

# ***NASA GSFC ETD: Digital Engineering Overview***

NASA Goddard Space Flight Center (GSFC)  
Engineering and Technology Directorate (ETD)  
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# Digital Transformation at NASA

- Digital Transformation: *Employment of digital technologies to change a process, product, or capability so dramatically that it's unrecognizable compared to its traditional form*
- Brief History of NASA DT
  - FY18: NASA's Digital Transformation (DT) officially kicked off
    - Formulation effort identified increased industry focus on DT
    - Led to internal assessment of the current state of 'digital' at NASA centers and major projects
    - Found many examples already underway at various levels of maturity – termed '*Silos of Curiosity*'
  - FY20: Agency DT mandate, which focused effort in FY21 to define the DT vision and strategy
    - Included mobilization of early adopters – termed '*Coalitions of Willing*'
  - FY22+ (*we are here*): Development of an agency-level plan, in the form of DT Targets, Levers, and Foundations
- Agency DT vision involves fully leveraging evolving digital technologies to advance missions, enhance efficiency, and encourage a culture of innovation
  - Digital Transformation is now officially housed within OCIO (Office of the Chief Information Officer) with OCE (Office of the Chief Engineer) as a primary stakeholder

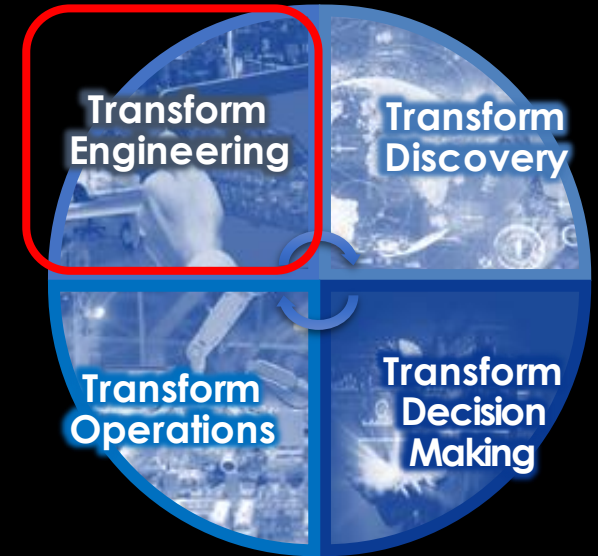


# What is Digital Engineering?

- Transform Engineering “*enables agile multi-center/partner engineering teams to solve frontier problems*”

Transform Engineering = Digital Engineering

- Digital Engineering efforts at various levels of maturity at the agency and center-level



- GSFC definition of **Digital Engineering** is an interdisciplinary field that leverages the use of digital tools and processes for the design, development, and production of engineering products and systems
  - Involves use of digital technologies to improve efficiency and accuracy of the engineering process

# Holistic Digital Engineering Strategy

1. Break down barriers through education to increase community understanding of Digital Engineering capability and value
  - Digital Engineering Workshop in October 2022 identified that **Cultural Inertia** was the biggest roadblock across all attending federal agencies
2. Develop scalable, sustainable DE framework aligned with Agency, OGA's, Industry, Academia, and foreign partners
  - Pilot data-first architecture to *demonstrate* discipline-specific functionality, with community engagement
3. Infuse DE into existing missions to develop workforce digital competency
  - Publicize enabling technologies that *demonstrate* immediate value (i.e., generative design), while advertising other technologies under development
4. Increase the efficiency and effectiveness of long-standing systems engineering practices via a multi-year phased program
  - Focus on process pain points (i.e., manual, error-prone inefficiencies)

