

Future Mission Architectures

Barbara Anderson

Ground Systems Architecture Workshop

February 1997

FUTURE MOS VIEW

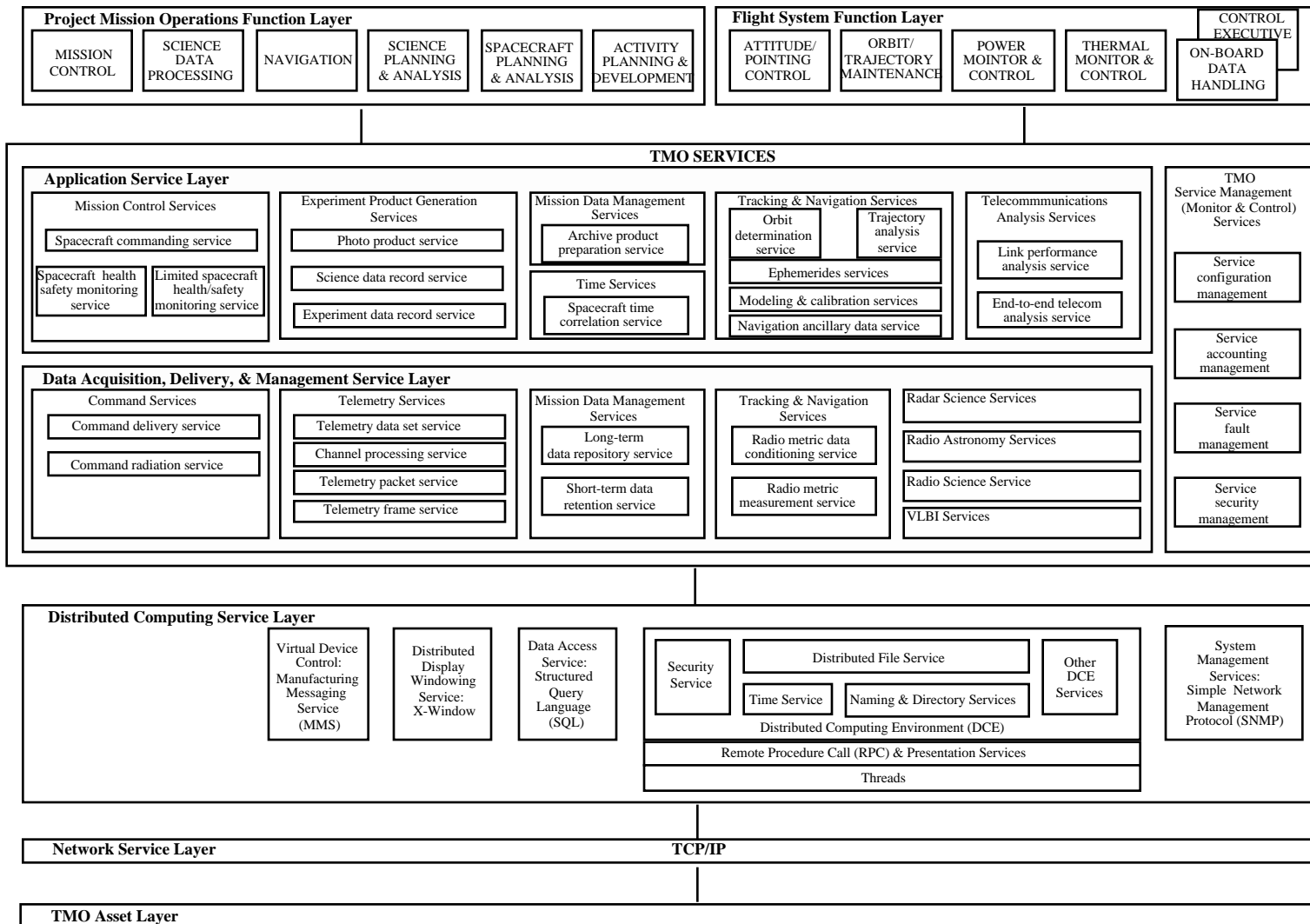
- Service agreements define WHAT is provided
 - Basis of requirements and Cost Negotiation
 - The operations user view
- Architecture : HOW to build service package
 - Developers view
 - Must allow re-use, mix and match
 - Objects are a start

LAYERED MOS ARCHITECTURE

- Ground systems and software, not just system
 - “plug and play” MOS applications, functions
 - alternative versions for varying service specifications
 - dynamic configuration changes, recovery
 - easy insertion of new technology components
 - share technology development across broad user base
 - use of mixed COTS, vendor independence
- “Matched” space and ground components within layered MISSION architecture
- MOS service components common between NASA, DoD and commercial satellites
-
-
-

Service System Architecture

Figure 3.4-1 TMOD SERVICE SYSTEM - LAYERED VIEW



Trans-global Mission Architecture

Parallel Layered Control

