and Engineering Drawings

Space Shuttle Bay Payload Integration

A Potential Application

Objective:

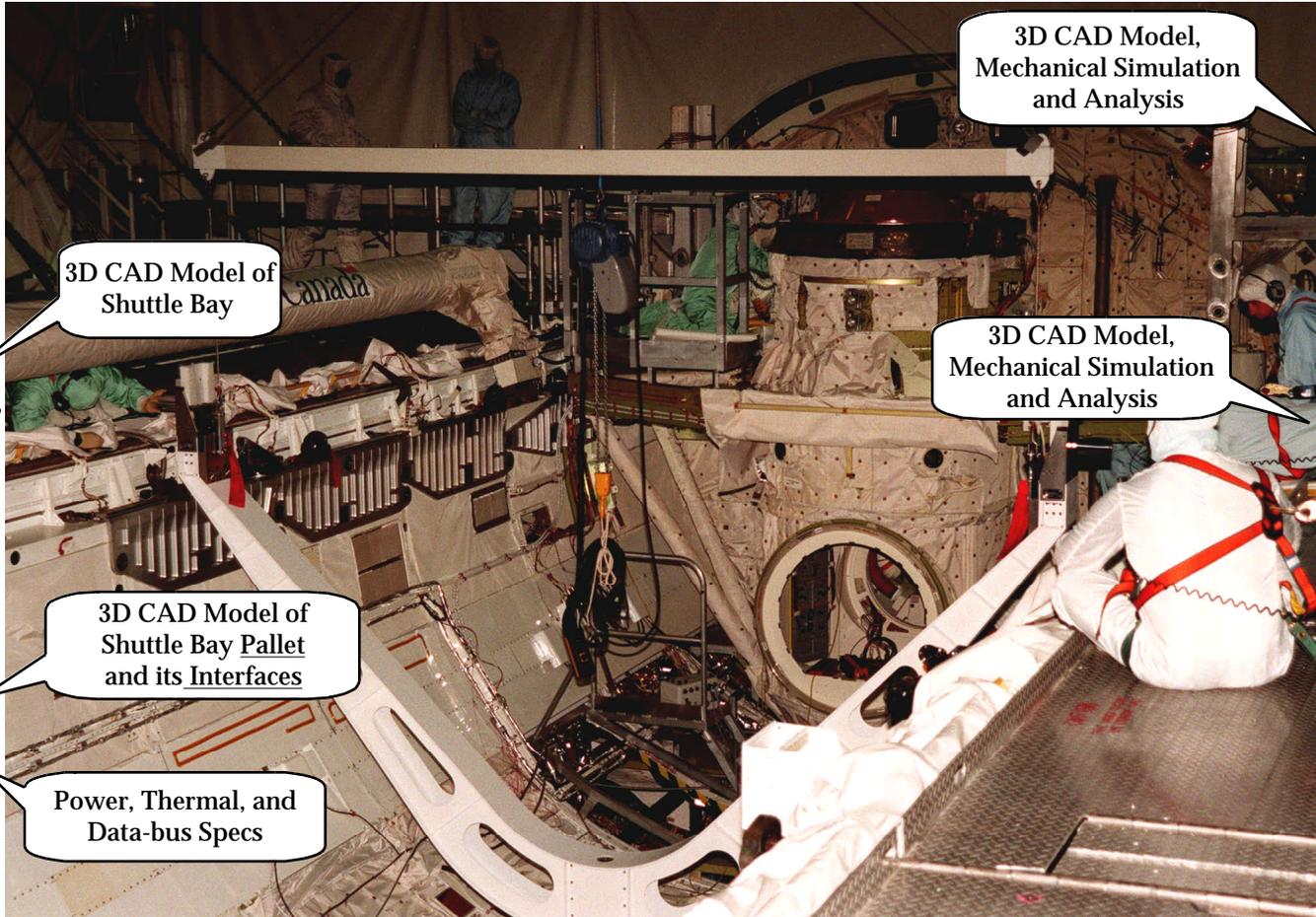
Integration of a Payload in the Shuttle Bay

Bay Specs.:

Allocated Payload Volume, Stay-out Areas, Distance to Bay Walls and Sub Systems, CG Specifications

Payload - Pallet Interfaces:

