

JPL Innovation Foundry

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# JPL's Innovation Foundry

jplfoundry.jpl.nasa.gov





## JPL's Innovation Foundry

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- JPL supports the science community to ideate, mature, and propose concepts for new NASA missions
- Continuously "system engineer" requirements and solutions to develop compelling new missions
- The JPL Innovation Foundry is JPL's engine for formulation of exciting, new space mission concepts





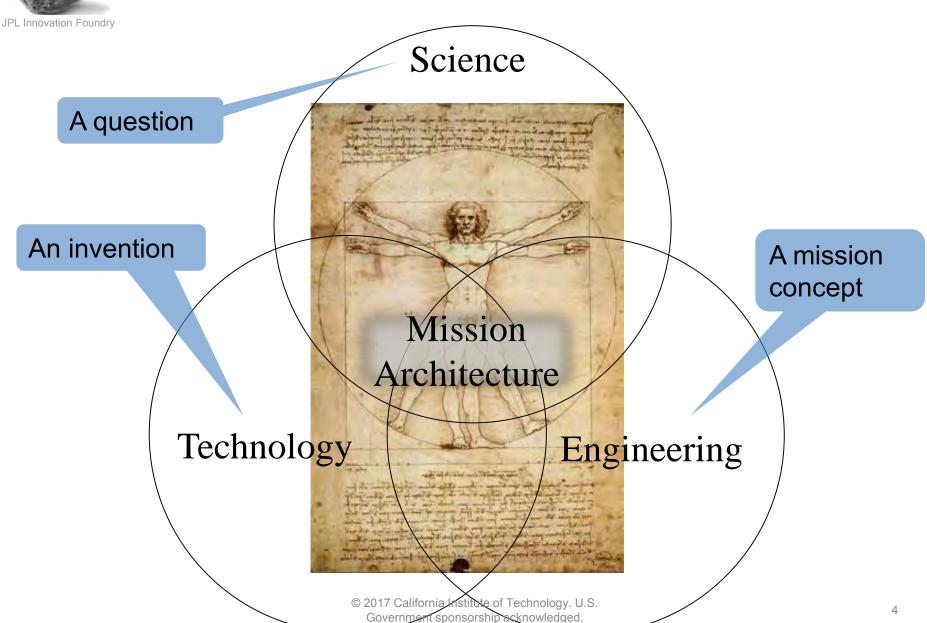
## The Foundry Provides

#### Method

- Stable, reliable, clear, understood, exercised
- Tailored for each stage of the formulation lifecycle
- Smart access to Subject Matter Experts (SMEs)
  - Standout SMEs (technical and programmatic)
  - On-demand when (but only when) needed
- Facilities
  - Optimized for pace and interactions of formulation
- Smart access to prior work
  - Thousands of engineered concepts, hundreds of vetted proposals, tens of PI-led missions already "in the can"
- Hands-on coaching of the formulation craft



## Every mission starts with a spark



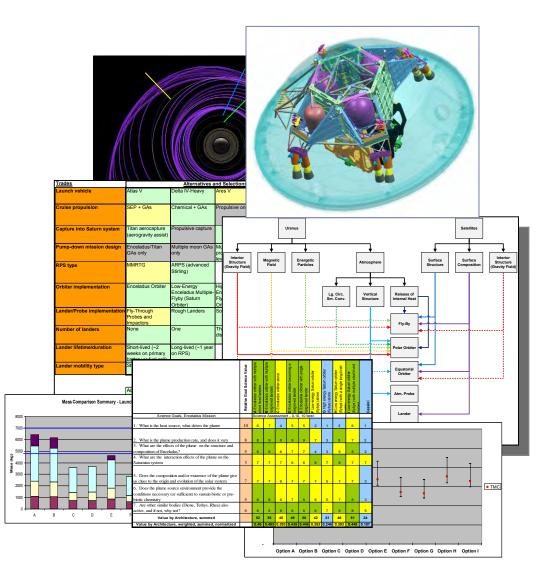


## ...then the concept is developed



or

One person's concept is another's doodle...