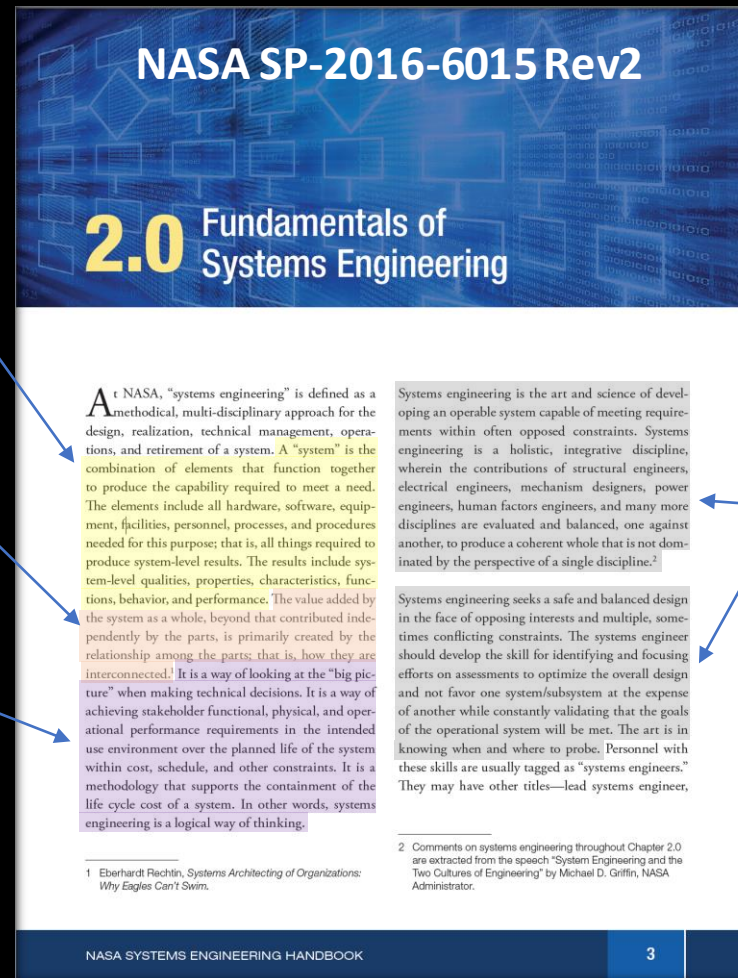
# Digital Engineering vs Systems Engineering

*"Systems Engineering is defined as a methodical, multi-disciplinary approach for the design, realization, technical management, operations, and retirement of a system."*

**Systems Modeling**  
(i.e., Model-Based Systems Engineering)

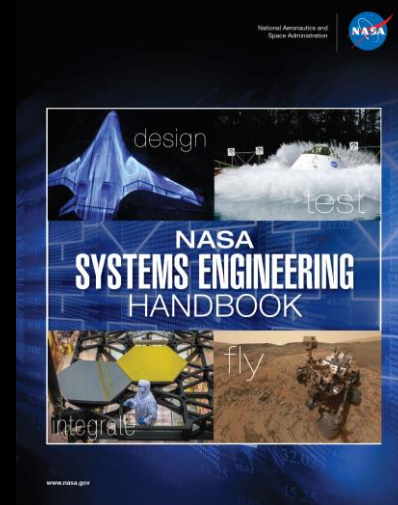
**Digital Thread**  
(i.e., model the relationships between information contained within models)

**Digital Programmatics**  
(i.e., lifecycle modeling of cost, schedule, predictions, facilities, workforce, etc.)



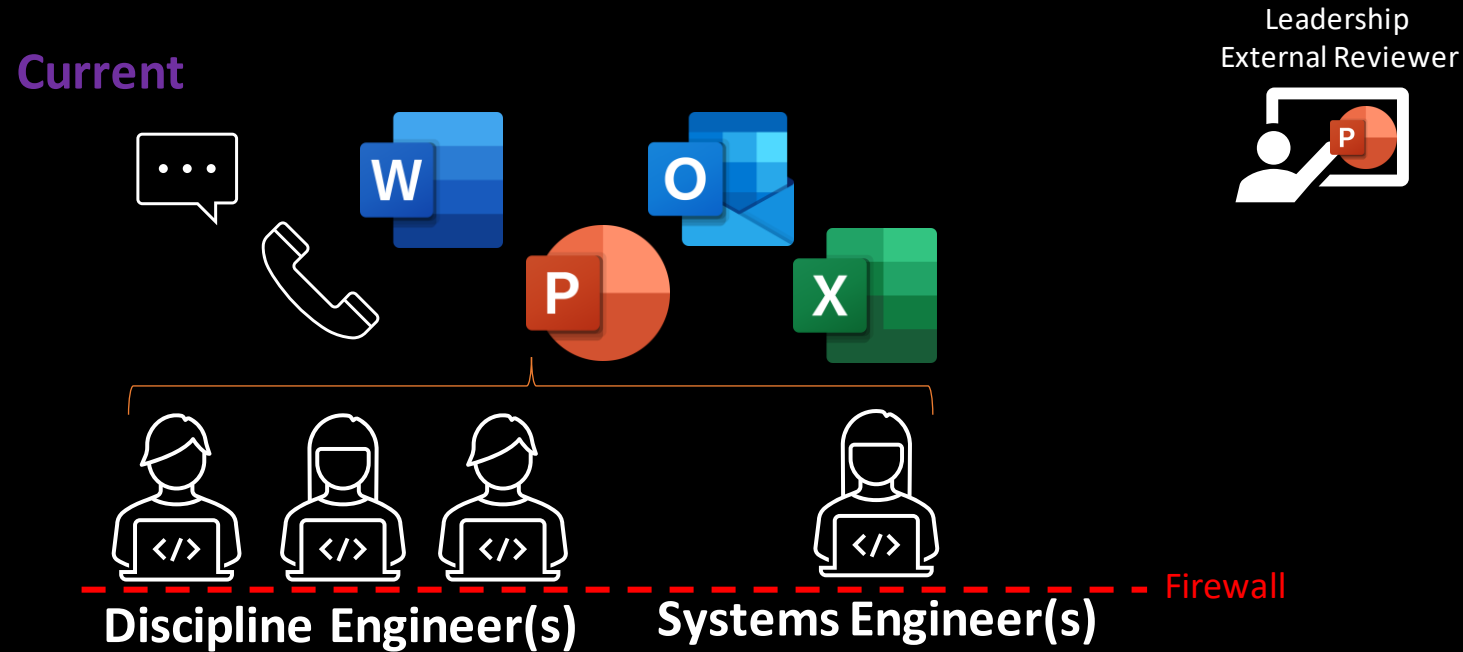
**Multi-Disciplinary Analysis & Optimization**  
(i.e., system-level analysis and optimization exploration using discipline-level models and parameters as adjustable variables)

