

E2E Mission Performance Chains

rationale and activities

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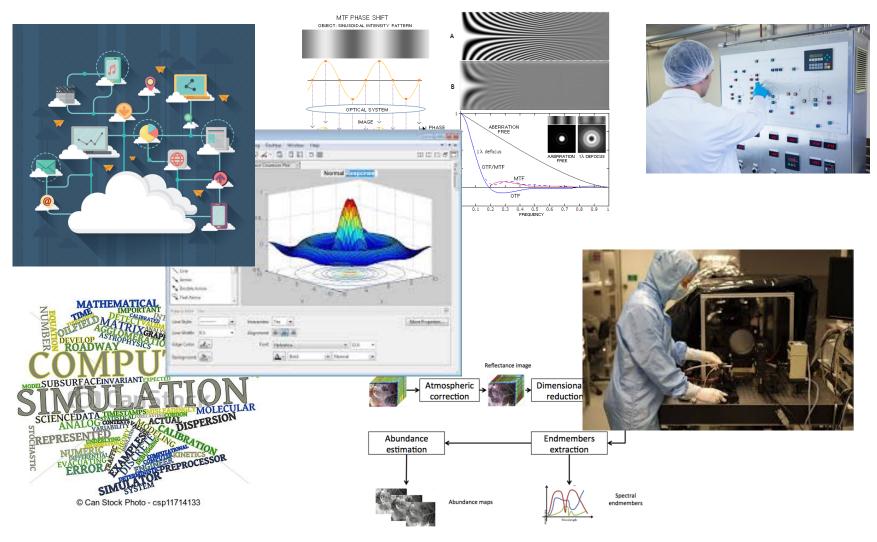
Content



- 1. Challenges and concepts
- 2. Who are **Actors/Users**
- 3. **Tasks** in the domain of Mission performance
- 4. What is a Mission performance (tool) Chain.
- 5. Mission Lifecycle A→ E and Mission performance
- 6. Existing documentation, tools and framework

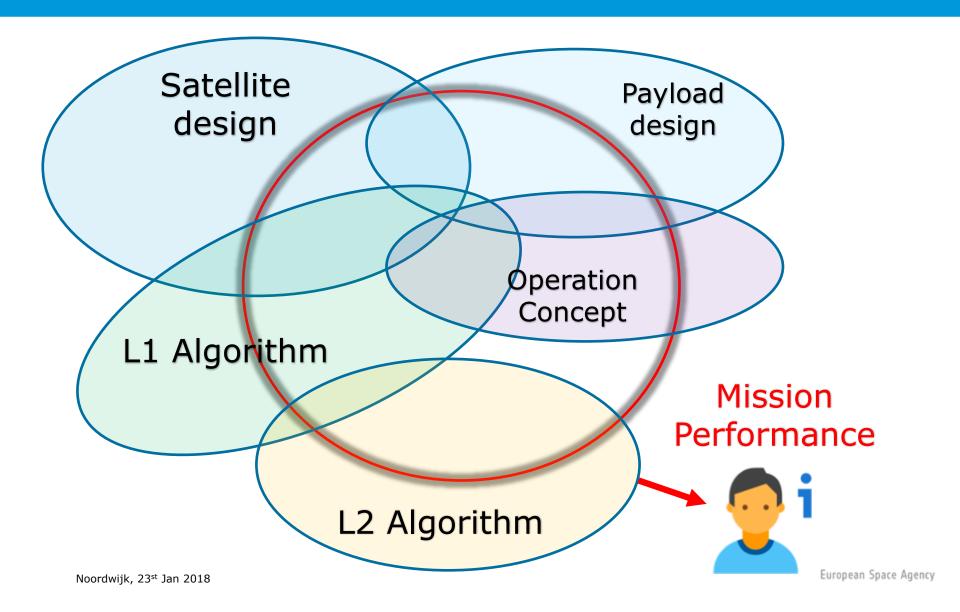
Mission Performance Chains





What is Mission performance ??





