

The phases of a space project / What makes space so special?

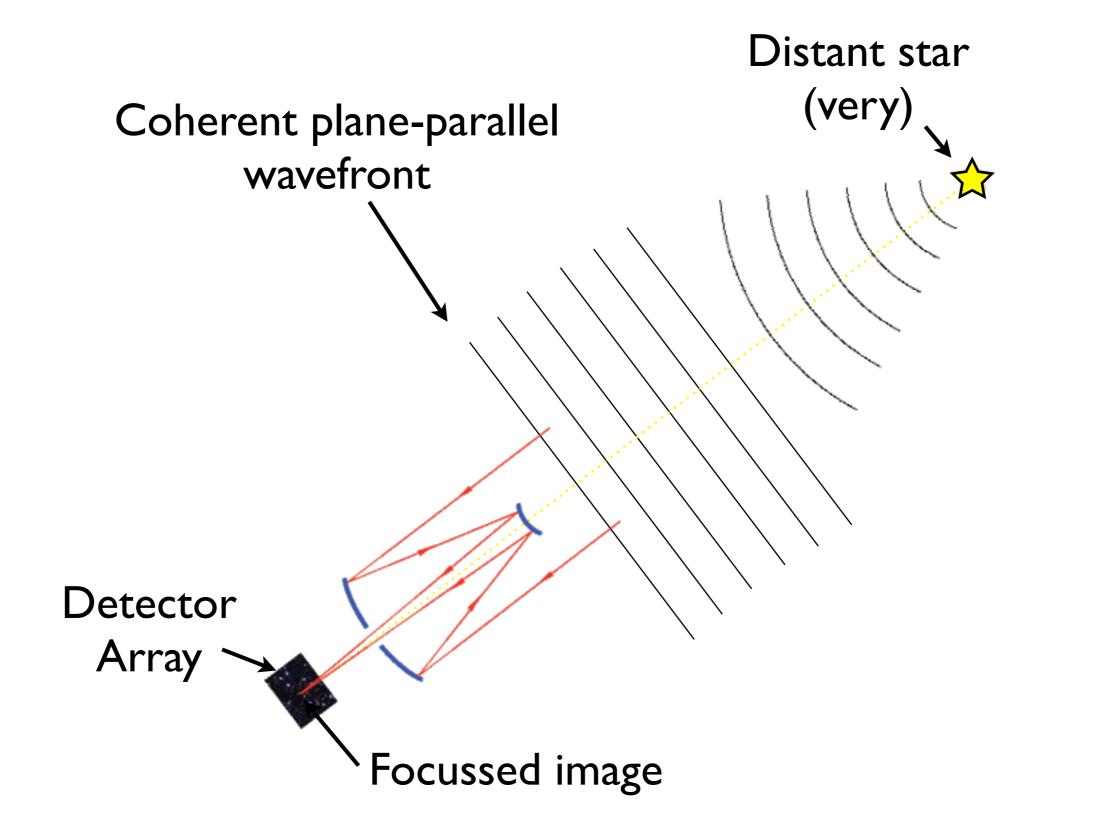
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Why space in the first place?