**Digital Engineering enables interactive Systems Engineering at machine speed**



# What Does DE Look Like in Context?

- ETD projects are typically year(s)/decade(s) efforts and see dozen(s)/hundred(s) of engineers

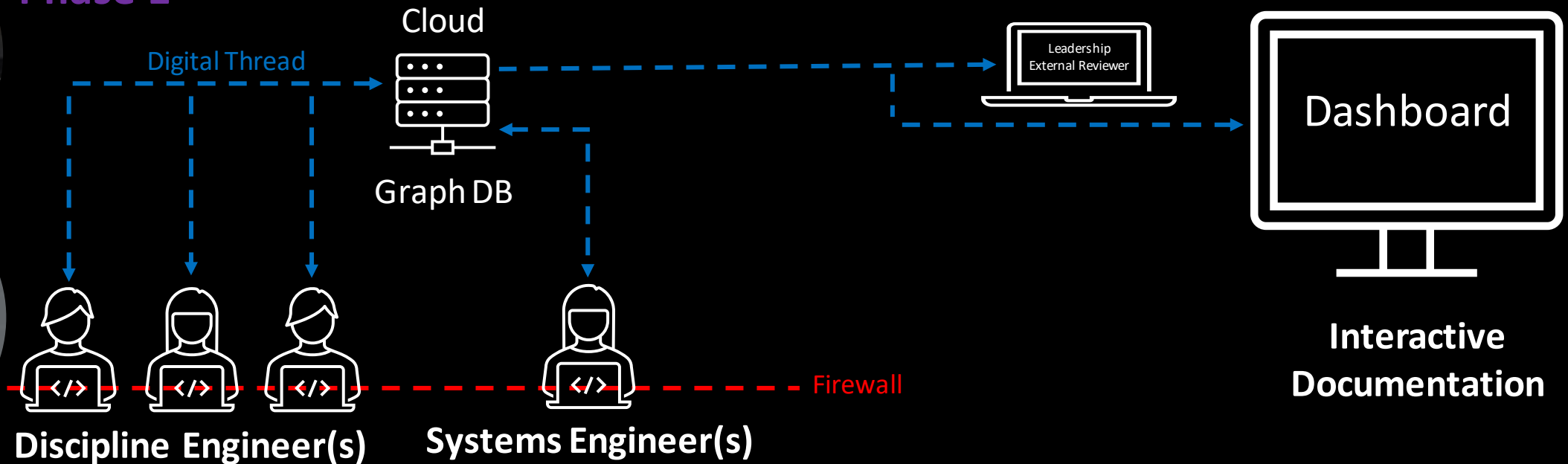


- DE strategy must
  - Reduce tedious tasks
  - Minimize onboarding/training disruption
  - Captures the full project lifecycle, from formulation through implementation