## The Foundry Infrastructure

JPL Innovation Foundry



Study Management



Stand-alone Databases



Model Repository

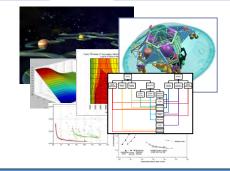


Model Construction & Execution Environment



**Execution Engine** 





**Concept Maturity Level** 





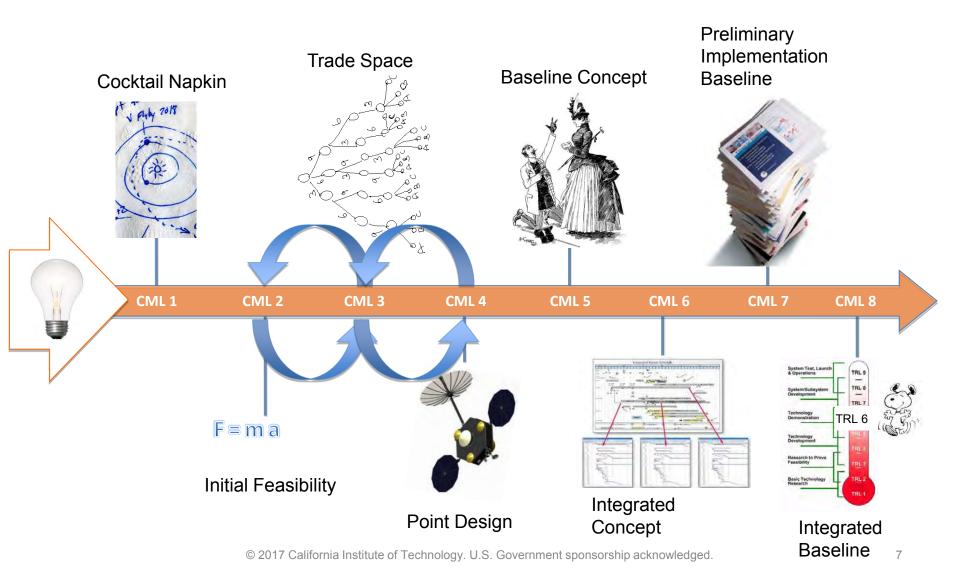


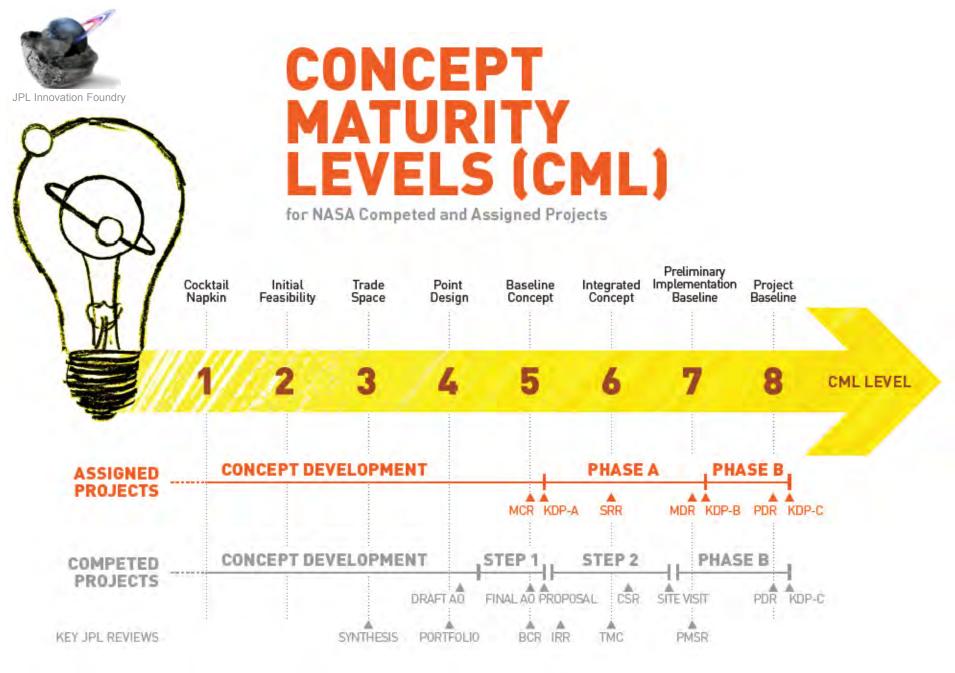


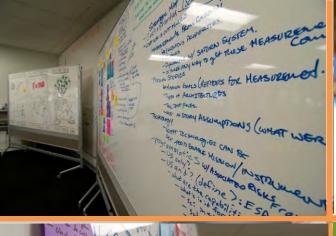
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#### **CMLs: A Powerful Communication Tool**