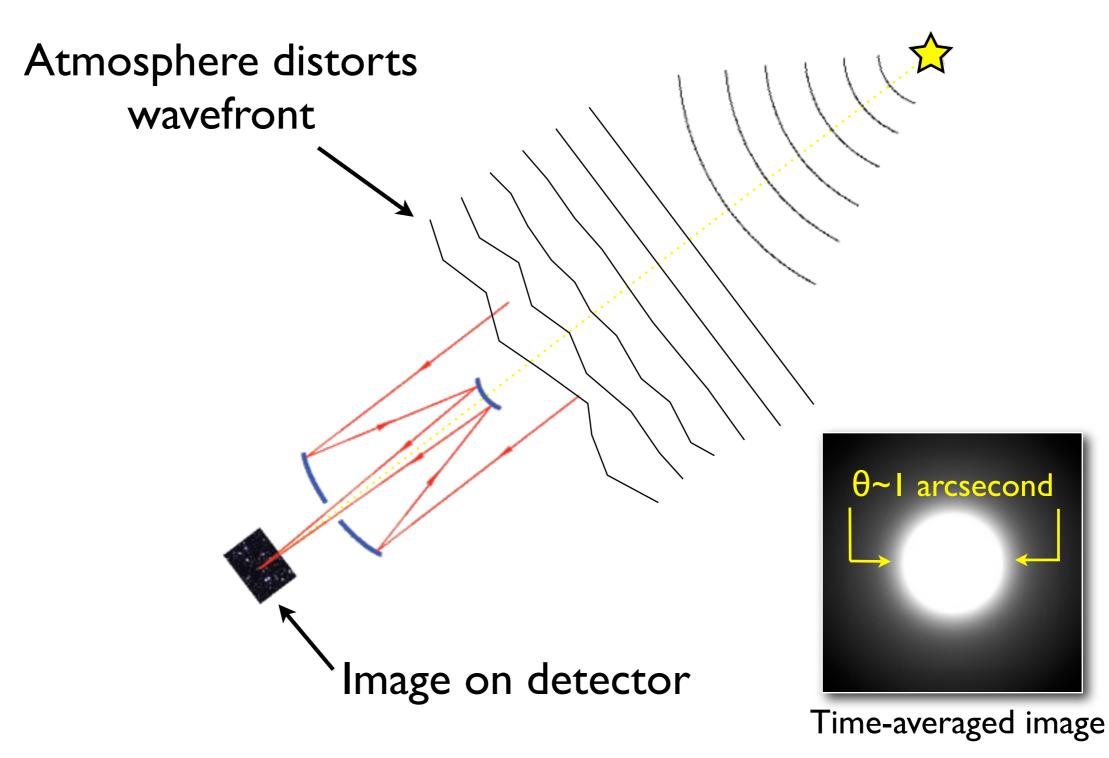
The astronomical telescope

Distant star (very)

