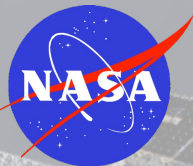


**Activity Planning with Resources
for the Exploration of Space**

Introducing APRES 2.0

**John L. Bresina
NASA Ames Research Center**





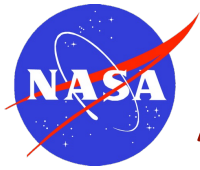
Activity Planning with Resources for the Exploration of Space



Introducing APRES 2.0

John L. Bresina
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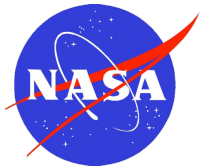
- 1988 – 1998: NASA Contractor
- 1998 – present: NASA Civil Servant
- Mission Involvement
 - **MER**: GDS/MOS Tactical Activity Planner
 - **MSL**: GDS only
 - **LCROSS**: GDS/MOS Activity Planning & Sequencing Lead
 - **LADEE**: GDS/MOS Activity Planning & Sequencing Lead
 - **HelioSwarm**: GDS/MOS since Proposal/Phase A



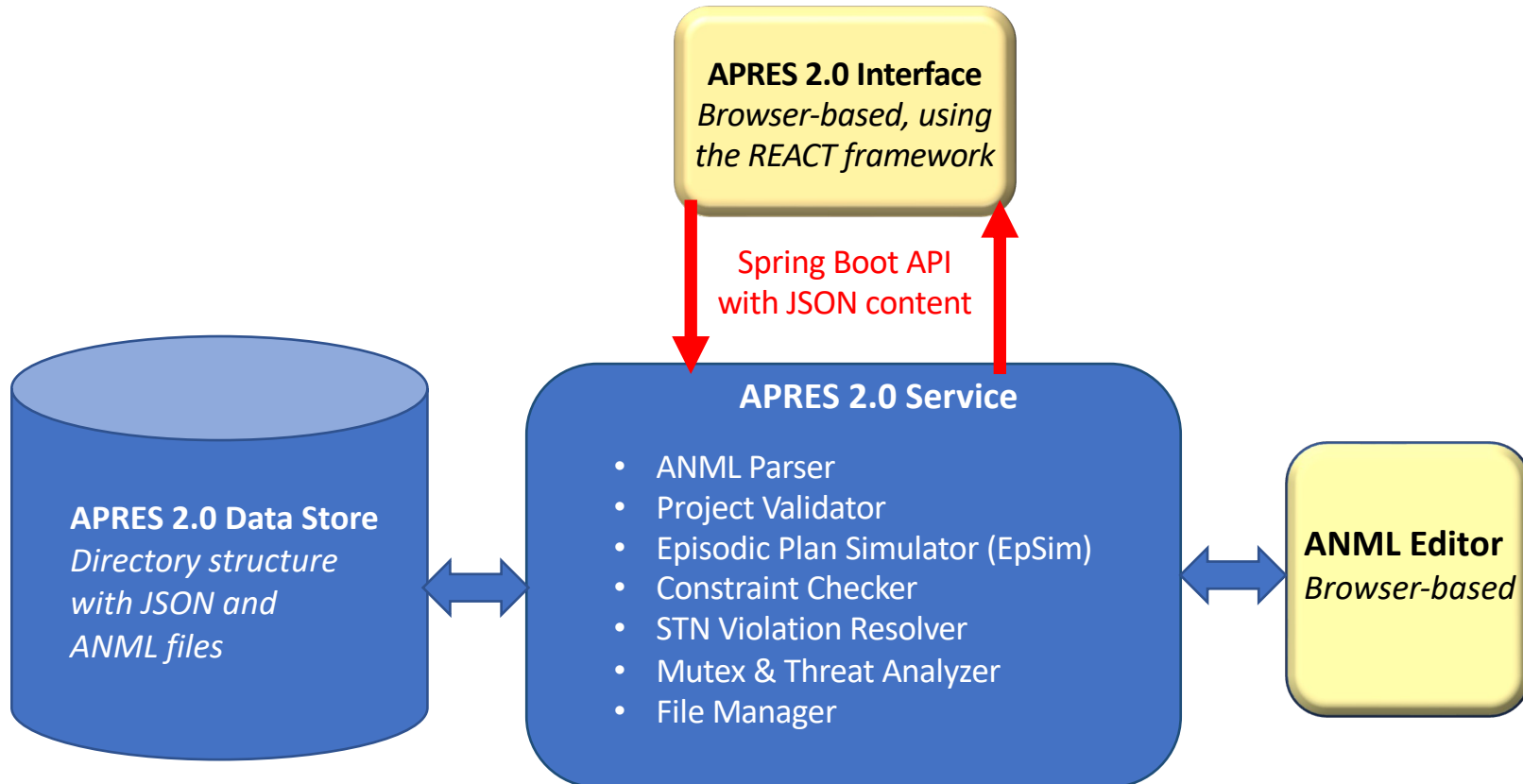
APRES Project Intro

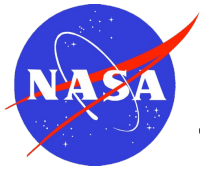


- *Parent Project: The AES Autonomous Systems and Operations (ASO) Project*
- **ASO Organizational Responsibility**
 - *Responsible Mission Directorate: Exploration Systems Development Mission Directorate (ESDMD)*
 - *Lead Center: Ames Research Center (ARC)*
 - *Responsible Program: Mars Campaign Office*
- **ASO Program Management**
 - *Program Director: Christopher L Moore*
 - *Program Manager: Greg Chavers*
 - *Project Manager: Jeremy D. Frank*
- **APRES Systems**
 - **APRES Prototype:** Available in the NASA Software Catalog (entry ARC-18869-1) since August 2023
 - **APRES 2.0:** Started work at beginning of November 2022, and is still a work in progress
 - **In use on HelioSwarm Mission (Phase A & B)**
- **Objectives**
 - Design and implement the Ames Intelligent Systems Division's next generation mixed-initiative mission planner for ground operations
 - Design to support all missions, and in particular, multi-spacecraft missions; e.g., swarm missions
- **APRES 2.0 Team**
 - *Project Lead & Design Lead:* John Bresina
 - *Software Development Manager:* Hassan Eslami
 - *APRES Service Team:* David Smith, Elif Kurklu, Vijayakumar Baskaran; *along with support from J Benton*