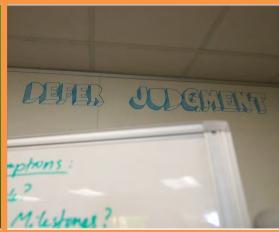












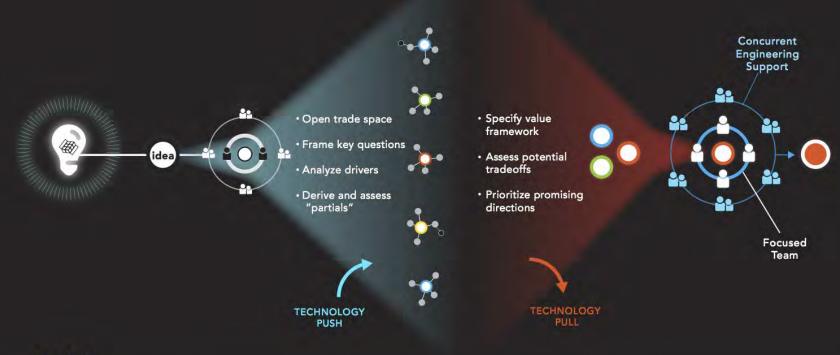






## Early Concept Challenges





A-TEAM

Salient kernal documented

**Fundamental** feasibility of one approach validated

Trade space understood

Concept baseline engineered, costed, benchmarked





#### The A-Team



A guided conversation with set objectives and proven methods

A early focal point for concept teams to build and mature ideas

A network of experts, leaders, and innovators

A center for intellectual honesty and exploration

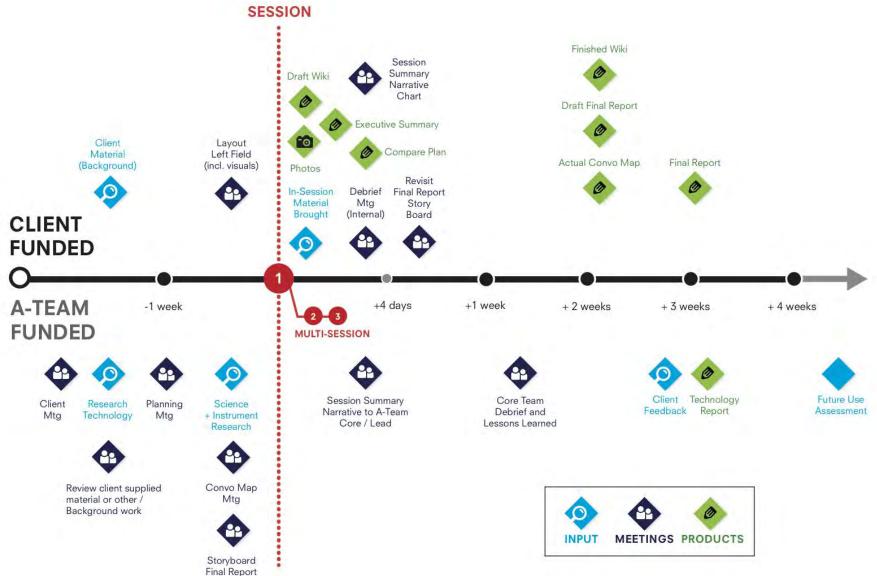


# A-Team Study Types

CML 1: Idea Generation	• Produce 100's of ideas for
CML 2: Feasibility Assessment CML 3: Track	<ul> <li>Produce 100's of ideas from a single question or topic</li> <li>Organize and potentially rank ideas based on figures of merit</li> <li>Quantitatively examine an idea or set of ideas for both technical and programmatic feasibility using advanced analysis tools</li> <li>Efficient</li> </ul>
CML 3: Trade Space Exploration	and programmatic feasibility using advanced analysis tools  • Efficiently explore the value, cost, and risk trade space for concepts and new processes
Science	• Devole
Technology	<ul> <li>Develop the science story and investigation - link goals, objectives,</li> <li>Generate list of potential applications are including assessing relative science value</li> <li>Quantitatively on</li> </ul>
Architecture	• Design #
Strategy	Design "prototype" concepts based on science "seeds"     Rapidly analyze options with multiple design iterations to find key drivers directions, decision support, and proposal strategy



