



GSAW 2002

Summary of Plenary Sessions





GSAW Impacts

- **Created community concerned about space ground architecture issues**
- **Promote learning, collaboration, and consensus with commercial, civil, industry, government and technical**



Evolving Themes

- 1997: What is an Architecture; xOTS; Stovepipes
- 1998: Best Architecture; Better, Faster, Cheaper
- 1999: Product Line Architectures (PLA); Stovepipes; COTS
- 2000: Interoperability; XML; UML; Issues with PLAs & COTS Based Systems (CBS)
- 2001: Interoperability & standards; Java; Internet; Security; Business models for PLA & CBS



GSAW 2002 Major Themes

- Integrated DoD space org. and new priorities
- New acquisition strategies
- Information vs. space-centric
- Security
- Standards/Interoperability: XML, SLE, internet
- Many architecture representations and purposes
- Modeling/prototyping
- Composing vs. developing systems
- Service based architectures/service management
- Spirals (acquisition, development, evolution)...



Quotes Worth Repeating

- Writing about music is like dancing about architectures
- SW must understand the system and guide its behavior
- Space systems are peripherals
- XML as “ASCII of the future”
- System engineering problems manifest themselves in software



Space Priorities (Mr. Teets)

- Clear and unambiguous access to space
- Universal situational awareness
- Space professionals
- Program execution



Challenges

- Integration of Space
- Refine acquisition processes
- Space assets as secure Information Systems
- Define appropriate roles for architecture
- Define effective architecture representations for each role
- Different processes and skill set required for composing systems (CBS, legacy integration, service-based, etc)
- People