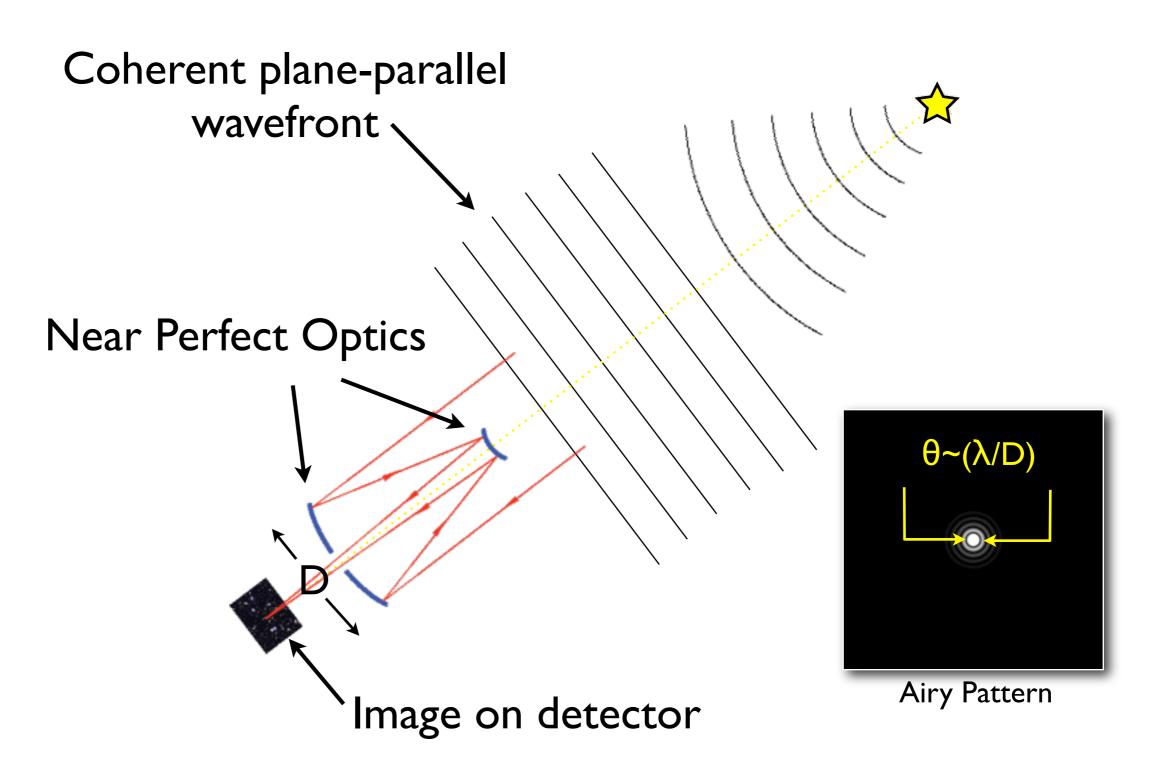
The astronomical telescope



Seeing-limited imaging Ground-based astronomy

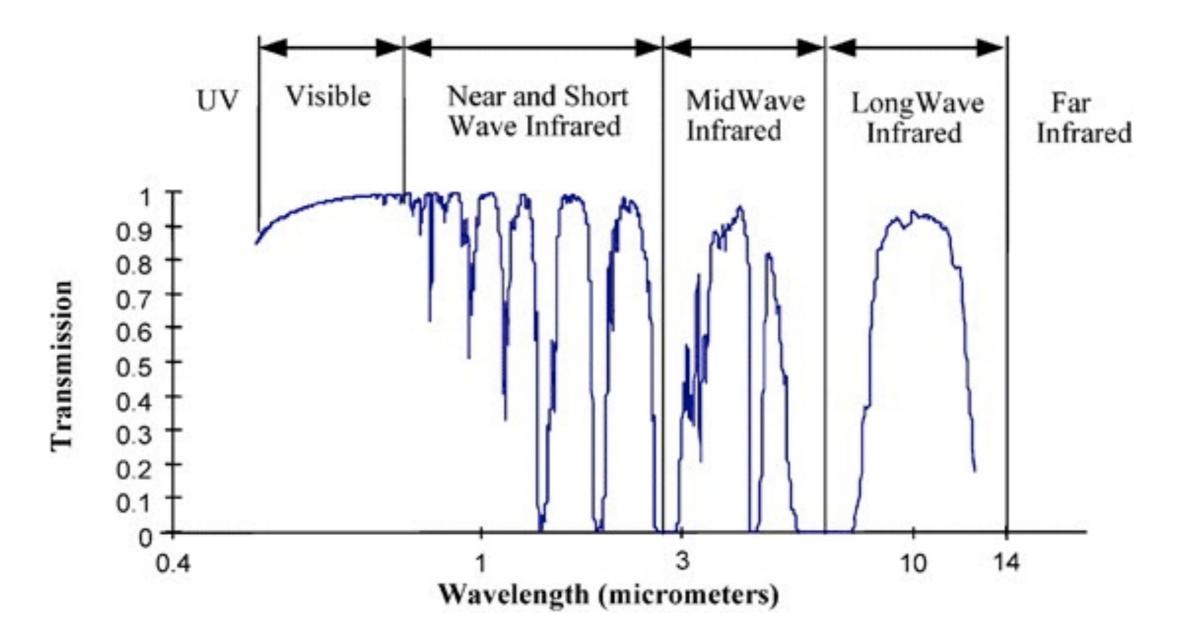