## A-Team Study Timeline





## A-Team Study Types and Statistics From Over 200 Studies

Idea Generation

67% of studies included CML 1

Only 24% of studies ended at CML 1

Feasibility Assessment

76% of studies included CML 2

Most studies, 51% ended at CML 2 Trade Space Exploration

25% of studies included CML 3

9% of studies went to Team X

Science

Primary focus for 37% of studies

Secondary focus for 13% of studies

Technology

Primary focus for 25% of studies

Secondary focus for 20% of studies

Architecture

Primary focus for 28% of studies

Secondary focus for 25% of studies Strategy

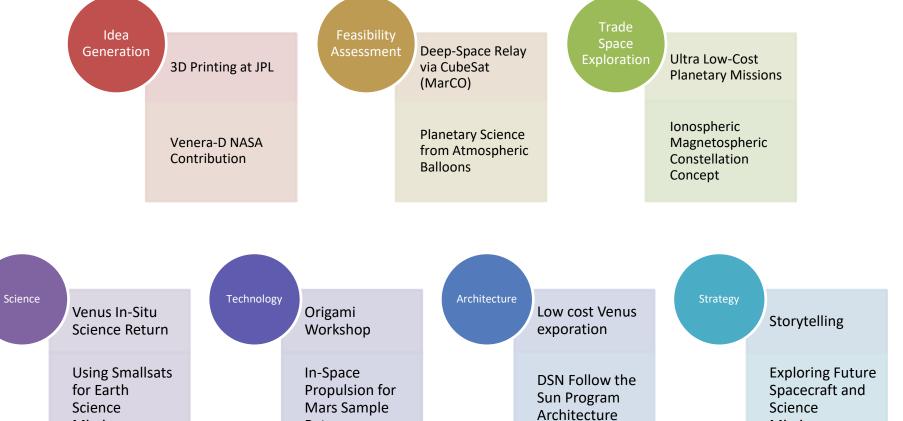
Primary focus for 10% of studies

Secondary focus for 42% of studies



Missions

## A-Team Study Types and Examples

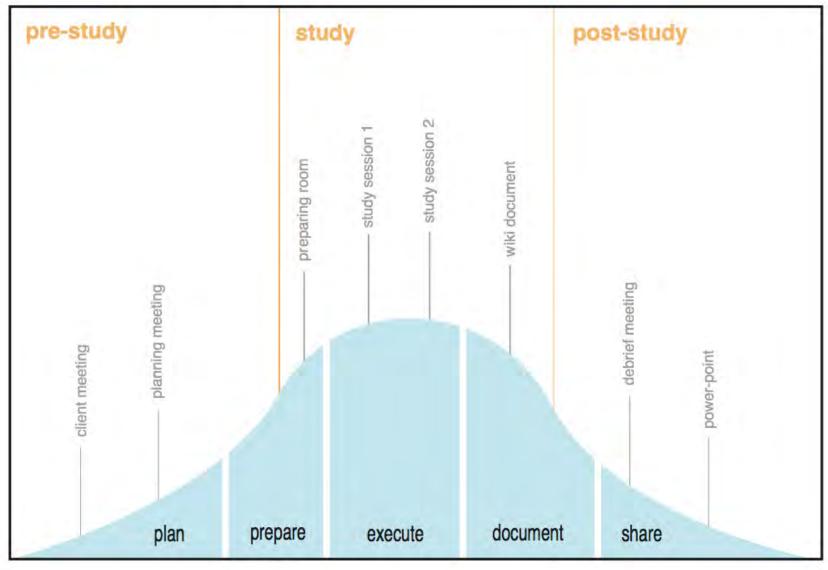


Return

Missions

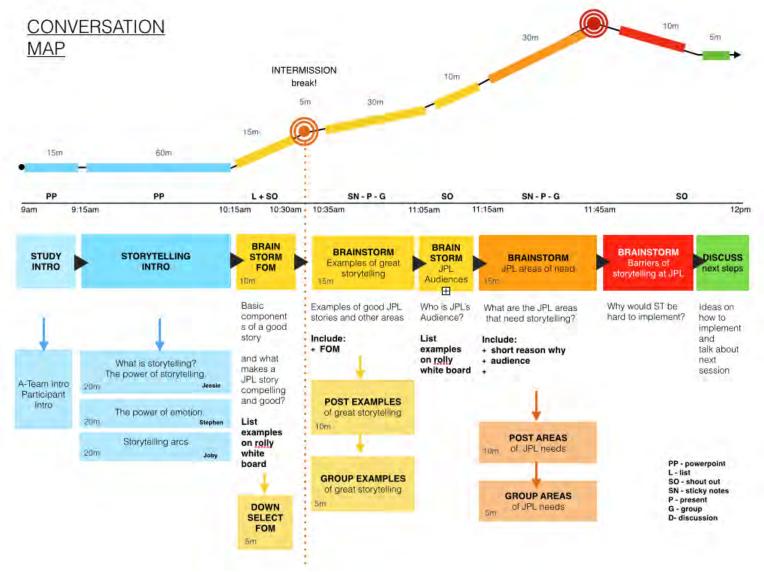


#### **A-Team Process Overview**



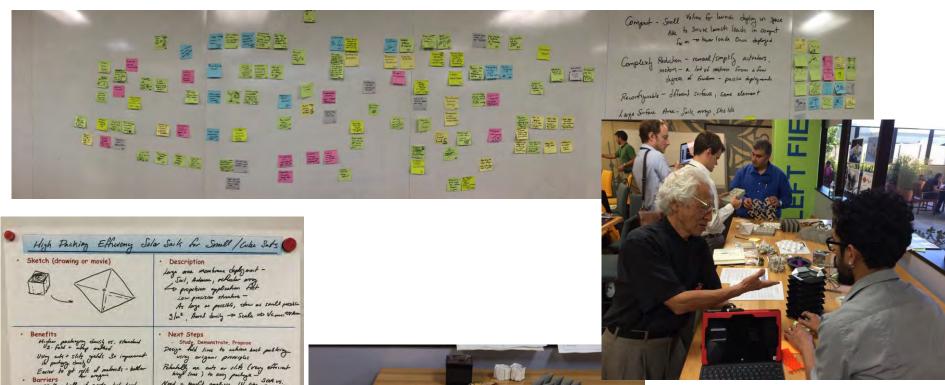


