

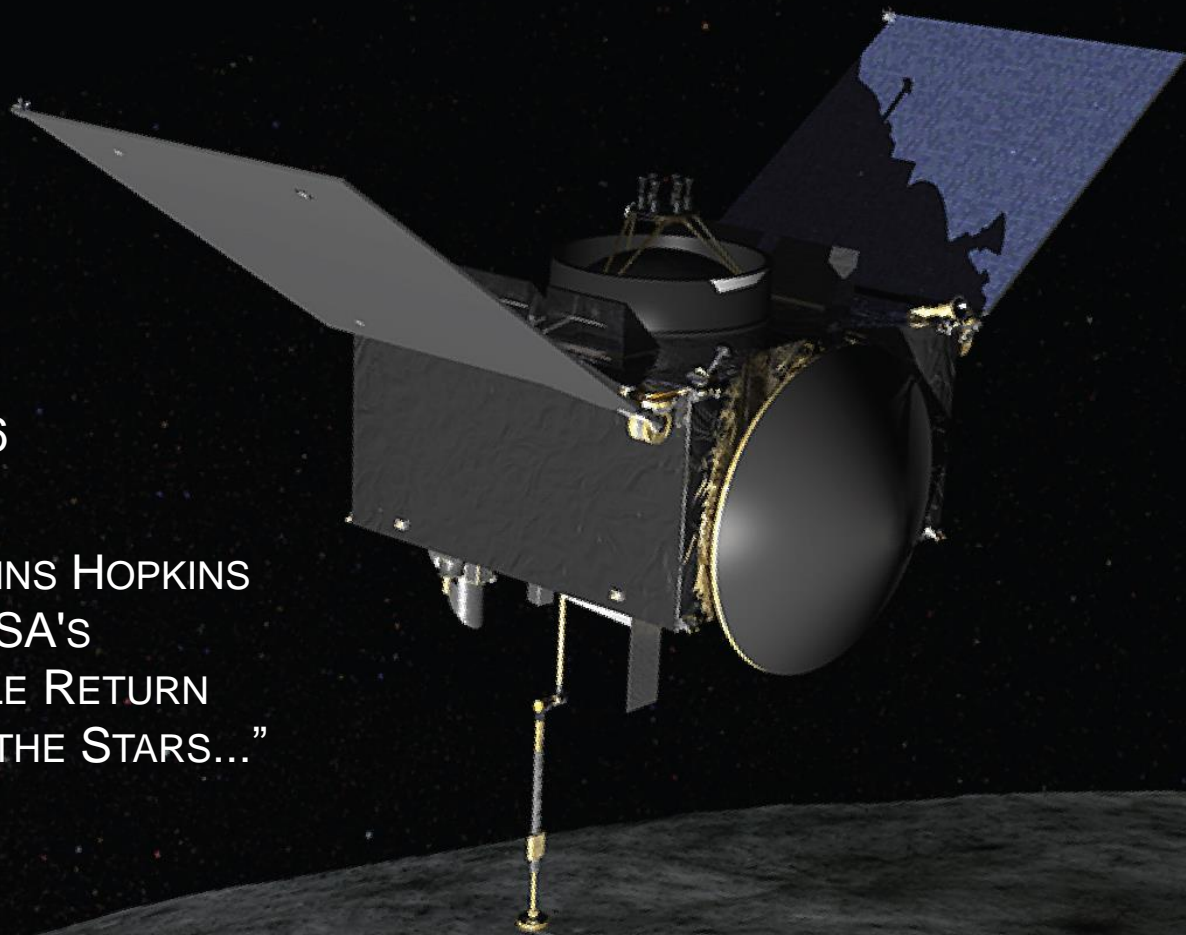
# OSIRIS-REX: ENGINEERING CHALLENGES OF SAMPLING AN ASTEROID



**OSIRIS-REX™**  
ASTEROID SAMPLE RETURN MISSION

DAVID EVERETT  
OCTOBER 17, 2016

PRESENTED AT JOHNS HOPKINS  
UNIVERSITY, "NASA'S  
ASTEROID SAMPLE RETURN  
MISSION - MEET THE STARS..."