Diffraction-limited imaging Space-based astronomy

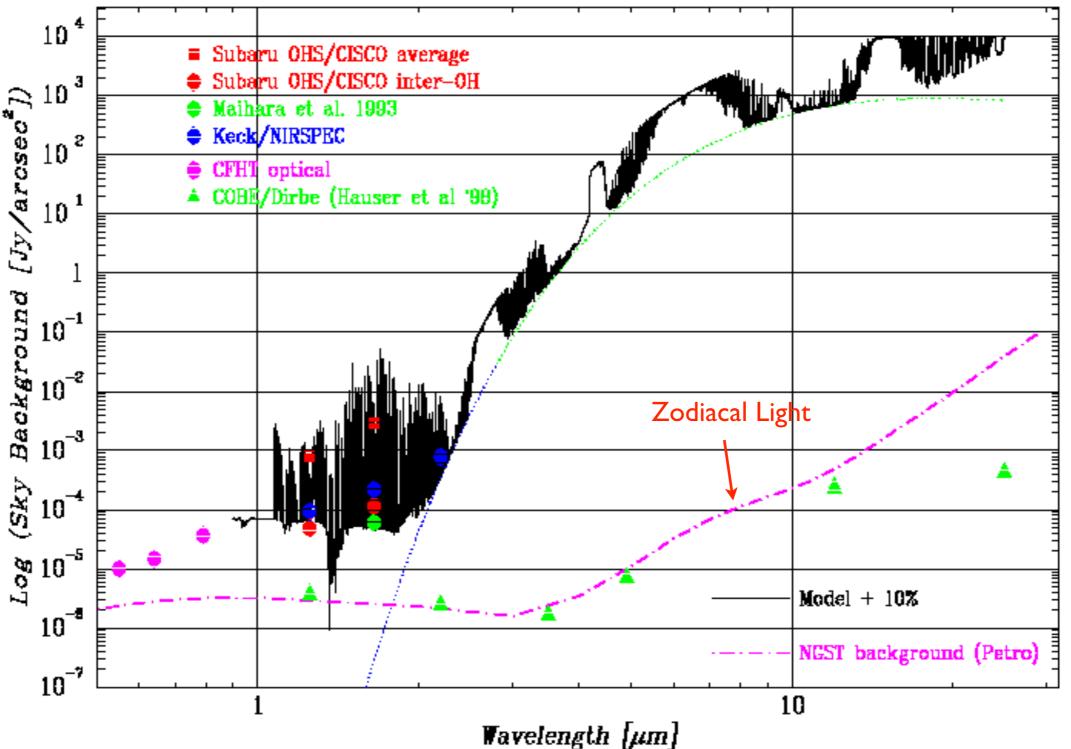


Other advantages of space

Transmission of atmosphere (E)