## Example: Planning a Session





## Example Study: Origami in Space





## Design Thinking and Visual Strategy

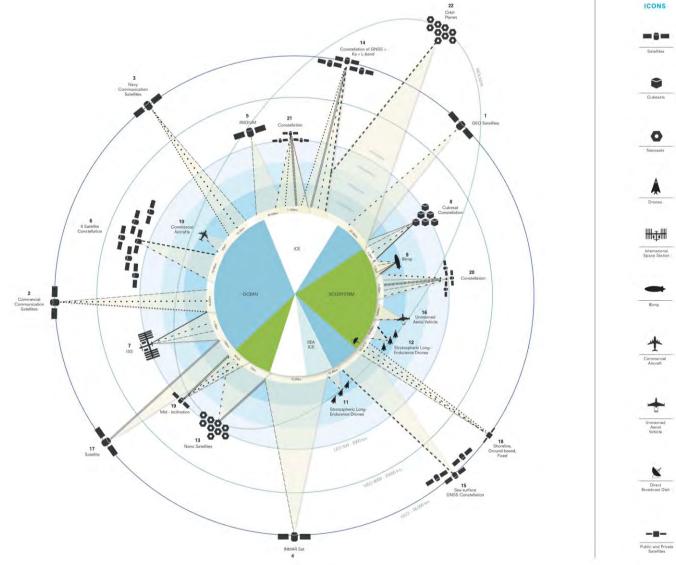
#### PLATFORM

- 1 GEO SATELLITES
- 2 COMMERCIAL COMM SATELITTES
- 3 NAVY COMM SATELLITES
- 4 INMAR SAT
- S IRIDIUM
- 6 STATIONARY SITE
- 7 SATELLITE CONSTELLATION
- B ISS
- 9 CUBESAT CONSTELLATION
- 10 COMMERCIAL AIRCRAFTS
- 11 STRATOSPHERIC LONG-ENDURANCE DRONES
- 12 STRATOSPHERIC LONG-ENDURANCE DRONES
- 13 NANOSATELLITES
- 14 CONSTELLATION OF GNSS+KB+L-BAND
- 15 SEA SURFACE GNSS CONSTELLATION
- 16 UNMANNED AERIAL VEHICLE
- 17 SATELLIT
- 18 SHORELINE, GROUND-BASED, FIXED
- 19 MID-INCLINATION
- 20 LEO CONSTELLATIO
- 21 LEO CONSTELLATION 22 ORBIT PLANES

#### WAVELENGTHS

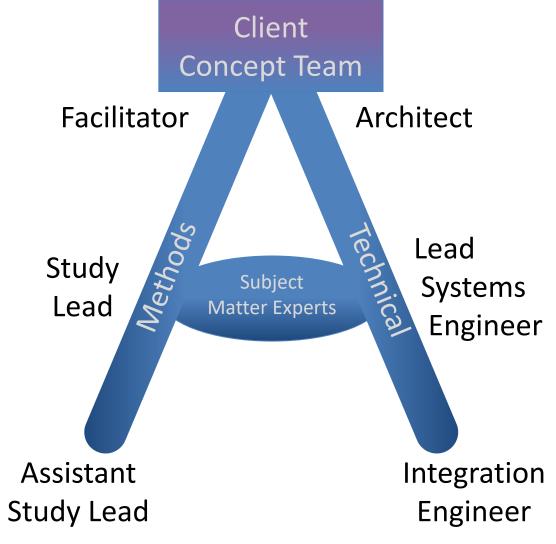
..... Ka-band
.... Ku-band
.... Ku-band
.... L-band
.... S-band
.... X-band
.... C-band