 - *APRES User Interface Team:* Deep Tailor, Hassan Eslami



APRES 2.0 Architecture

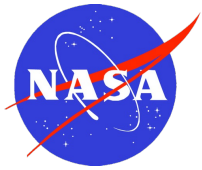




Service Components



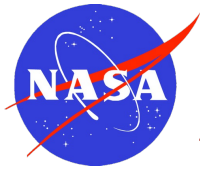
- ANML Parser
 - Validates model and creates parse data structure used by Service components
 - Creates Activity Dictionary used by User Interface and supports the creation of initial assignments and default configuration files.
- Project Validator
 - Determines if loaded projects have valid syntax and if all associated files are compatible with the domain model
 - Also performs semantic checks (e.g., activities must be contained within the plan boundaries)
- Constraint Checker
 - Detects if user's temporal constraints are inconsistent
 - Detects temporal constraints that are not satisfied in the plan
- Episodic Plan Simulator (EpSim)
 - Simulates plan, creating numeric and state chronicles
 - Detects and reports violations
 - Determines process triggering and termination
- STN Violation Resolver
 - Determines action rescheduling resolutions, using a Simple Temporal Network & greedy search
- Mutex & Threat Analyzer
 - Supports STN construction
- File Manager
 - Retrieves and saves files in the APRES Data Store
 - Maintains integrity of the APRES Data Store



Planning Project



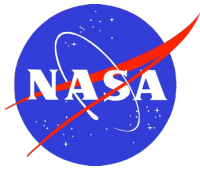
- Project information
 - Author
 - Last modified timestamp and last valid timestamp
 - Plan start and end timestamps
 - Action start time precision (Milliseconds, seconds, or minutes)
 - Associated file references (model, initial & timed assignments, configuration)
- Activity Plan
 - Actions and processes
 - User-defined temporal constraint (unary and binary)
- Simulation Information
 - Violations detected
 - variable-bounds
 - unsatisfied-condition
 - violated-condition
 - inconsistent-effect
 - duplicate actions
 - temporal-constraint
 - inconsistent-constraints
 - Numeric chronicles
 - State chronicles
- Resolution Suggestions
 - Rescheduling of action instances