Other advantages of space Emission from atmosphere (IB)



Space versus ground

$$t \simeq \left(\frac{S}{N}\right)^2 \left(\frac{2I_B}{F_\star^2}\right) \frac{\Omega_\star}{A \ \epsilon}$$

Observational astronomy in a nutshell

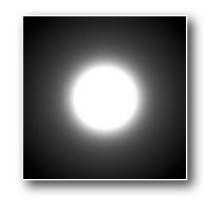
(sky background-limited imaging - detector noise negligible)

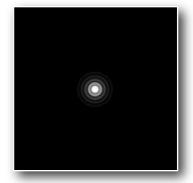
Seeing-limited telescope:

$$\Omega_{\star} \sim \text{constant} \Rightarrow t \propto \frac{1}{A} \propto \frac{1}{D^2}$$

Diffraction-limited telescope:

$$\Omega_{\star} \sim \left(\frac{\lambda}{D}\right)^2 \quad \Rightarrow \quad t \propto \frac{1}{D^2} \frac{1}{A} \propto \frac{1}{D^4}$$

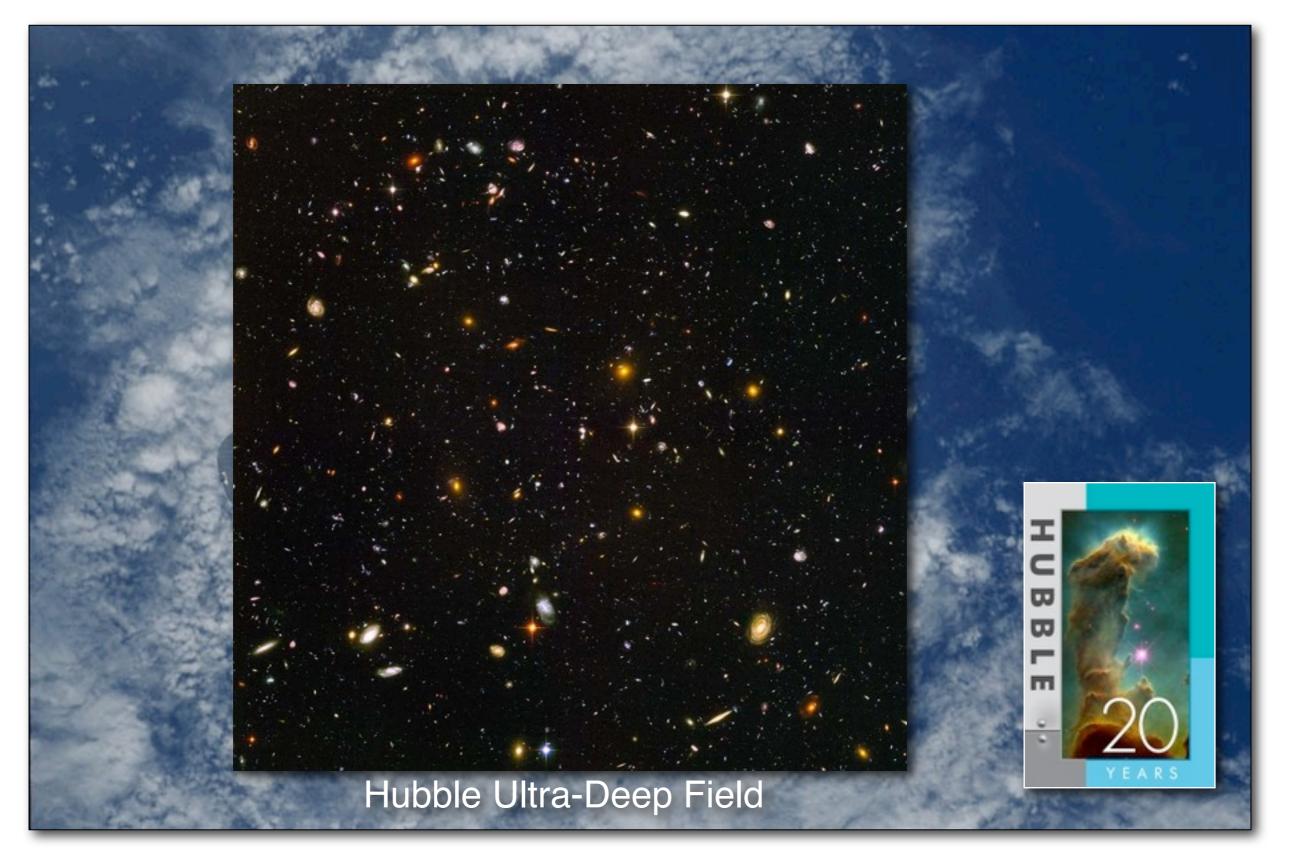




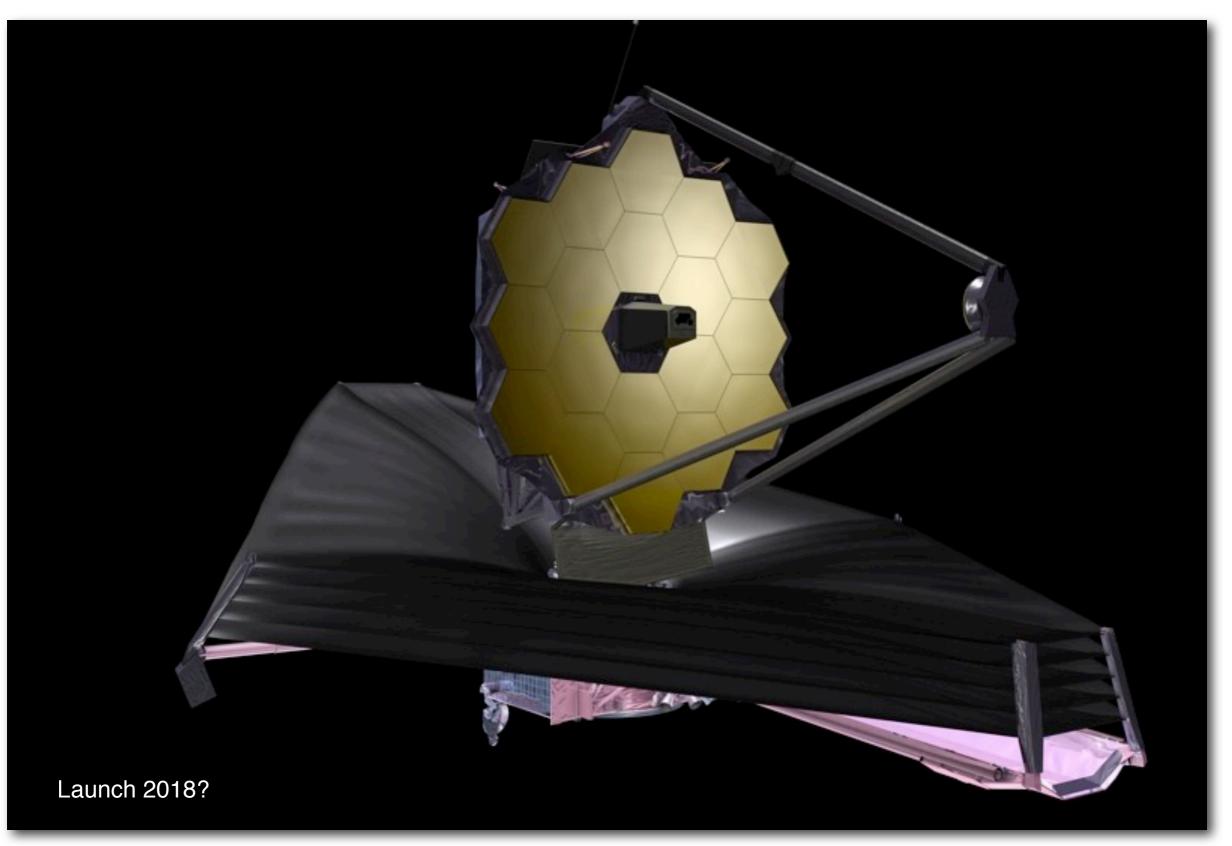
The proof



The proof



The hope



The price



Why space is a pain .. and so very expensive (but worth it)