# LAUNCH! SEPTEMBER 8, 2016

- Launch highlights: <https://www.youtube.com/watch?v=AG1pE90ue5w&feature=youtu.be>
- Launch Video: <https://youtu.be/ULfQdFY9PQM>





# FLIGHT SYSTEM FACTS

- 2104 kg (4639 lbs), half is fuel!
- 2 meters (6.6 feet) per side
- 1200 W
- 8.5 m<sup>2</sup> (91 square feet) of solar panels
- Lithium ion batteries
- 5 Instruments:
  - Measurements in x-ray, visible and infrared
  - Laser measurements
- Touch-and-Go Sampler
- Sample Return Capsule

*It's based on other planetary missions (MAVEN, Juno, MRO)*



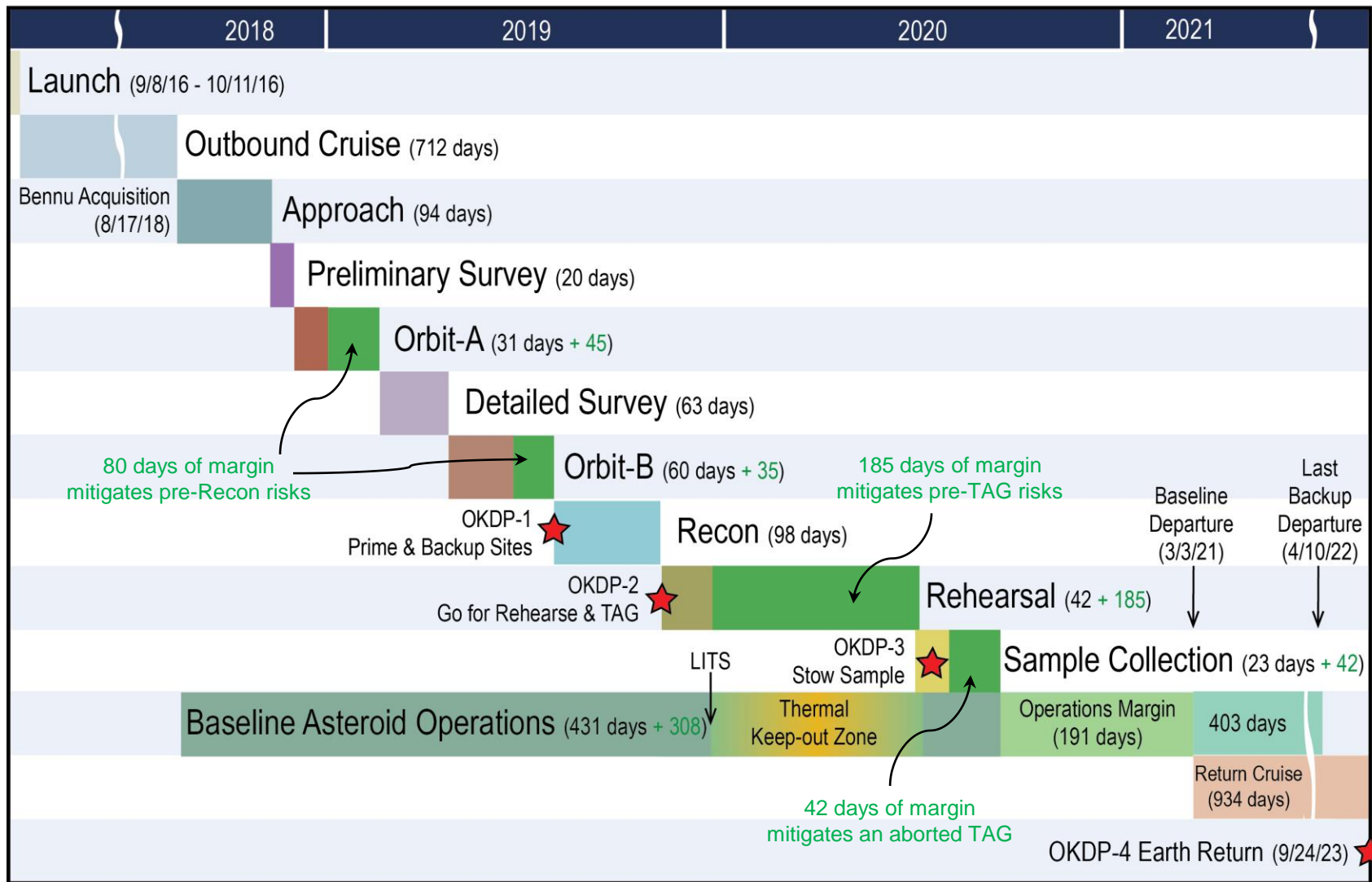


# EXPLORATION OF THE UNKNOWN

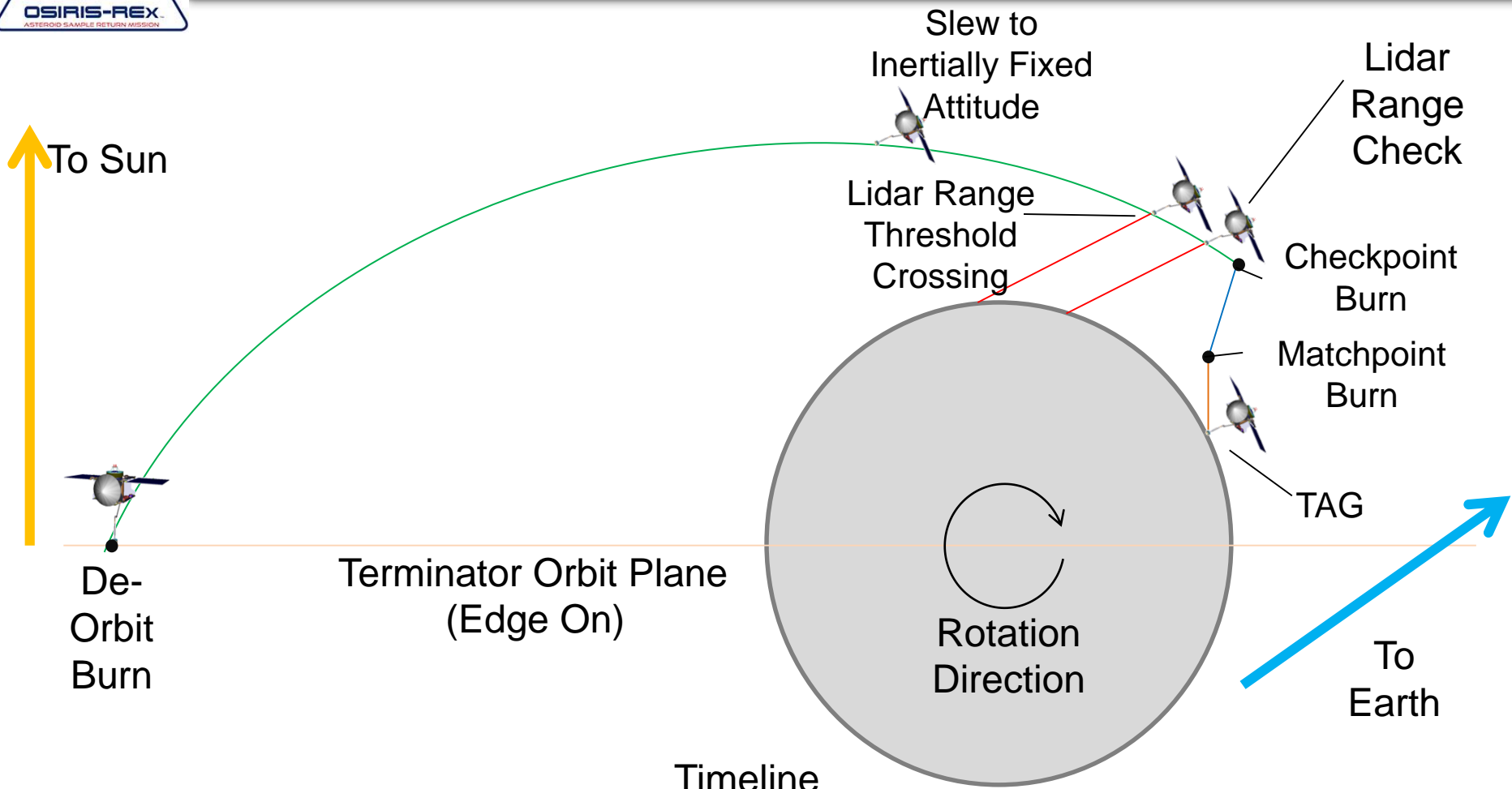
---

- OSIRIS-REx must retrieve sample from an asteroid that has never been seen up close
- Design Reference Mission provides the step-by-step plan to build our knowledge
  - Created and maintained by project systems engineering team
  - Touches all aspects of the mission design
  - Drives mission architecture and requirements
- Design Reference Asteroid documents what we do know about Bennu and how well we know it (uncertainties)