# What Does DE Look Like in Context?

- Align siloed efforts of enabling capabilities into a common vision focused on science impact
- Reduce tedious tasks and maximize asynchronous collaboration across science and engineering
- Emphasize knowledge capture to minimize onboarding/training disruption for technical team

## Phase 1

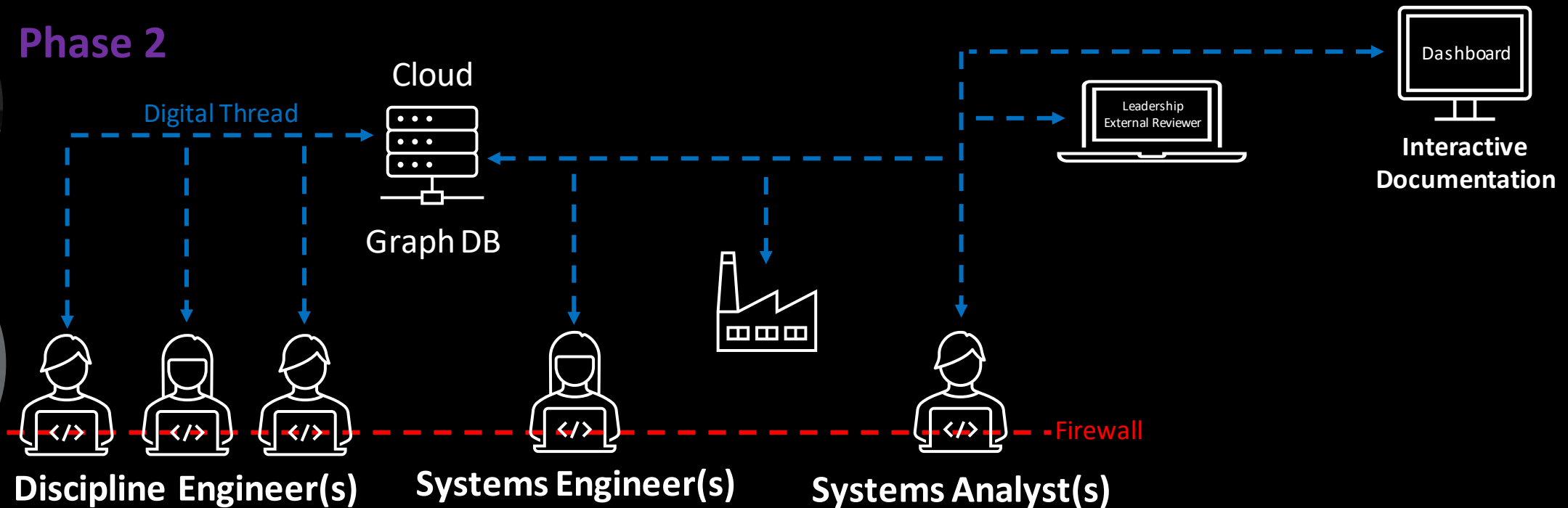


**Digital Thread** is the foundation for *improved project coordination*, *asynchronous collaboration*, and *enables matrixed technical tasking*

# What Does DE Look Like in Context?

- Reduce tedious tasks and maximize asynchronous collaboration across science and engineering
- Emphasize knowledge capture to minimize onboarding/training disruption for technical team
- Captures the full project lifecycle, from formulation through implementation

