FortranCon 2020

Copernicus Spacecraft Trajectory Design and Optimization Program

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What is Copernicus?

• Copernicus is a generalized, interactive, spacecraft trajectory design and optimization application

EABJ

- Multiple spacecraft and propulsion systems, integrated GUI and 3D graphics, flexible segment & plugin architecture, selectable mission fidelity (simple to complex)
- Extensive range of missions: impulsive/low/high thrust, multi-body, planet centered/inter-planetary, multi-body transfers/trajectories
- Developed at JSC, and available for use by any NASA employee or U.S. government contractor
- Evolutionary and expandable
- Copernicus can be scaled from a single desktop or laptop computer using the GUI, to computer clusters where no user interaction or graphical feedback are required

Copernicus Models

• Low and high fidelity models in the same tool

- Mission Segments •
- Integrators/Propagators ٠
- **Optimal Control Theory** •
- Parameter Optimization •
- Numerical Differentiation
- Ephemerides •
- **Reference Frames** •
- Interactive, flexible architecture
- More than one way to design/optimize a mission

- Finite Burn Engine Models
- Finite Burn Maneuver Models •
- Impulsive Maneuvers
- Lambert Targeting
- State Parameterizations •
- Maneuver Parameterizations •
- Gravity Assists

• Halo Orbits

- **Gravity Models**
- Interpolation
- 3D Visualization
- Data Output
- Plugin Interface

Scripting Interface

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Copernicus History

- Copernicus has been continuously developed for nearly 20 years
- 5 major releases (5.0 is one of the most significant updates we have done) •
- 2001-2002: University of Texas at Austin (UT) ٠
- 2003-2006: JSC/UT Collaboration
- First official release: March 2006 •
- 2007-Present: Primary Development at JSC







Release Date

Copernicus Usage

- About 190 licenses issued for Copernicus 4.x since 2014
- About 300 licenses issued in all for all versions since 2006
- Used at NASA (JSC, MSFC, GRC, GSFC, JPL, LaRC, KSC, ARC), numerous government contractors, and universities
- Copernicus has become a workhorse tool for crewed and uncrewed spaceflight mission design at JSC
- What are we using it for?...

LCROSS Mission

(Lunar Crater Observation and Sensing Satellite)

- Copernicus was used to construct hundreds of optimal Earth-Lunar flyby-to-Lunar impact trajectories including the separation phase from the original LRO trajectory which was bound for Lunar orbit
- Also used post-launch to examine under/over burns en route
- LCROSS and its Centaur stage impacted the Moon on Oct. 9, 2009





Jacob Williams, NASA/JSC/EG5, July 2, 202

Lunar Missions







Lunar Mission With

Landing and Stage

Disposal

Three-Burn Trans-Earth Injection Maneuver Sequence MOON TEI-3 Target Orbit Plane LOI-J Target Orbit LOI-2 LOI

 V_{∞}^{-}

Incoming Transfer Plane

Three-Body, Halo Orbits, DRO, NRHO, etc.

- Halo Orbits & Weak Stability Boundary/Ballistic Capture
- Artemis I, II, III
- Human Landing System (HLS)
- Near-Rectilinear Halo Orbits (NRHO)
- Deep Space Gateway / PPE / HALO





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Copernicus Software Development

- Copernicus started in 2001 as Fortran 77/90, Compaq Visual Fortran (Windows only)
- Transitioned to Intel Fortran circa 2007
- Cross platform: Windows, macOS, Linux
- Continuous improvement & modernization, keep up with the latest Fortran standards and tools
 - If Intel supports a feature, we will use it.
 - Copernicus is never finished.
- Some of the tools/libraries we are currently using: Intel Fortran 2019, CMake 3.12.3, Git, Python 3.7, Anaconda 2019.07, MS Visual Studio 2017, VS Code, Qt 5.12.3, OpenSceneGraph 3.6.2, HDF5 1.10.4

Software Architecture

- Image: All of the set o
- <complex-block>



- Formerly, the entire program was Fortran (used the Winteracter library for the GUI)
- Significant refactoring as Fortran 2003+ became available
 - Mostly standard Fortran with some Intel extensions and MKL routines
 - 327 modules, about 218,505 lines of code (not counting 3rd party F77)
- Copernicus is now (v5.0) implemented as a shared library that is called from a Python GUI
 - Core Copernicus code (Fortran) and the GUI (Python) are now completely decoupled
 - Extensive use of C Interoperability Callbacks to/from Fortran & Python
 - The Copernicus shared library can also be used by other scripts, tools, etc.
- Interactive 3D graphics using OpenSceneGraph and OpenFrames libraries Fortran interface to C++ code
- Dynamic equations/functions/models user-input:
 - Custom internal function parser written in Fortran
 - User created shared library plugins (DLLs)
 - Eventually: Python code executed by callback.

Copernicus GUI: Example

Interactive graphics: Iterate, pan, zoom, rotate

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3D Party Fortran Components

- <u>SNOPT</u> (optimization)
 - Fortran 77, Waiting for "modern" version
- <u>SPICELIB</u> (JPL, solar system ephemeris, geometry, and time)
 - Fortran 77, Recently announced rewriting it in C++
- JSON-Fortran (configuration files, data output, data exchange)
- <u>Bspline-Fortran</u> (interpolation)
- <u>SLSQP</u> (optimization)
- <u>Hairer</u> (ODE IVP)
- <u>FLINT</u> (ODE IVP)
- And more!

Open source

Conclusions

- Copernicus is an example of an actively developed modern Fortran application with a wide user base at NASA
- Critical software tool for JSC & NASA-wide
- Greatly expanded capabilities and use cases with recent (v5.0) Python GUI and scripting integration
- Copernicus Fortran wish list
 - Better ecosystem & cross-platform tooling, linting, etc.
 - Generic programming, differentiable programming
 - Exception handling
 - Built-in modern string class
 - Dynamic, interactive capability (think Python, Julia, Jupyter)





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