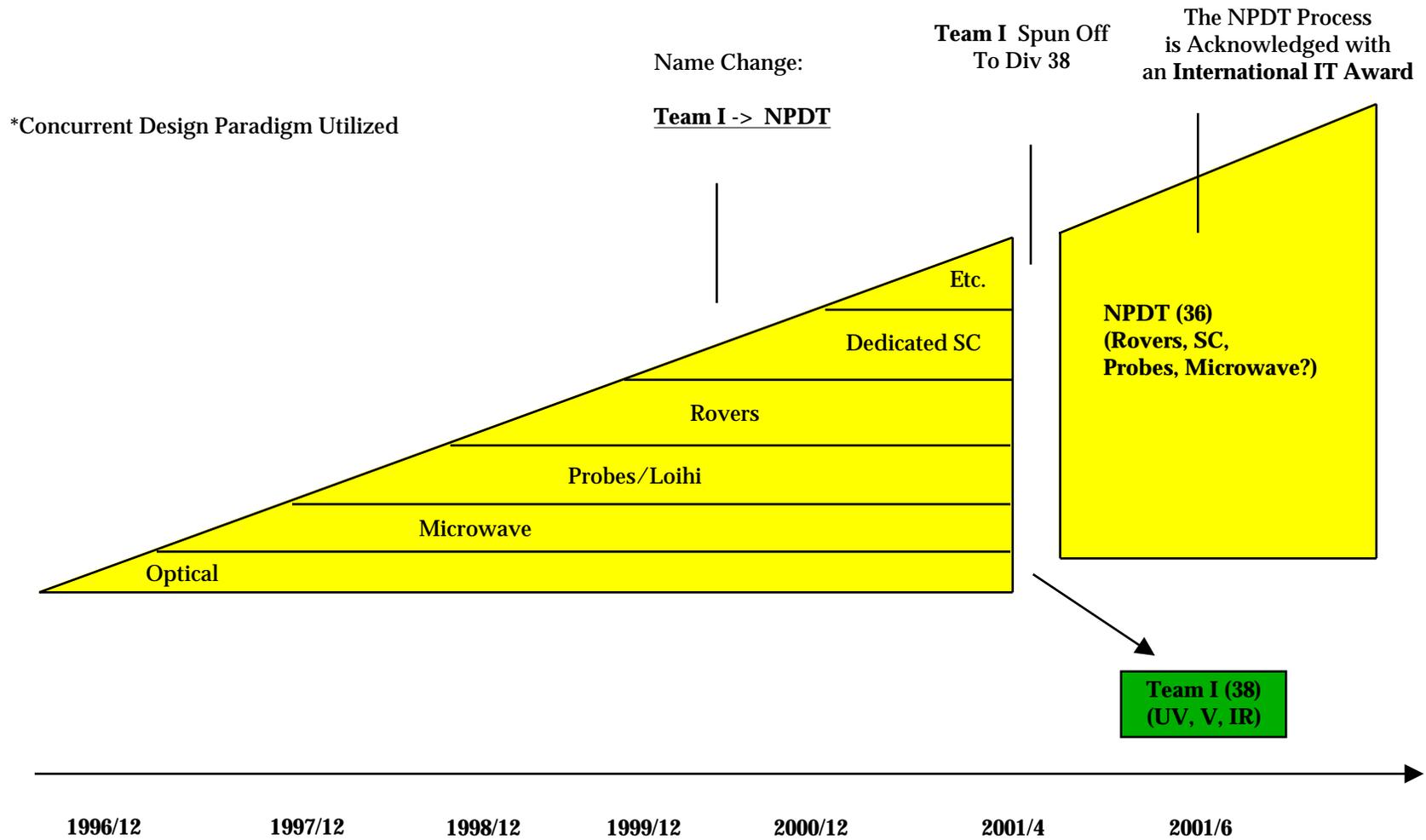
Physical, Power, Thermal, and Data Interfaces, Time On-Off