  - Created and maintained by the science team
  - Based on many observations (Arecibo, Herschel, HST, Magellan 6.5-m, SOAR 4-m, Spitzer, TNG 3.6-m, VATT 1.8-m, VLT 8.4-m, WHT 4.2-m and Kuiper 1.5-m) as well as analysis
  - Peer-reviewed information
  - Drives some aspects of environmental requirements document

# OPERATIONS TIMELINE



# TAG OPERATIONS CONCEPT



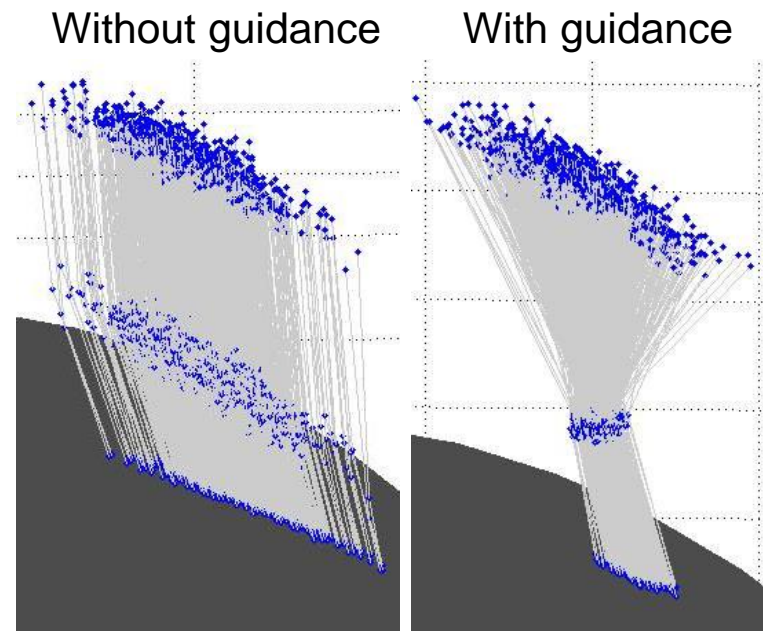
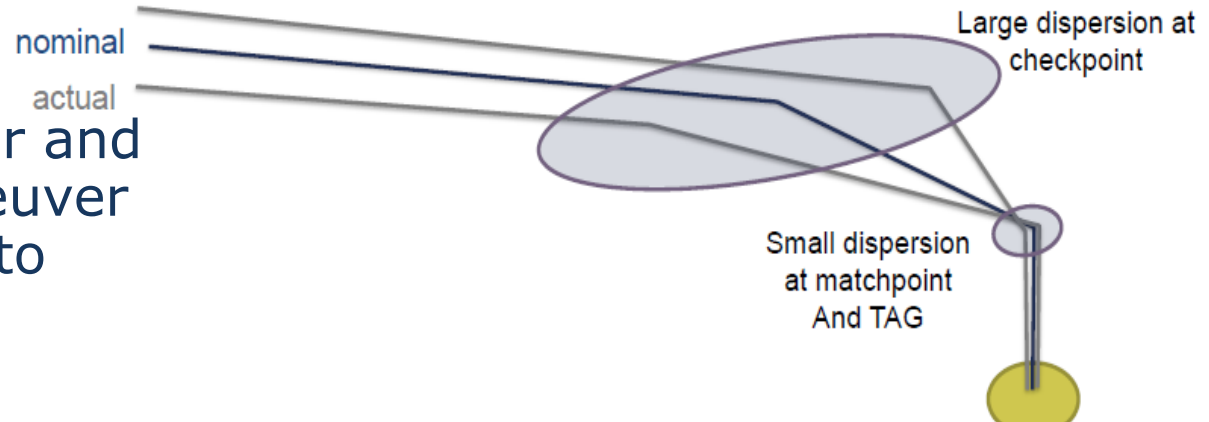
## Timeline