## Phase 2

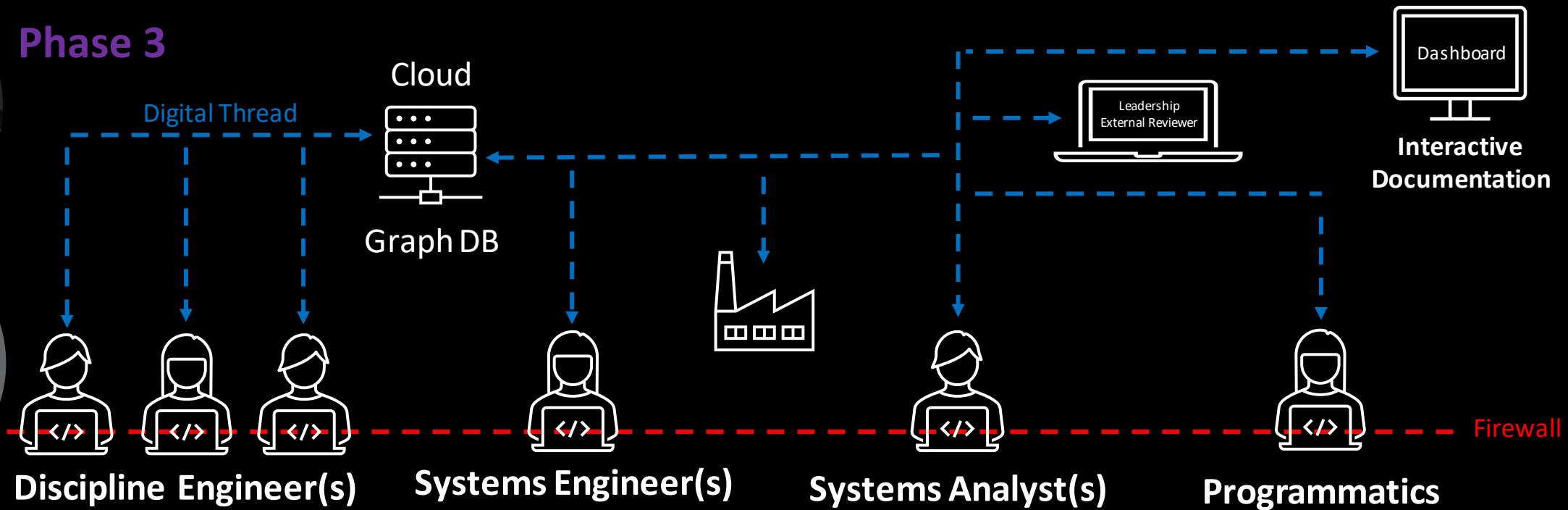


***Cross-Disciplinary Analysis & Optimization*** (CDAO) provides discipline-level trade study and optimization capabilities for timely *science-level impacts*

# What Does DE Look Like in Context?

- Reduce tedious tasks and maximize asynchronous collaboration
- Captures the full project lifecycle, from formulation through implementation
- Dynamically couple science, engineering, and programmatics

## Phase 3



**Connecting programmatics** enables timely **project-level decision-making** using engineering developments for relevant **project-scale projection and traceability**

# Digital Engineering Transformation is a Journey

- Transforming Engineering is part technical and part cultural; cannot be accomplished without harmonious coupling of both
- Existing engineering processes work (ref. Apollo, HST, Shuttle, JWST, etc.); the point of transforming is NOT to reinvent the engineering wheel
- Transformation allows for a holistic approach to addressing pain points and potential synergies within existing processes

Inform timely decision making across the enterprise

**NEED** with an increasingly connected, decentralized workforce

**APPROACH** using modern advancements, processes, and technology

**FUNCTION** free-up workforce to focus on skill-driven tasking

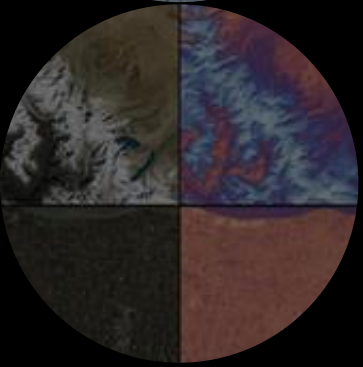
**BENEFITS** improving efficiency and workforce happiness

- To develop a truly connected (digital) ecosystem that allows skilled workforce to focus on skilled tasks and reduce tedium

ETD's most precious resource is skilled workforce *time*  
Digital Engineering *reduces* day-to-day *tedium*,  
*prioritizing* renewed focus on *innovation* and *technical challenges*