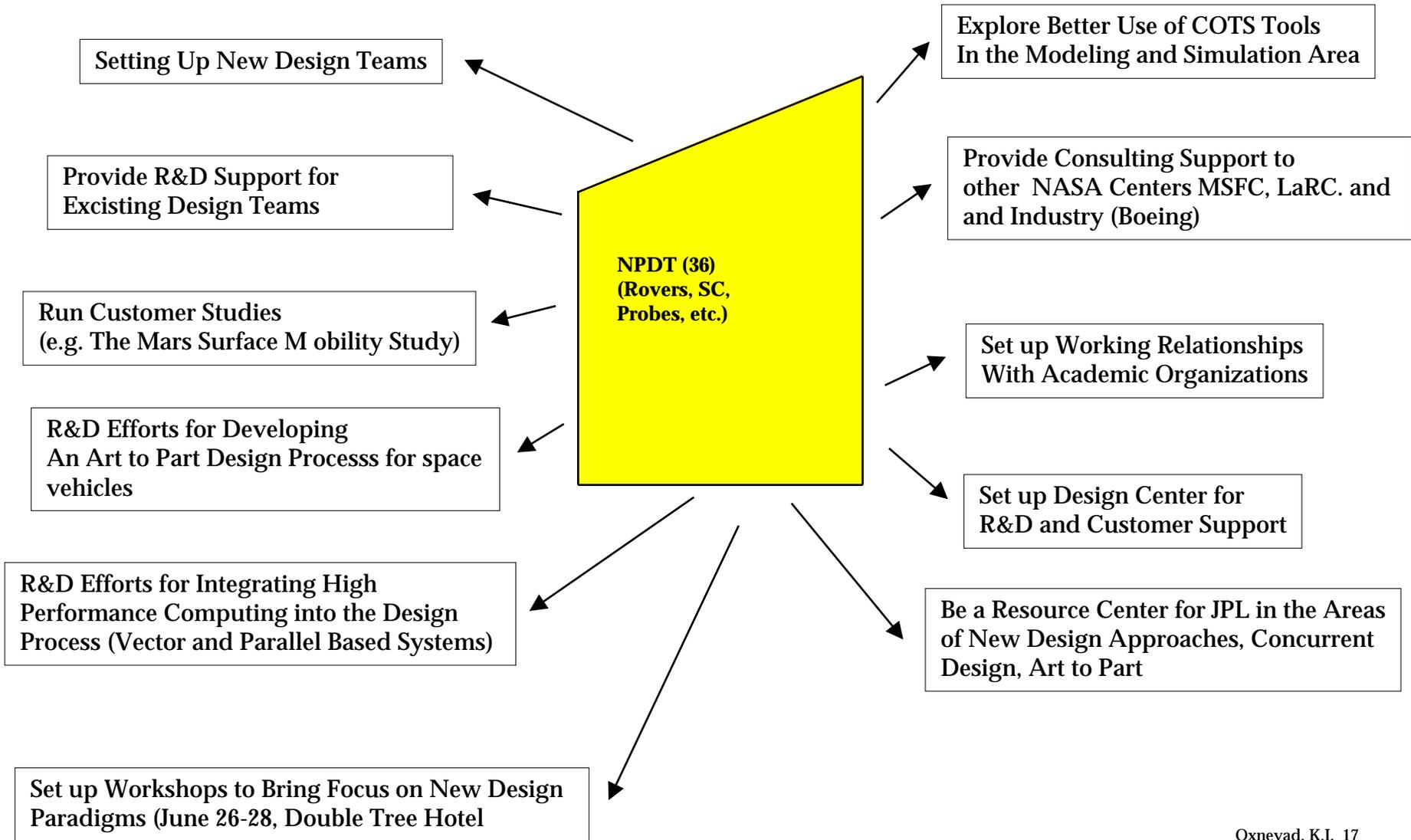
Placement and Installation of Payload in Bay:
Crane Reach and Capacity, People Reach and Limitations

Pay Load Deployment:
Shuttle and SSI Robotic Arm Interfaces, and Movement Constraints, CG, SSI Interfaces