Actors and Competences



EOP-P Project

Instrument Engineer

TEC support

Processor Engineer

GS Engineer

Sat/Inst. Industry

L1PP Industry

Actors

L2PP Industry

Mission Scientist

Study Manager **Operational GS**

Common E2E Chain Tasks (examples)



Support industry **design**/implementation of instrument/platform

Instrument and Platform
requirements
verification

<u>Calibration</u> algorithm and implementation prototyping

Monitoring algorithm prototyping

Processing of on-ground characterisation

L1PP algorithm definition and prototyping

Operational concept confirmation and refinement what-if analysis (e.g. calibration freq.)

(Phase 0/A)
Study and
Mission Selection

Independent E2E assessment at ESA

<u>Shadow</u> Space Segment Industry work <u>Independent</u> Verification

Sensitivity analysis (error/effects on L1)

Sensitivity analysis (errors/effects on L2/L3)

L2 algorithm and target simulation definition and prototyping

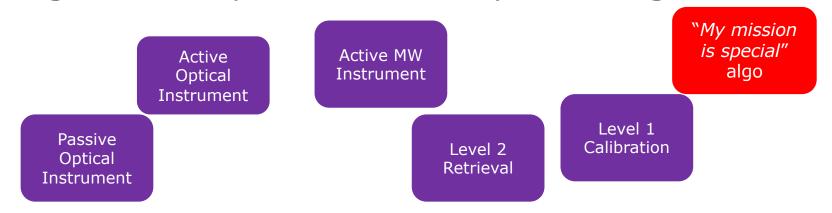
Test Data Generation

Industry
Project
Scientist
Ground Segment

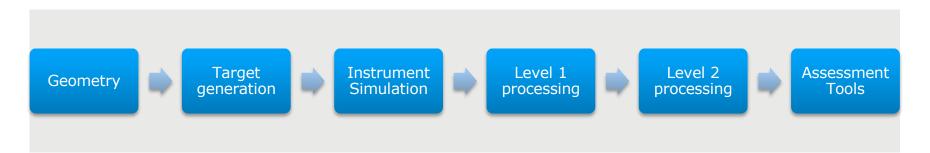
Algorithms vs Engineering of Mission Performance Chain