# Backup

Includes several examples of engineering innovation at GSFC



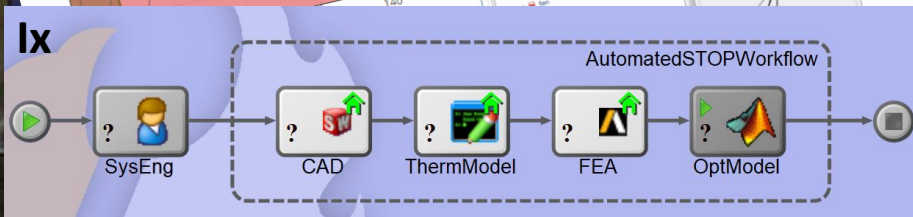
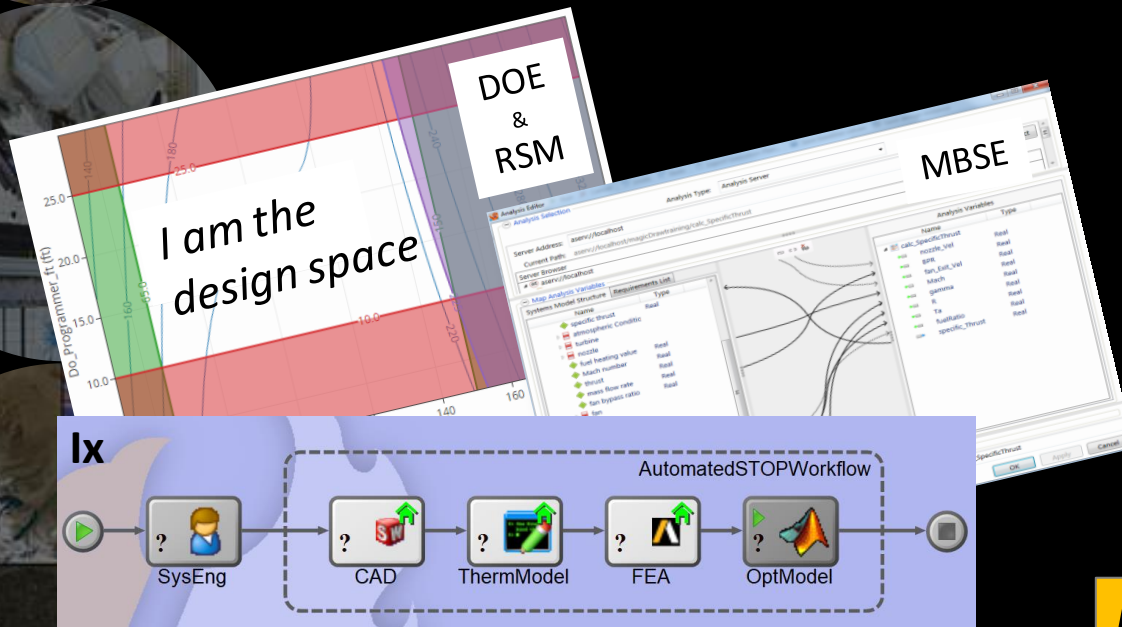
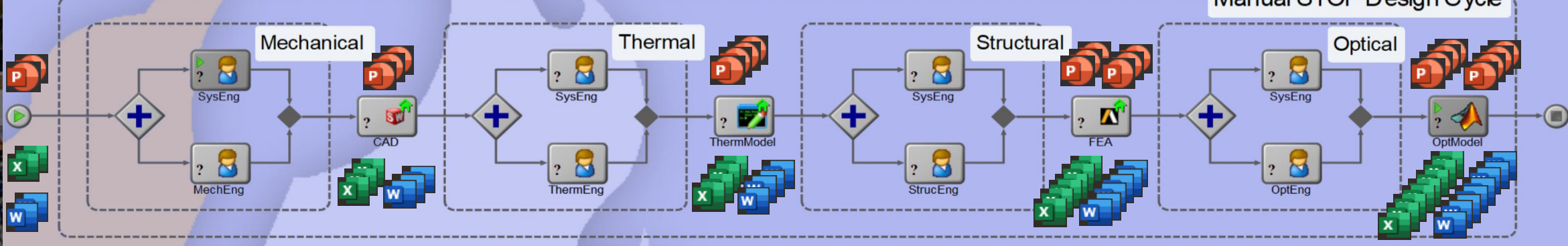
# How Does Digital Engineering help?

- **Digital Engineering** reduces system risk by enabling further interrelated analysis and optimization, with benefits including:
  - Faster design iterations
  - Reduced development costs
  - Improved product quality
  - Better collaboration among team members
- Consider a simple use case (i.e., increase diameter of an instrument mirror)
- Standard engineering processes can get complex quickly
  - More disciplines involved means more coordination required
  - Matrixed engineering support limits availability for project work
  - Email used for ALL communication can easily saturate and cause technical misses
    - ALL = organizational, coordination and technical updates across multiple projects, etc.

# Integrated Everything (Ix)

POC: Aaron Comis

## Human-In-The-Loop (HITL)



|                                     | HITL     | Ix        |
|-------------------------------------|----------|-----------|
| Setup time                          | Month(s) | Month(s)  |
| Cycles completed after setup        | 1        | 1         |
| Documents generated                 | XXXX     | X         |
| Design Validation of Requirements   | Manual   | Automated |
| Time per iteration cycle*           | W/M      | H/D       |
| Surrogate Modeling                  | N        | Y         |
| Engineers for surrogate exploration | All      | 1         |

*Equivalent to the transition from hand drafting to CAD*