ANML II Summary



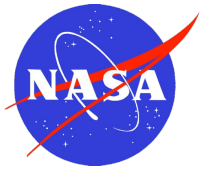
- ANML II is a very expressive language, enabling more **accurate domain models** and **plans**
 - APRES 2.0 is only using a subset of the ANML II language; e.g., we currently do not support decomposition, conditional effects, quantification, existential temporal qualifiers
- ANML II allows the definition of **processes** which autonomously occur due to world states.
 - *For example, charging of the battery from the solar panels, or the operation of survival heaters that automatically power on and off based on temperature sensor readings.*
- ANML II allows the specification of a rich set of **flight rules**
 - *For example, the battery state-of-charge must remain above a specified minimum, or the instantaneous power draw must remain below a specified maximum.*
- ANML II allows the specification of **predicted behaviors** over time
 - *For example, eclipse periods, periods when a spacecraft is in view of a particular Deep Space Network Station, and range of spacecraft from Earth*
- ANML II allows the specification of a rich variety of activity/resource effects, including the following:
 - Absolute or incremental
 - Discrete or **continuous**
 - Resource consumption or production of reusable or consumable resources
- ANML II allows functional fluents; e.g., thrustersActive(sc) where sc is a variable whose value is a member of the set of spacecraft
 - Greatly reduces the size of the domain model, especially for multi-spacecraft missions



Demonstration Model



- Small, simplified model based on a *swarm mission*
- *Multi-spacecraft*: one hub s/c and three node s/c (n1, n2, n3)
- *Communication Policy*:
 - The nodes only communicate with the hub
 - The Ground only communicates with the hub
 - The hub can only communicate with one node at a time
 - The hub can communicate with the Ground and a node simultaneously
- *Two science instruments per spacecraft*: MAGa and MAGb
- *Five telemetry sources per spacecraft*: s/c bus HK, MAGa HK, MAGa Sci, MAGb HK, MAGb Sci
- *Three DSN stations (one per complex)*: DSS34, DSS45, DSS55
- *Numeric resources modeled*:
 - Total (instantaneous) Power
 - Data to be downloaded on each spacecraft
 - Data received on the ground
- *Resource Flight Rule*: Total Power must not exceed 400 Watts
- There are a number of mutual exclusion flight rules, including:
 - The hub cannot communicate to a node or the Ground when its thrusters are active
 - A node cannot communicate to the hub when its thrusters are active



Demo Activity Types

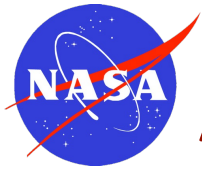


- Action Types

- Hub_Unload_Momentum
- Node_Unload_Momentum
- **Ground_Comm**
- **Crosslink**
- Node_Maneuver
- Hub_MAGa_PwrOff
- Hub_MAGa_PwrOn
- Hub_MAGb_PwrOff
- Hub_MAGb_PwrOn
- Node_MAGa_PwrOff
- Node_MAGa_PwrOn
- Node_MAGb_PwrOff
- Node_MAGb_PwrOn

- Process Types

- Hub_MAGa_Operate
- Hub_MAGb_Operate
- Node_MAGa_Operate
- Node_MAGb_Operate
- **Comm_Xmit**
- **CL_Xmit**
- nodeDevData
- hubDevData



ANML Action Example



```
action Ground_Comm (Station dss, PosReal commDur ::("default", "14400.0"), PosReal
  GCSdataRate ::("default", 100.0) ::("units", "kbps") )
  ::("legend", "Ground Comm") ::("keyParams", "dss")
```

*Annotations (in blue)
are used by the UI*

```
{ duration := commDur ;
```

```
  [start] DLrate := GCSdataRate ;
```

```
  [all] { TotalPower :uses GCSpwr ;
```

[start] TotalPower := GCSpwr;
[end] TotalPower := GCSpwr ;

```
    GroundComm_Active == false := true ==> := false ;
```

```
    inview(dss) == true ;
```

```
    allocated(dss) == true ;
```

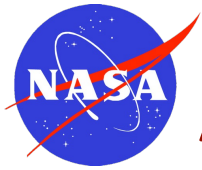
```
    hubThrust_Active == false ;
```

```
    radioGCS == Rx := RxTx ==> := Rx ;
```

*radioGCS must initially
equal Rx; at the action start
it is set to RxTx and this
value must be maintained
until the action end; at
which point it is set to Rx.*

```
}
```

```
}
```



ANML Process Example



```
process Comm_Xmit () ::("legend", "Data Xmit")
```

```
{
```

```
[start] {
```

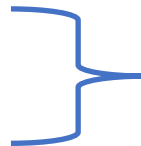
```
    GroundComm_Active == true;  
    hubDataTBDL >= DLrate * minXmitDur ;  
}
```



Process is **triggered** when all of these start conditions are **true**

```
[all] {
```

```
    hubDataTBDL := #t * DLrate ;  
    receivedData := #t * DLrate ;  
}
```