# GUIDED TAG APPROACH

- Orbit knowledge error and orbit departure maneuver execution error lead to large dispersion at Checkpoint
- Range threshold and pre-Checkpoint LIDAR measurements allow closed loop corrections to Checkpoint maneuver to achieve original Matchpoint location
- Matchpoint corrected to original TAG approach trajectory





# DESIGN REFERENCE ASTEROID

---

- **Orbital Properties**
  - Known extremely well, through ground-based astrometry and radar observations in 1999, 2005, and 2011
  - Approach imagery will be easy
- **Bulk Properties**
  - Size and shape known to within about 10 m
  - Mass and density uncertainty is reasonable for navigation analysis
- **Rotational Properties**
  - Spin rate known to 0.05%
  - Pole known to within 2 degrees
- **Radar Properties**
  - Does not drive mission design
- **Photometric Properties**
  - Drives camera design





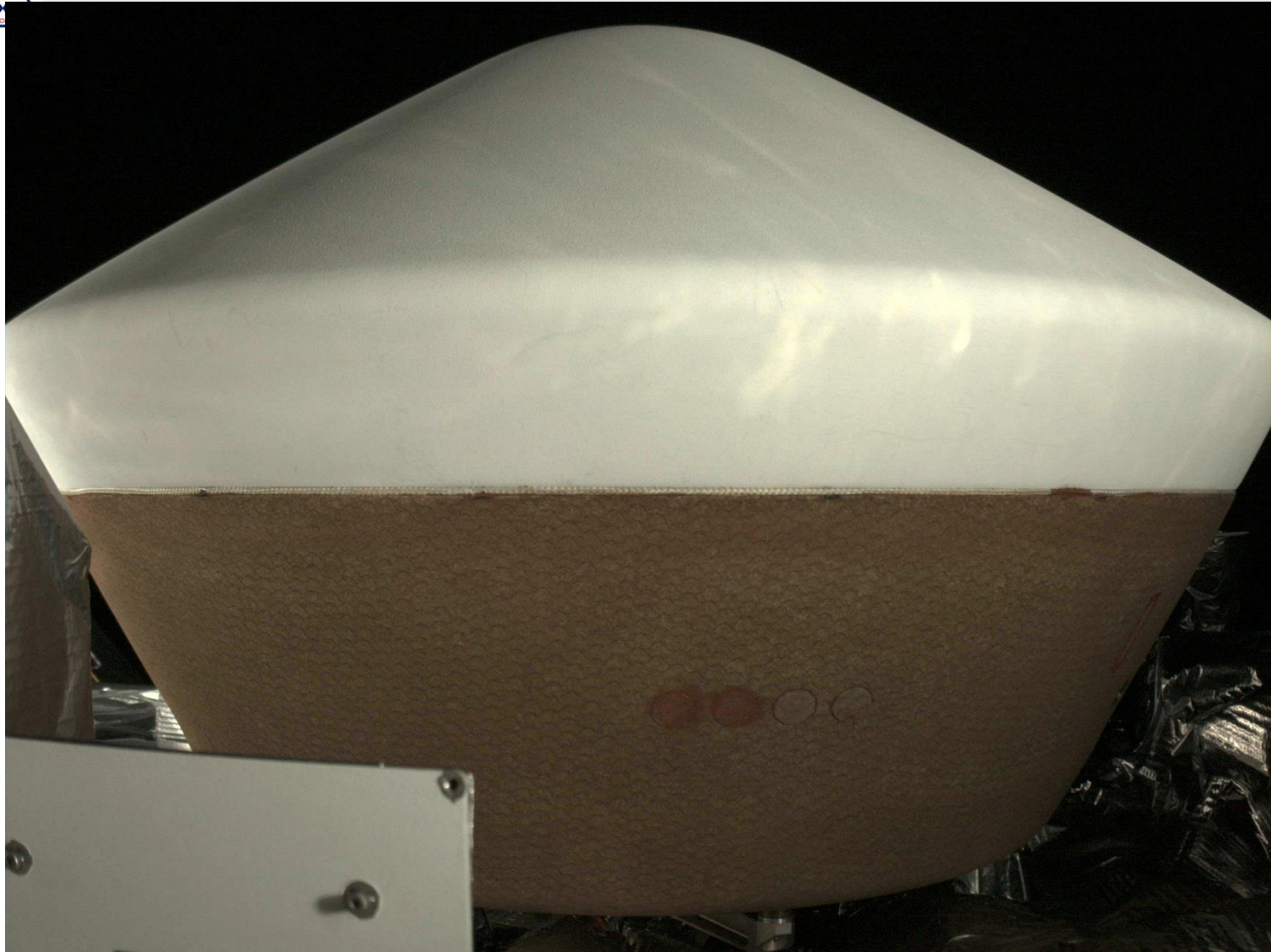
# DESIGN REFERENCE ASTEROID (CONT.)

---

- Spectroscopic Properties
  - Drives spectrometers
- Thermal Properties
  - Thermal model used for spacecraft thermal analysis
  - Thermal modeling done with engineering feedback to ensure results were useful
    - Engineering tools assume spherical object
- Surface Analog Properties
  - Used for TAG simulations
- Environmental Properties
  - Satellites (stability, size limit, etc.)
  - Dust