GNSS Multiple





#### The "A-Frame"



- Each A-Team study
  has a 3-6 person "AFrame Team" from two
  points of view:
  - Innovative Methods
  - Technical Expertise
- Additional subject matter experts are brought in as needed (customized)
- The client may also add members from the Concept Team



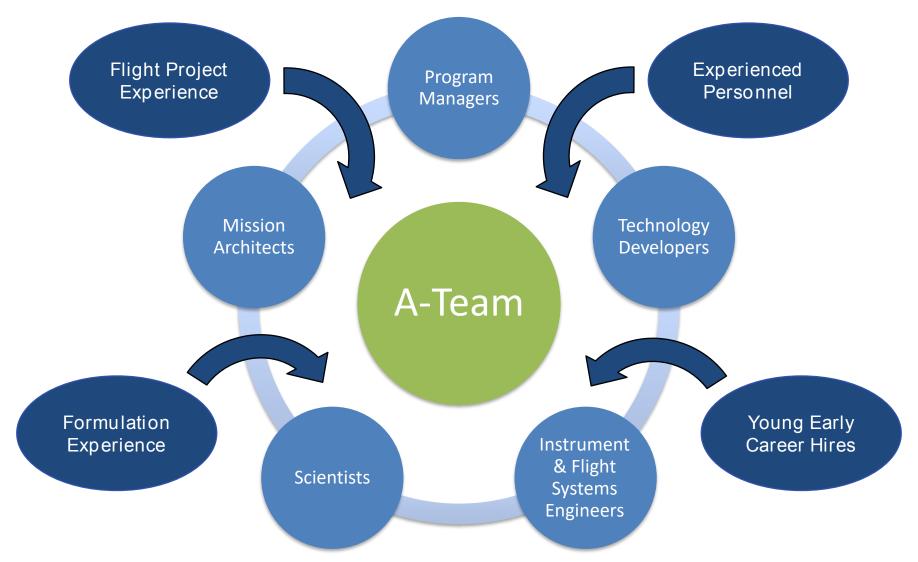
#### The A-Team Core

- The A-Team core is a set group of leaders to build best practices and expertise in the following areas:
  - Facilitation
  - Study Leadership
  - Knowledge Capture
  - Design Thinking
  - Tools and Infrastructure
  - Science
  - Instruments: Remote Sensing, In Situ, and Radar
  - Mission Design
  - Flight Systems and Architecture
  - Configuration
  - Technology
  - Cost and Risk
  - Data Science
- Positions are inherently rotational (1-3 year time frame)
- This group also leads the bulk of our studies





### Key Aspect to A-Team Innovation: People

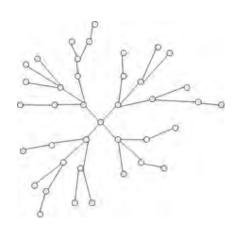


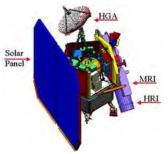


### **A-Team Methods**

#### CML<sub>1</sub>

Capturing ideas and linking associated ideas

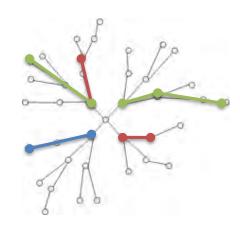




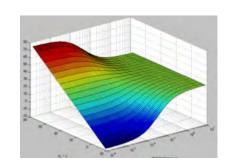
Research, bringing in previous studies

#### CML 2

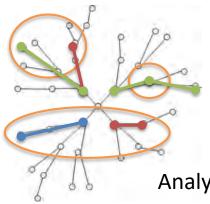
Testing assumptions, relationships, and links