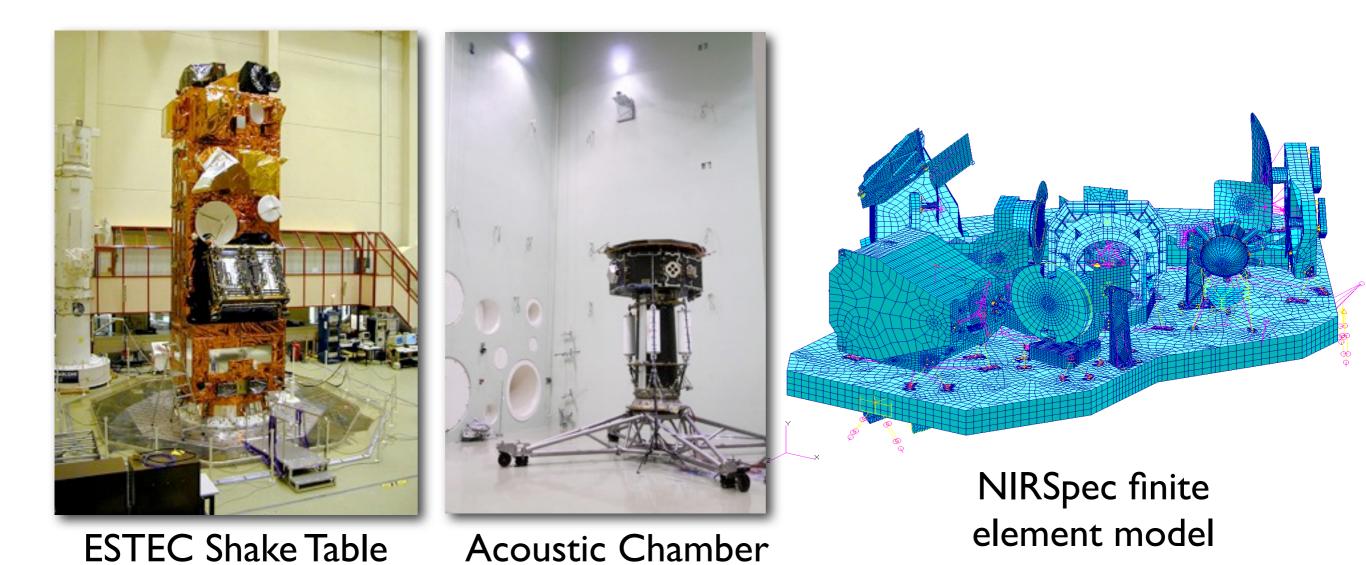
Getting into space Riding a controlled explosion



Extremely violent mechanical vibration Extremely loud acoustic noise levels Lift capability and orbit set hard limit on total satellite mass

Ariane V Launch

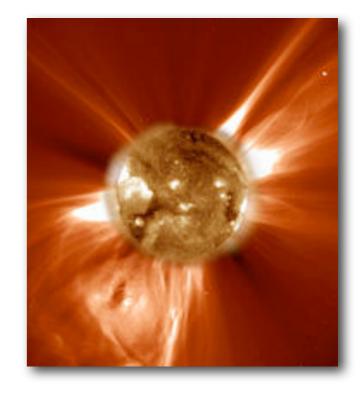
Beware of resonances Shake, rattle and roll

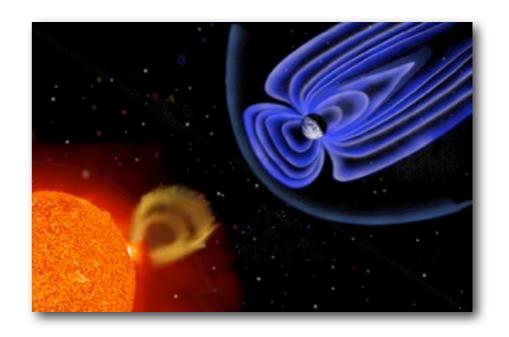


Modeling, modeling, modeling. Testing, testing, testing.

The environment of space Not just a vacuum anymore

- Galactic Cosmic Rays:
 - protons (85%)
 - α particles (14%)
 - heavy ions (1%)
- Solar activity
 - solar "flares" or "coronal mass ejections"
 - activity varies with 11-yr solar cycle
 - mostly high-energy (~ GeV) protons
- Van Allen radiation belts
 - e- (~10 MeV) and p (few 100 MeV) trapped in Earth's geomagnetic field
- Secondary particles
 - sometimes shielding is bad.....

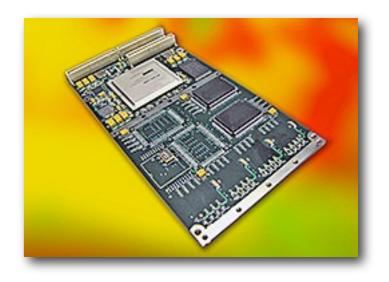




Radiation hard electronics Fighting zap with less zip

- Energetic charged particles are harmful:
 - cause transient electronic effects (glitches, "single-event upsets")
 - damage electronics permanently (lattice displacement)
 - degrade detector performance
- Electronics must be "radiation hardened":
 - physically (e.g. insulating substrates, shielding, wide band-gap material)
 - logically (e.g. error-correcting memory, redundant elements)
 - always flying "obsolete" processors





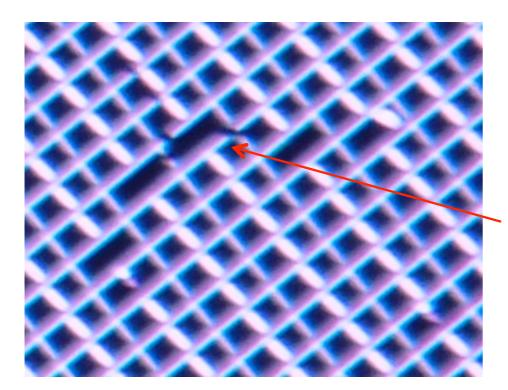
Space is hot, space is cold .. and Stephan-Boltzmann's law is your only friend