Continuous effects

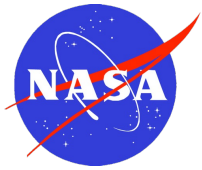
```
(all) {
```

```
    GroundComm_Active == true;  
    hubDataTBDL >= 0.0 ;  
}
```



Process is **terminated** when any of these conditions is **false**

```
}
```



Data Generation Process



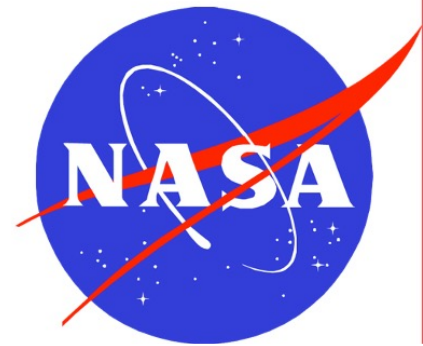
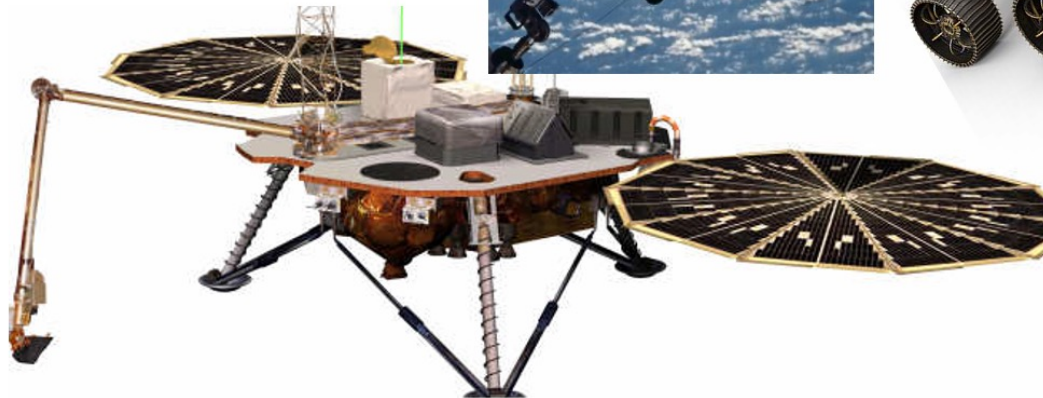
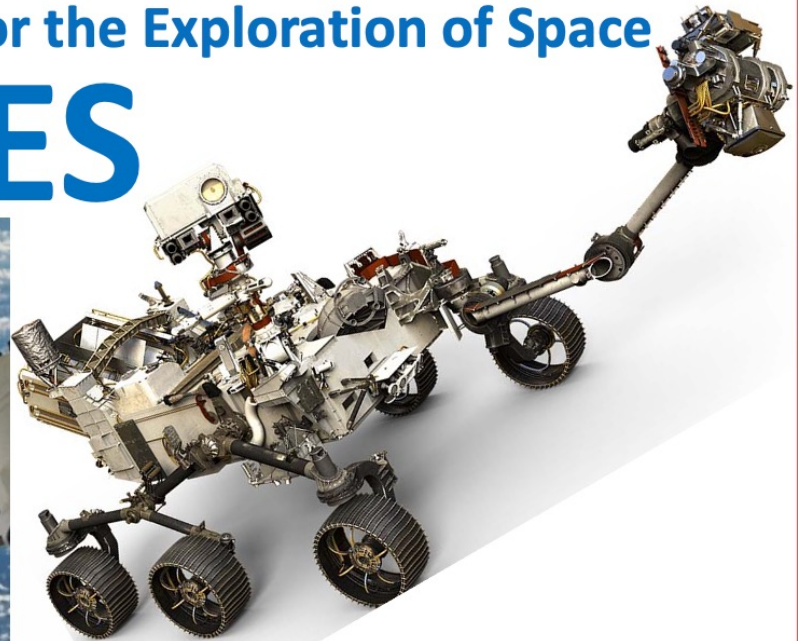
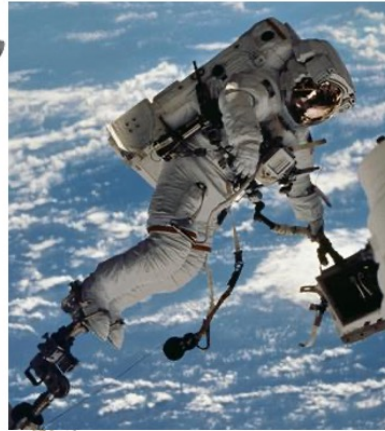
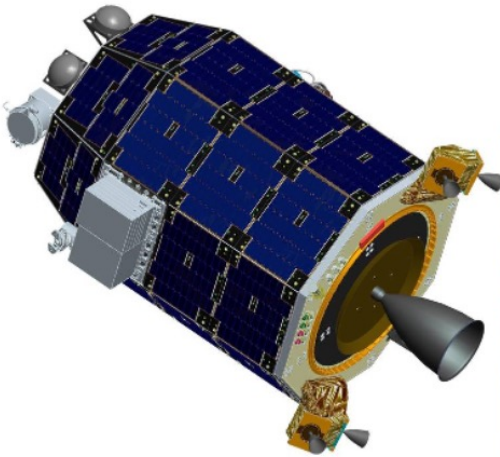
```
process hubDevData () ::("legend", "Data Generate")
```

```
{  
  [all] { hubDataGen(hubBus, HK) + hubDataGen(MAGa, HK) + hubDataGen(MAGa, SCI)  
    + hubDataGen(MAGb, HK) + hubDataGen(MAGb, SCI) > 0;  
  
    hubDataTBDL := #t * ( (hubDataGen(hubBus, HK) * DataRate(hubBus, HK)) +  
      (hubDataGen(MAGa, HK) * DataRate(MAGa, HK)) + (hubDataGen(MAGa, SCI) *  
        DataRate(MAGa, SCI)) + (hubDataGen(MAGb, SCI) * DataRate(MAGb, SCI)) ) ;  
  
  }  
}
```