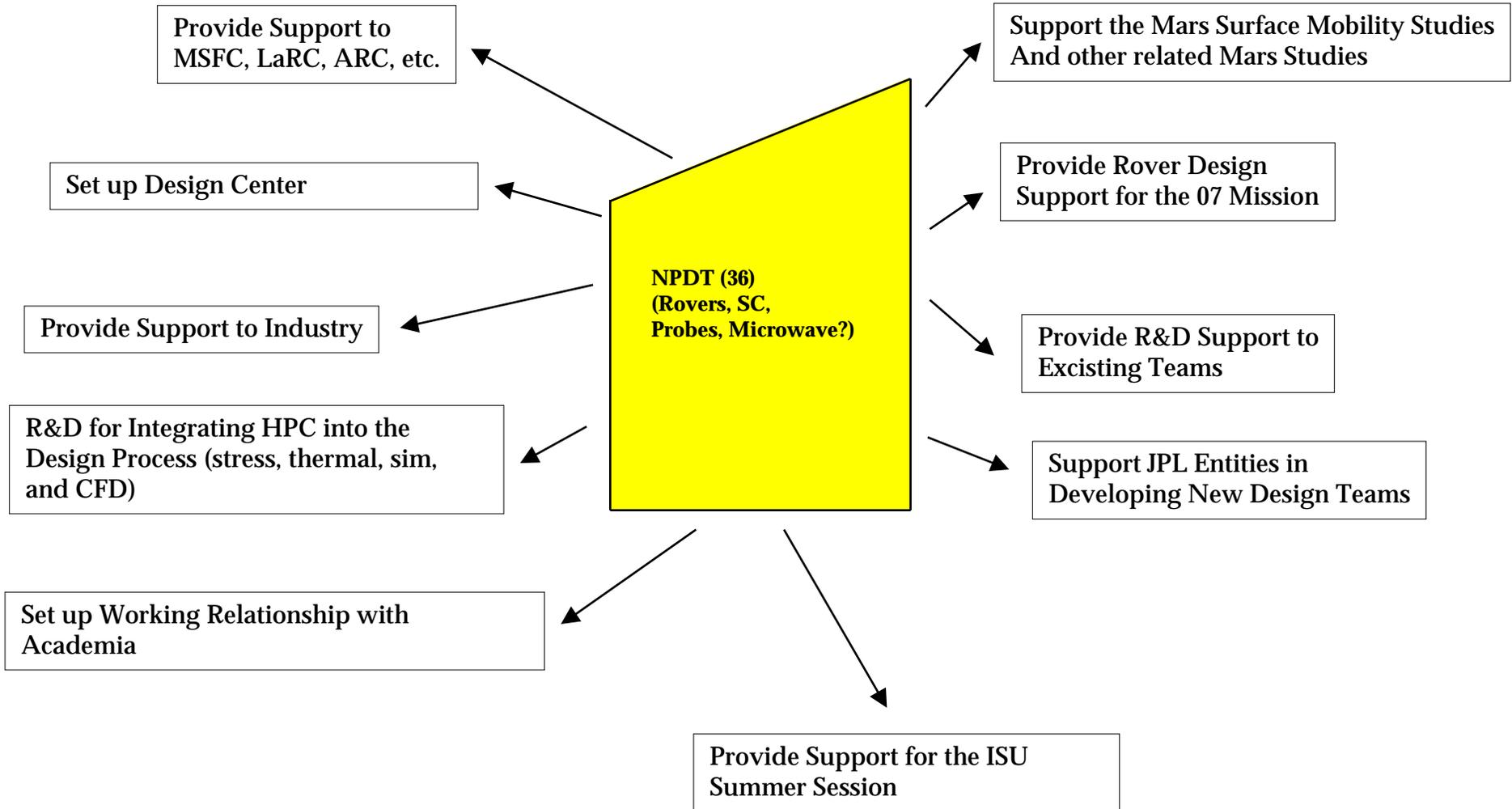
Future Directions



Future Directions



Future Directions NPDT FY2002 Plans



Summary and Conclusions

- A New and Unique Design Paradigm
- Customers Clearly See Benefits: Development Time Reduced and Quality Increased
- The NPDT Environment Consequently Can Be Seen As a **Laboratory for Developing Effective Conceptual Design Environments/Processes** for Demanding Types of Space Instruments , Probes, Rovers , Other Types of Surface Systems, Telecomm Systems. and SC.
- NPDT Related Procedures and Processes are Beginning to Radically Change the Instrument/Probe Design Process at JPL.
- The Concurrent Design Paradigm and Design Approaches Discussed here have the Potential of Bringing Great Benefits to any Large and/or Complex Design and Analysis Problem Countered when Developing Space Projects.

The Winner Takes it All!