$P = Area \times \sigma T^4$ ESA/NASA Solar Orbiter (Extreme example) **ESTEC** Large Space Simulator

Contamination control The mother of all cleanliness fetishes

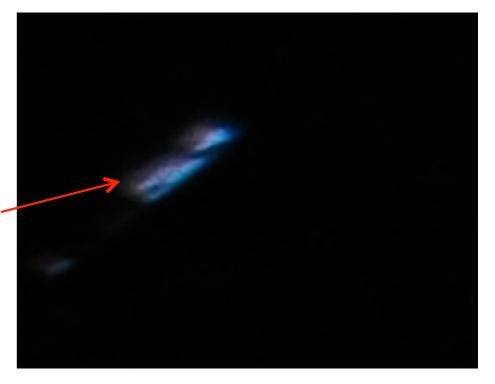
	Class	maximum particles/m³					US equivalent	
		≥0.I μm	n ≥0.2 μm	≥ 0.3 µm	≥ 0.5 µm	≥Iµm	≥5 µm	
	ISO I	10	2					
	ISO 2	100	24	10	4			
	ISO 3	1,000	237	102	35	8		Class I
Clean Room	ISO 4	10,000	2,370	1,020	352	83		Class 10
	ISO 5	100,000	23,700	10,200	3,520	832	29	Class 100
Standards	ISO 6	1,000,000	237,000	102,000	35,200	8,320	293	Class 1000
	ISO 7				352,000	83,200	2,930	Class 10,000
	ISO 8				3,520,000	832,000	29,300	Class 100,000
	11							
	ISO 9				35,200,000	8,320,000	293,000	Room air

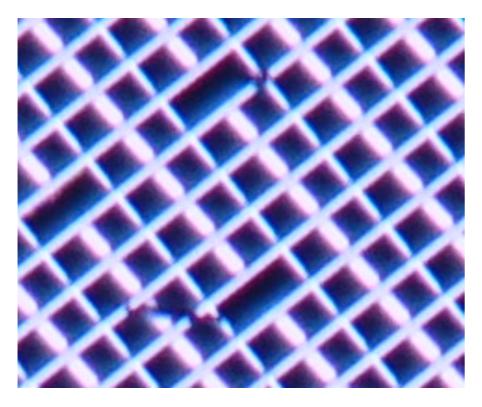
NIRSpec MSA fibres Embarrassment in the family



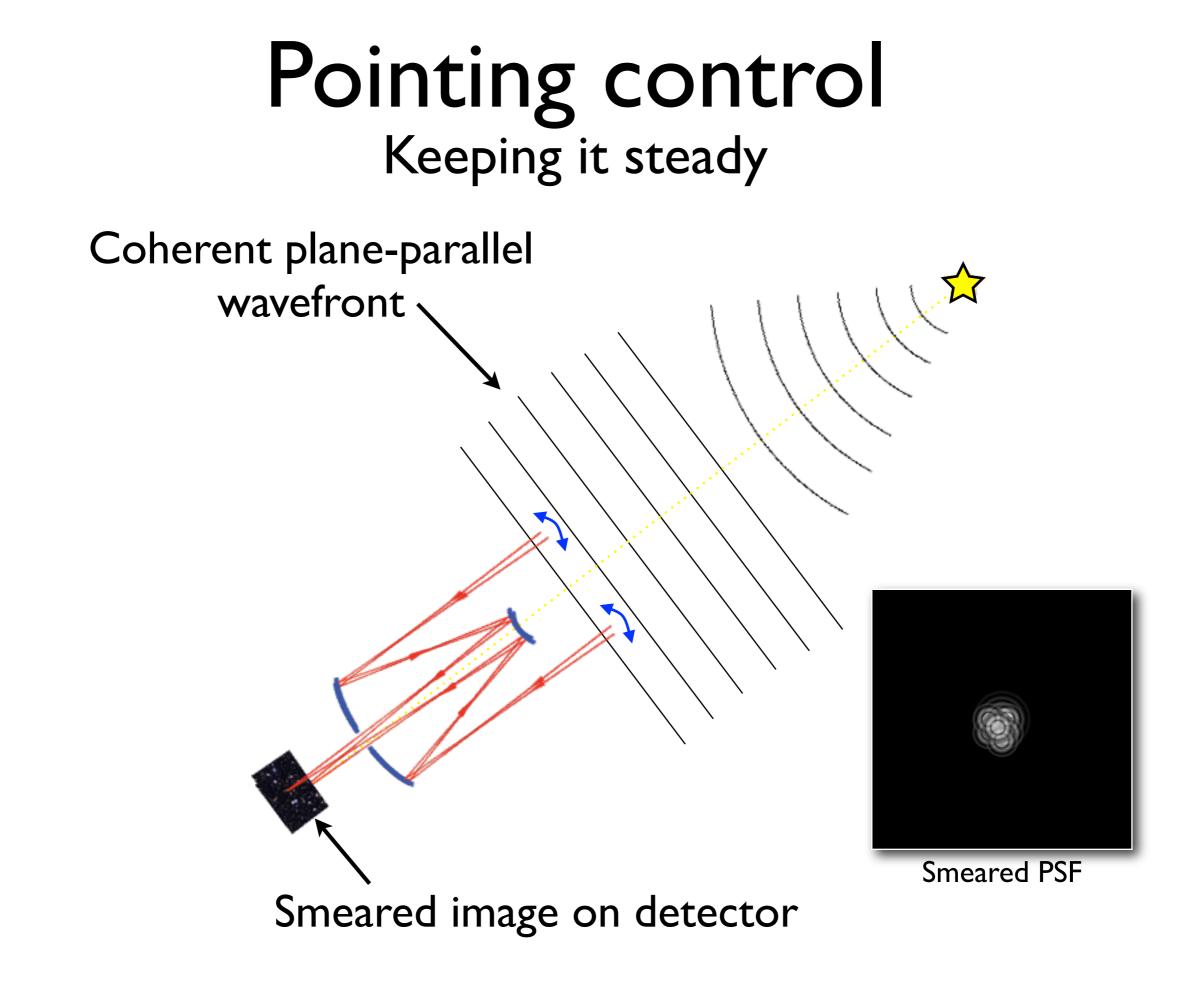
Q2 Post Vibe at Astrium.