# SRC FROM STOWCAM, ILLUMINATED BY STRAY LIGHT





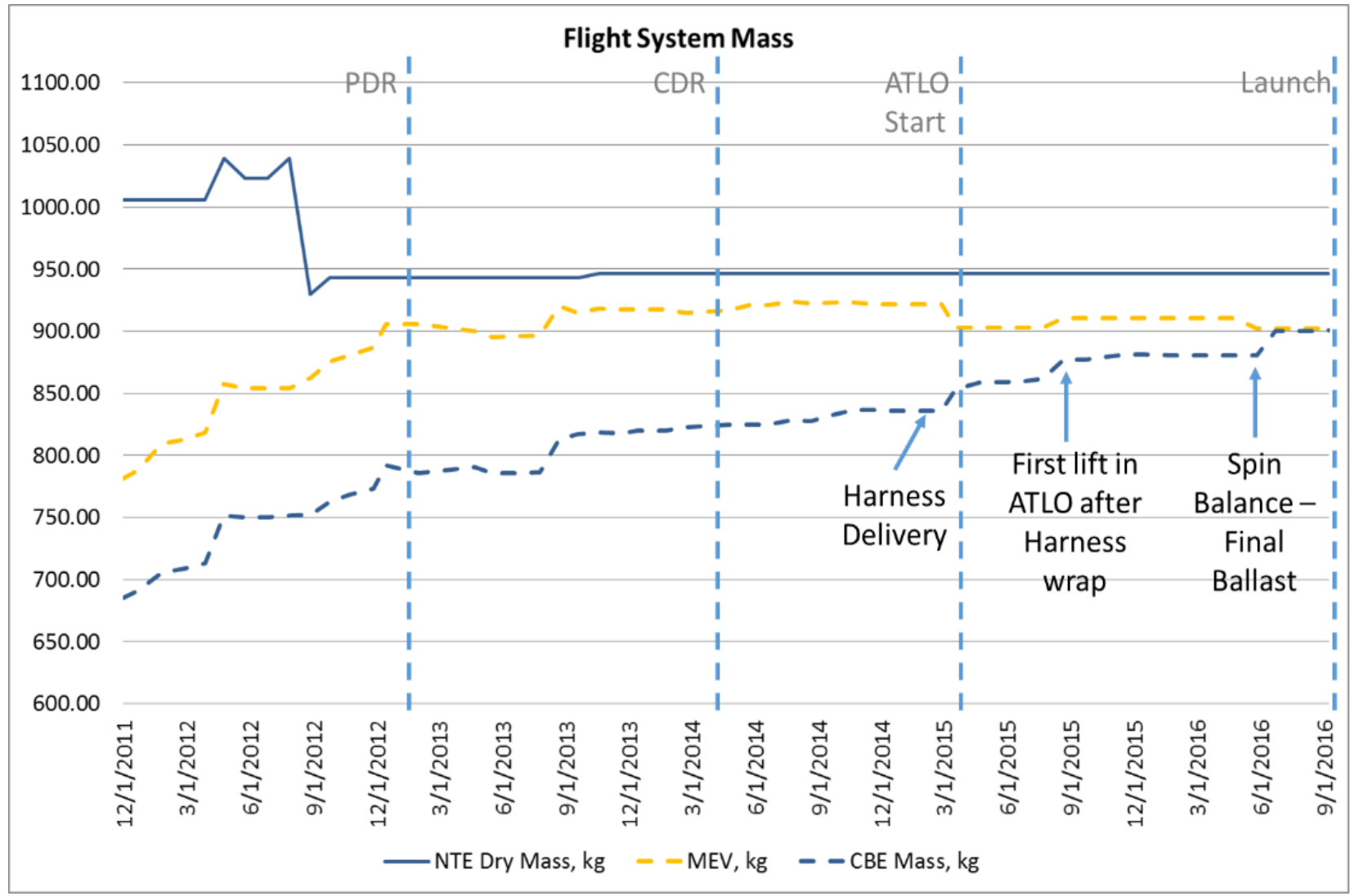
# SAMPLE RETURN CAPSULE NEARLY IDENTICAL TO STARDUST SRC

---

- Stardust successfully returned a sample from a comet's tail, but one of the parachute deployment pyros did not fire (the other one did)
- OSIRIS-REx performed some testing which discovered an unexpected shock environment, likely explaining the issue
- Other testing uncovered issues with the parachute cord
  
- Just because something works once doesn't mean it will work reliably a second time.
  
- Reliability of spacecraft is outside the experience of every-day life.



# MASS GROWTH





# THIS JOB IS DIFFICULT!

---

- Space missions are really hard because:
  - It requires a tremendous amount of energy to get into space—essentially a controlled explosion
  - Once on its way, it would take another launch to get to the spacecraft and fix any hardware problems
  - The level of reliability is beyond everyday experience
  - A single failure can end a mission
- We do these things in space, “not because they are easy, but because they are hard.” --JFK
- My job is fun because it is hard.
- A successful mission is the product of many people and many perspectives