

Web-based Space
Mission Visualization
Tutorial

AlaSim International 2016

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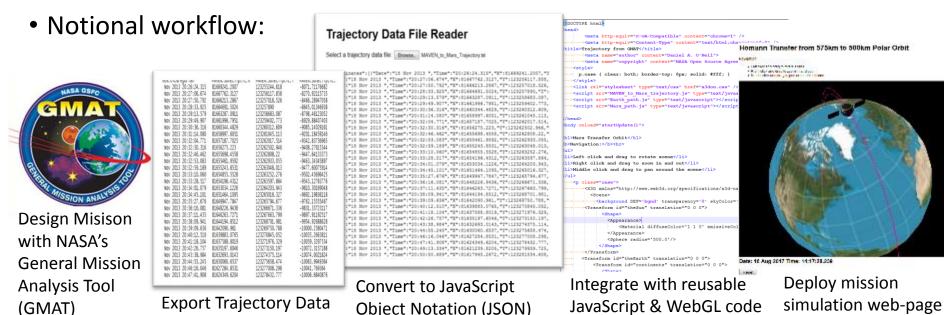
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MARSHALL SPACE FLIGHT CENTER

### What is Web-based Space Mission Visualization?

- A capability to communicate space mission concepts
  - Interactive simulations that include 3D models of celestial bodies, spacecraft, and orbital trajectories
  - Simulations run natively within a web-browser, i.e., no plug-ins required
- System components:
  - Tutorials that explain how to create web-based mission visualizations
  - Demonstrations that provide reusable code for new mission simulations
  - Free mission design application and code libraries
  - A repository for managing reusable models and simulation code



# Web-based Mission Visualization System

## Value Propositions

- Improves communication between mission designers and decision makers through interactive mission simulations
  - No downloading of a large desktop application
  - No plug-in required to run the simulation visualizations in a web browser
- Enables cultural transformation from static chart-deck presentations to interactive model-based demonstrations
  - Models embedded in web-pages can be linked to other web-based models and supporting web-based documentation
  - Visualizations can play data-files generated from sophisticated orbital dynamics analysis applications, e.g., General Mission Analysis Tool (GMAT) and Systems Tool Kit (STK) 11
- Provides opportunities to build agency-wide multi-disciplinary teams
  - Orbital dynamists can generate trajectory files with GMAT, STK11, or custom codes
  - Web-app developers use the files to produce interactive mission visualizations
- Engages and educates the public
  - People gain a better understanding of future space missions through the simulations
  - Citizen scientists can publish their web-based mission models
  - A public website provides mission galleries, discussion forums, tutorials, and code repositories

#### A Tool Kit for Web-based Space Mission Visualization

Modern web-browsers execute JavaScript and WebGL natively, which enables development of embedded simulations.

- X3dom a JavaScript code library that provides the capability to embed X3D scene-graphs in an HTML document
- **gITF** a 3D file format, developed by Khronos Group, for transmission of models and scenes
- Cesium a free open source digital globe and JavaScript Application Programming Interface provided by Analytical Graphics Inc. (AGI)
- satellite-js a JavaScript code library that implements the Simple General Perturbations (SGP) model for propagating orbits expressed as Two-Line Elements
- **three.js** a 3D graphics JavaScript library with support for scene-graphs, shapes, shaders, and animation
- **Physics engines** JavaScript code libraries exist, which enable physics based simulations
- **Game engines** provide code for the user interface, resource management, icons, models, etc.







http://cesiumjs.org/

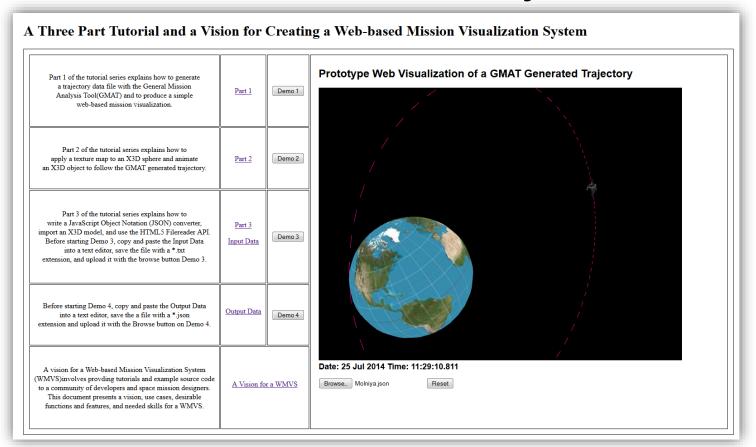
satellite.js v1.2.0

https://github.com/shashwatak/satellite-js

three.js

http://threejs.org/

## Tutorials and Demonstrations for X3Dom



http://daoneil.github.io/spacemission/X3Dom/WebMissionVisualizationTutorialSeries.html

