CubeSat Mission Success: Are We Getting Better?

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20 Years (!?!?) of CubeSats 300

1000 CubeSats have flown in 20 years!



"I'll Take Potpourri for \$400, Alex"

- My definition of CubeSat: Anything that fits in a "standard" <u>container</u>
- Secret Sauce of CubeSats
 - Cheap launch
 - Willingness to aggressively trade scope to meet [fixed] schedule and cost
- Biggest Threats to CubeSats
 - Not trading scope against [fixed] schedule and cost
 - 1000 CubeSats is too big a number to ignore

P.S. My data is only as good as what you're willing to share CubeSat Developers' Workshop 2019

CubeSat by Mission Type



CubeSat Mission Status*, 2000-2018



* See previous note (i.e., I can only know what you share)

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Truth in Advertising

- I don't have that data ... nobody does
- Overheard at the 2018 NASA Smallsat Reliability Technical Interchange Meeting
 - Systems engineer, mid-sized contractor: "More than 90% of the failures I see on the ground or in space are not parts-related"
 - Technical engineer, small component supplier:
 "I second that"
 - Systems engineer, large contractor:
 "I third that"
 - The other 30+ engineers from four NASA centers, the DoD, several contractors and a lot of suppliers:

[general agreement and nodding of heads]



None of These Things are Quite Like the Others ...

Hobbyist

- No real experience in the field
- Building for fun & future profit
- Ad hoc practices

Industrialist

- Experienced builders of big spacecraft
- Building under gov't contract
- Standard space system practices, with some truncation

• Crafter

- Experienced builders of small spacecraft
- Working under contract
- Streamlined practices, experientially developed

(Smallsat) Constellations

- Providing a geographically-distributed service (imaging, comm)
- Mission can be met with an ad hoc (?!?) implementation of orbits
- Spacecraft/launch costs are effectively free (I did say "*effectively*")

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CubeSat by Developer Class



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What's Going On?

- Industrialists: You get what you pay for!
- **Crafters**: Failures appear to be a result of ambitious technology infusion *(i.e., acceptable losses)*
- Hobbyists:
 - Ad hoc procedures for design, integration, test
 - Lack of time spent on integration & test
 - Workmanship (?)
 - Uncaptured best practices?



Hobbyists: It's Hard to Improve, When You Don't Repeat!



The Plural of "Anecdote" is not "Data", but ...

- Possible reasons for DOA
 - Compressed development schedule leads to uncaught mistakes (software errors, mechanisms binding, inadequate power budget, nonrobust startup sequences)
 - Shock loads expose workmanship flaws (few hobbyists test for shock)
 - Underpowered RF system
 - Two or more recoverable errors "team up"
 - SEEs
- Sources of early failure
 - Environmental wear (thermal cycling, radiation effects)
 - Low margins (battery depth-of-discharge)
 - Long-term software instability

It's Not <u>All</u> Bad News ...

- Those that survive the first 90 days tend to stick around
 - PCSat (2001), XI-IV (2003), XI-V (2005)
 - Think of it as post-launch "burn-in" and end-to-end functional testing (!?!)
- Common characteristics of success
- Process, process, process!
- Development schedule with significant functional testing and margin
- Organizational robustness to staff turnover and mission failure
- Common features for on-orbit success: operational robustness
 - "Bulletproof" power-rich safe mode
 - Hard reset from the ground (bypassing flight software)
 - Flight software uploads
 - Lack of time-critical operational events



Acknowledgements

- Data Sources
 - Public: Gunter's Space Page (international launch log)
 - Public: Jonathan's Space Report (orbital elements)
 - Public: DK3WN Satblog (university/amateur operations)
 - Public: Union of Concerned Scientists (operational status)
 - Public: Program websites, conference presentations
 - Public: Bryan Klofas (communications/operational status)
 - Private: Personal communications (*hint, hint*)
- NASA NEPP (NNX17AJ46G and 80NSSC18K0637)
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