Analyzing feasibility, finding FOMs and thresholds

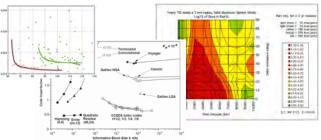


#### CML<sub>3</sub>

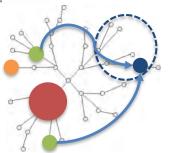


Building seed science cases and concept architectures

Analysis and trade space exploration



Rapid prototyping of concepts



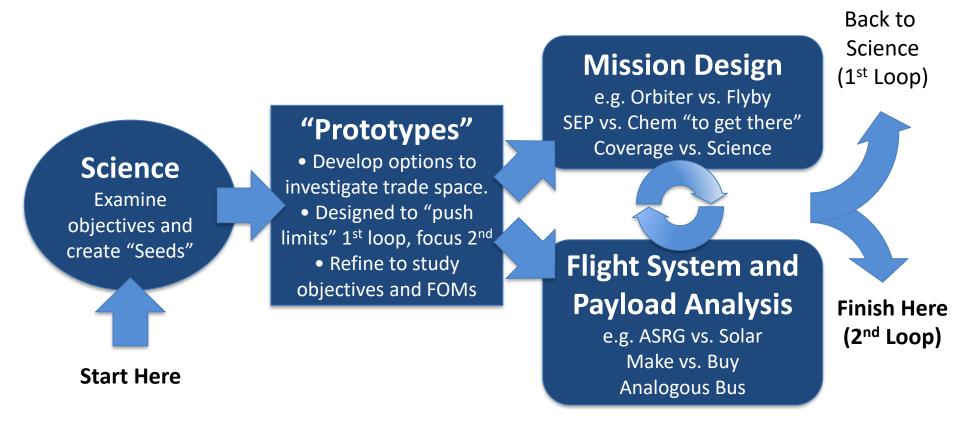


#### "A-Team" Mindsets

- If you are in the room, you participate
  - Be mindful, aware and in the moment
  - Make an effort to listen more than you speak
  - Be proactive if you see a gap or missing role, fill it
- We are a team of peers that includes YOU
  - Empathize and put yourself in different roles
  - Make your team members look good
  - Build on the ideas of others "Yes, and..."
- Foster trust and work at building respect
  - Talk about crazy ideas not crazy people
  - What's said in session stays in session
  - You have to give it to earn it
- Encourage wild ideas and constructive play
  - They inspire innovative, get that "last piece" concepts
  - Don't ask for permission, plenty of forgiveness
  - Prepare yourself to be wrong (and be ok with it)
- Prototype to create, test, learn, teach, then repeat to improve
  - Get ideas quickly into the physical world and share
  - Discovery is key learn something new every day
  - Celebrate failure laugh it off!



### Science-driven Study Process



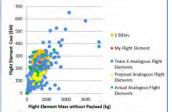
- Often early parts of the study include scientists and instrument specialists to help define the science "seeds"
- CML 3 study requires multiple sessions, but the people are always involved as needed – no "flies on the wall"; updates available on wiki

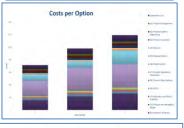


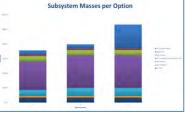
#### **A-Team Tools**

- Knowledge Capture and Management
  - Wiki-based information sharing
  - IT software and capture hardware
- Science Traceability, Thresholds, and Value
- Mission, Flight System, and Payload Design
  - 5 minute mission design
  - "Baseball Cards" for flight systems
  - Physics-based instrument sizing tools
- Cost, Complexity, and Risk
  - CML 1, 2, and multiple CML 3 cost tools
- Mission Design for Chemical and SEP
- Trade-space rapid analysis tool
- Model-based tools and databases soon to be operational











## Future Improvements

- Three new major initiatives
  - "Forging" Sessions
  - Technology Infusion
  - Trade Space Exploration
- Using our new infrastructure
- Getting out to a broader community
- Training new people and more roles
- Product development, speed, and quality
- Reviewing what we've done
- Tracking results post-study



## Summary

### From >200 studies, The A-Team is:

- An accessible and proven way for JPL to explore trade spaces and mature ideas into concepts
- A wealth of knowledge on early concepts, science investigations, and technology needs and impacts
- A reliable and configurable process
- A collection of people, ideas, and objects that promotes new connections and innovations at JPL
- A testing ground for new processes, tools and developing best practices in early concept formulation