- A Three Part tutorial that explains how to create a web-based mission visualization from trajectory data exported from the General Mission Analysis Tool (GMAT)
- Links lead to the tutorials, buttons activate the demonstrations
- Includes a link to a vision document for a Web-based Space Mission Visualization system

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#### Interactive Earth to Moon Mission Visualization in Cesium

- Trajectory data generated from a **GMAT** tutorial
- Converted to a JavaScript string variable with Excel

 A lunar probe trajectory and Moon's orbit depicted in Cesium

22 Jul 2014 22:49:39.159 -134

23 Jul 2014 01:10:15,710 -130

23 Jul 2014 05:06:47.357 -121

23 Jul 2014 06:46:08.345 -115

23 Jul 2014 10:45:09.816 -9891 "

23 Jul 2014 11:48:37.120 -932

23 Jul 2014 03:15:24.444

23 Jul 2014 08:14:52.984

23 Jul 2014 09:34:12.984

 Buttons provide different viewpoints for the probe, Moon, Earth, and the big picture



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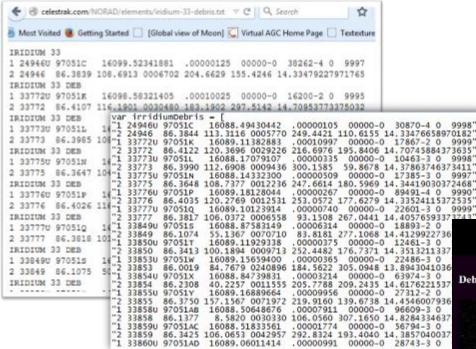
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# Orbital Debris Propagation with Satellite-js and Visualized in Cesium



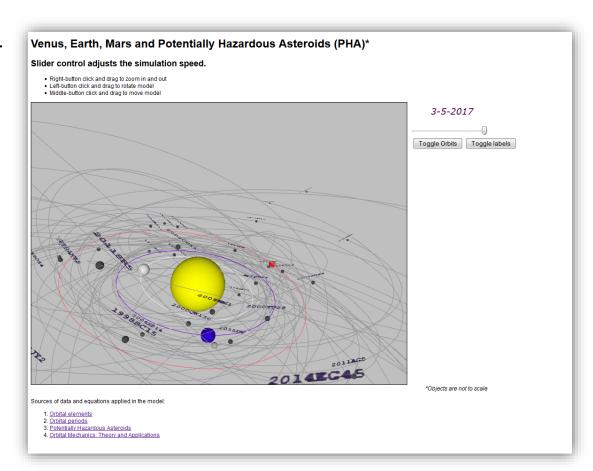
- Two Line Element (TLE) data provided by Celestrak
- Data converted to a JavaScript string variable with Excel
- Positions propagated via Satellite-js

- Two Line Element set https://en.wikipedia.org/wiki/Two-line\_element\_set
- Celestrak <a href="http://www.celestrak.com/NORAD/elements/">http://www.celestrak.com/NORAD/elements/</a>
- Satellite-js https://github.com/shashwatak/satellite-js
- Simple General Perturbations (SGP) Model https://en.wikipedia.org/wiki/Simplified perturbations models



# Potentially Hazardous Asteroids Visualization with an embedded orbital propagator

- Data provided by the JPL Near Earth Objects
   Program Office
- Orbital propagator based on a flow-chart provided in Tom Logsdon's book "Orbital Mechanics: Theory and Applications
- Developed with the X3Dom code library



http://daoneil.github.io/spacemission/X3Dom/InnerSolarSystem.html

#### Future Work and Conclusions

- Established a Public Repository to Share Mission Files
  - Publish the tutorials and demonstration code to potential development partners around the agency and the general public
  - Provide a repository for agency mission planners and citizen scientists to share General Mission Analysis Tool scripts and Web-based Mission Visualization code
  - Establish discussion forums so people can share ideas about converting trajectory files into interactive web-based simulations
- Continue development of demonstrations and tutorials
  - Create five or six web-based mission visualizations to demonstrate various types of missions, e.g., LEO, GEO, Moon, Asteroids, Mars, etc.
  - Write tutorials related to system models and visualization control widgets
- Facilitate an open-source development project to implement the Webbased Space Mission Visualization System
  - Seek sponsorship for open-source development project, e.g., TopCoder
  - Demonstrate capabilities to space system development projects
- Invitation to contribute code: If you are interested, please contact Daniel A. O'Neil, daniel.a.oneil@nasa.gov