Post Vibe Effected Shutter









How does one point a spacecraft? Very carefully (obviously)

- Reaction wheels
 - Large speed controllable flywheels
 - Conservation of angular momentum
 - Three or more for each dimension
- In closed loop control with a hierarchy of directional sensors
- Thusters or magnetic-torquer for Momentum Dumping







Hierarchy of sensors Avoiding getting lost in space

- Sun sensor
 - Safe Mode



GyroscopesSlewing







- Fixed Head Star Trackers
 - Navigation
 - Coarse Pointing & Roll
- Fine Guidance Sensor
 - Fine Pointing in Pitch and Yaw
 - Looks through main telescope



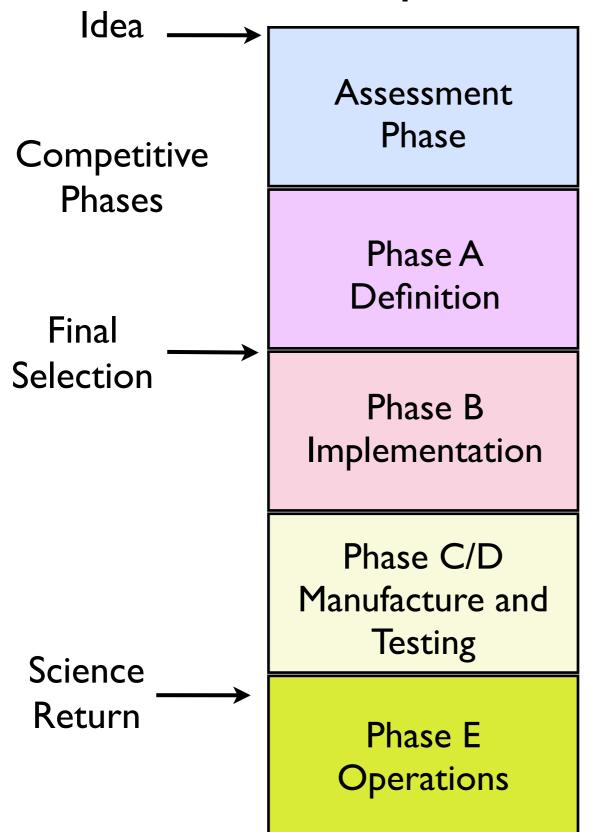


Operations A long distance affair

- Telemetry & Commanding
- Orbit maintenance
- Data capture and storage
- Science planning and optimization
- Data analysis
- Trending



Lifecycle of a space mission Space Bureaucracy



Formulate Science Goals

Trade-off mission concepts

Develop Initial Design Concept Demonstrate Feasibility of Design System Requirements Review (SRR) Preliminary Design Review (PDR) Freeze Design Critical Design Review (CDR) Test Readiness Review(s) (TRR) Flight Readiness Review (FRR) On orbit commissioning **Routine Operations** Decommissioning

Paying for it all The suits are picking up the bill

Space politics in brief:

- Big Science
- Big Bucks
- Big Egos