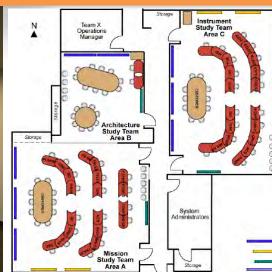








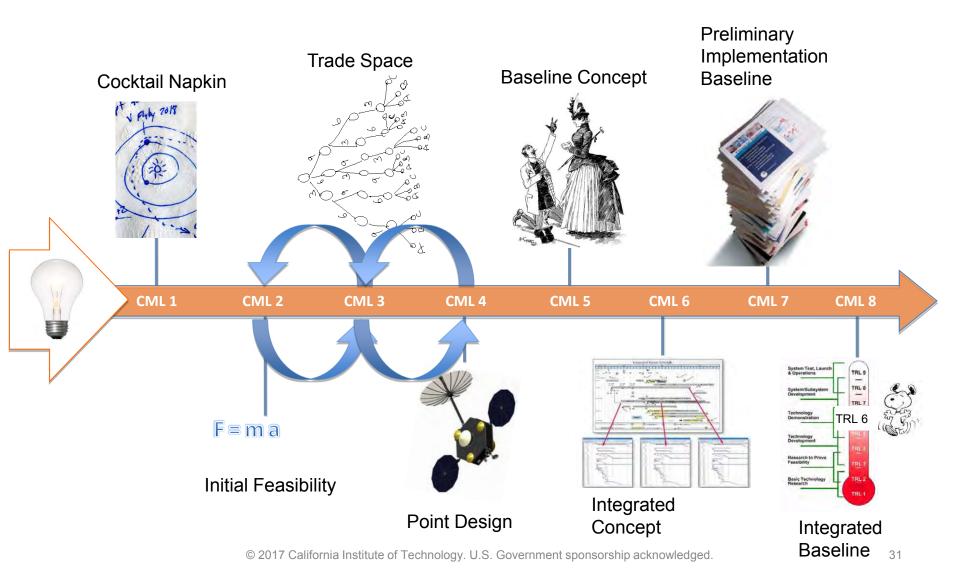








#### **CMLs: A Powerful Communication Tool**

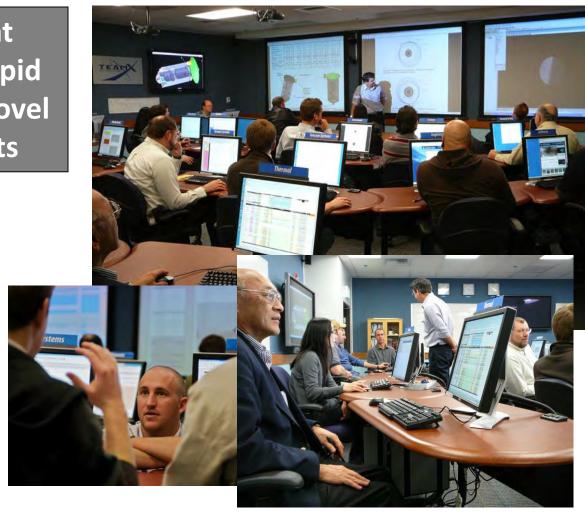




### >>10<sup>3</sup> Team X Studies

Team X is a concurrent engineering team for rapid design and analysis of novel space mission concepts

- Backed by refined and validated, institutionally supported, integrated tools, models, and processes
- Staffed and backed by doing organizations
- Well-suited for all aspects of Pre-Phase A and Phase A design activities





## What is Concurrent Engineering?

Traditional Mission Concept Method – Serial







- Concurrent Engineering Approach Parallel
  - Diverse specialists working in real time, in the same place, with shared data, to yield an integrated design



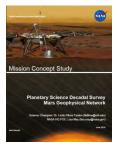


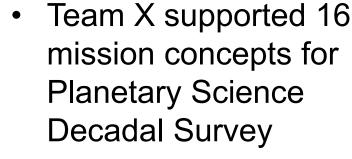
## High Visibility Products for NASA





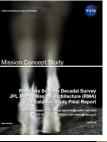




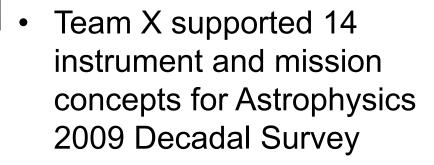




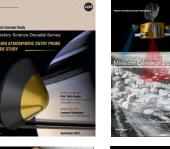


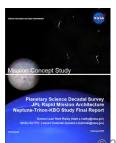
















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## **Broad Mission Concept Capabilities**

#### Space Missions

- Planetary
- Mars
- Earth
- Lunar
- Astrophysics
- Human/Robotics
- S/C Constellations

#### Flight Systems

- Orbiters
- Rovers
- Landers
- Aerobots
- Smallsats

#### Instruments

- Remote sensing
- In situ



