1. Algorithm/requirements are specific, e.g:

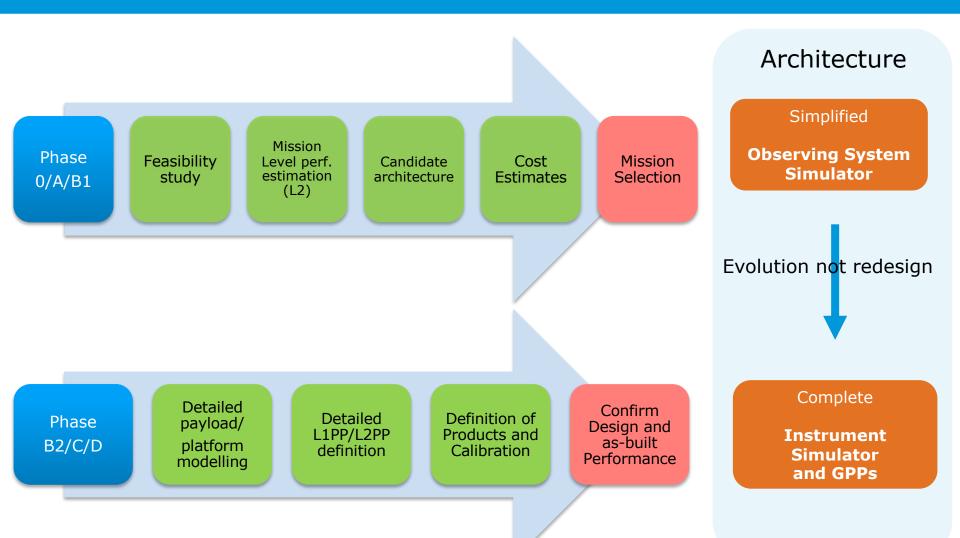


2. Engineering, architecture, tools are common!



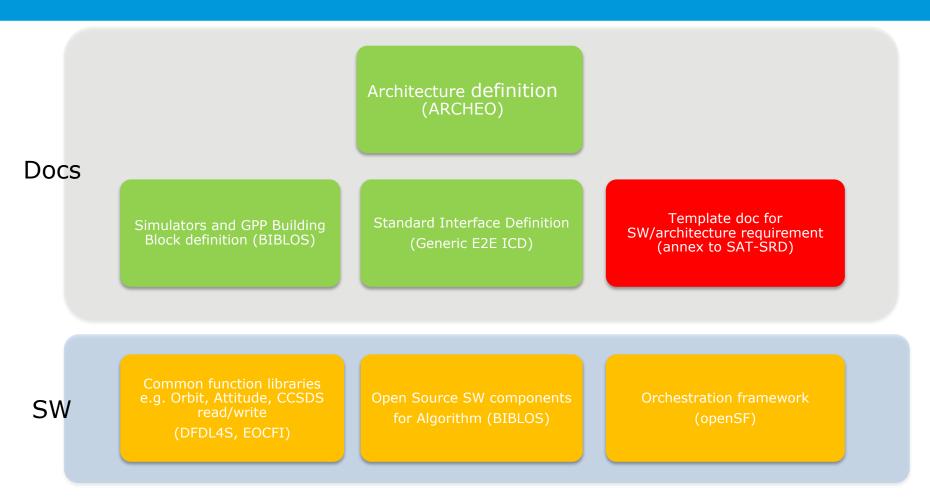
Mission Performance and Lifecycle





What is available today for Mission Performance Chains

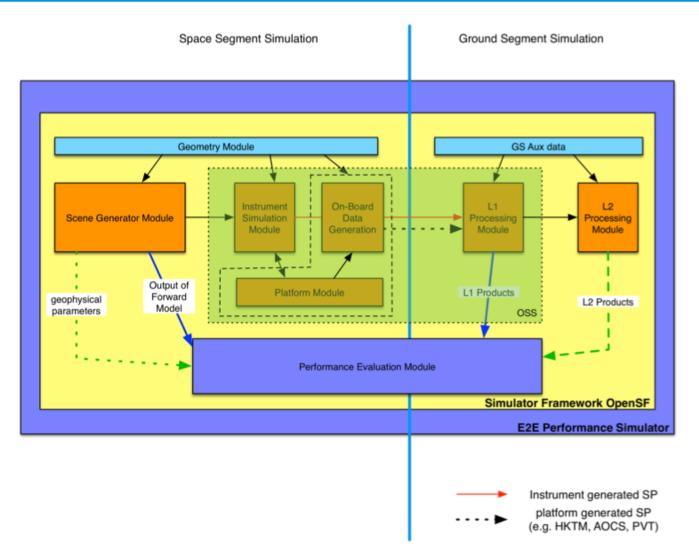




http://eop-cfi.esa.int/

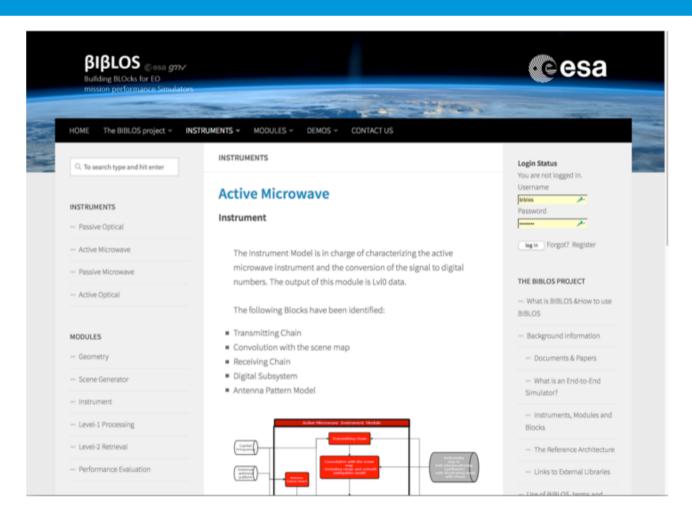
Reference Architecture (ARCHEO)





BIBLOS component library





https://gmv-biblos.gmv.com/

Take away message



- 1. Every mission needs to assess its performance
- 2. Different use cases, actors and type of work however <u>same framework can be</u> <u>used</u> which will eventually save time and money.
- 3. Work in Phase 0/A/B should be <u>seamlessly reused</u> in C/D
- 4. Experience and <u>best practice</u> exists
- 5. Open licence SW tools, algo, documentation exists already