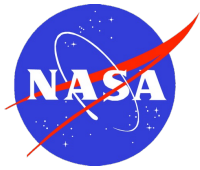
- *This process determines the data generated on the Hub s/c based on all of its active telemetry streams (housekeeping, HK, and science, SCI)*
- *The hubDataGen functional fluent has the value 1 when the specified telemetry stream is active and 0 if it is inactive.*

Activity Planning with Resources for the Exploration of Space

APRES



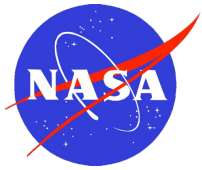
Demonstration of APRES 2.0



Configurable aspects of UI



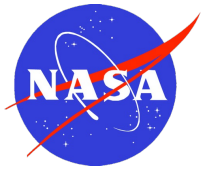
- Defaults for aspects not explicitly specified
- Color of action/process
 - Index: AD type or reusable Color Function w.r.t. **key** parameters
 - One or more action/process parameters can be designated as "**key**" parameters
 - Color for each **key** parameter value
 - Example: `nodeColor(nx)`, where `nx` is the name of the node parameter in model, with values `n1`, `n2`, `n3`
- Colors for a state chronicle
 - Index: Fluent name or Regular Expression
 - Color for each state value
- Color of numeric chronicle
 - Index: Fluent name or Regular Expression
- Whether to show labels for a state chronicle
- Legend of action/process
 - Index: AD type or Regular Expression
- Hide Boolean
 - Legends
 - Numeric Chronicles
 - State Chronicles
- Layout Order
 - Legends
 - Numeric Chronicles
 - State Chronicles



Enhancements Since Demo



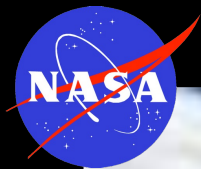
- Developed new concept of “observations”
 - Used in place of “Initial/Final Assignments”
 - The effect of an observation occurs immediately and not an epsilon later as for assignments
- Integration of Plan Transition
 - Supports transition between successive overlapping tactical plans
 - Transition time is the end time of last Ground Contact before next planning session
 - Currently, telemetry values for model variables are based on the observations from simulation
 - Initializes the new planning projects with suffix of previous plan
- Import of externally generated Timed Data, used for automatic generation of Timed Assignments
- Import of externally generated subplan (actions and constraints)
- Plan Table View (an alternative to the timeline view)



Future Enhancements



- Multi-user capabilities
 - Enforces user roles (e.g., Manager, Editor, User)
 - Enforces that a plan can only be edited by one authorized user at a time
 - Allows multiple users to watch a plan editing session
 - *Capabilities have been designed and partially implemented*
- Violation resolution based on mathematical programming/optimization
 - Exploring different approaches, but currently focusing on Mixed-Integer Linear Programming employing the open-source SCIP s/w
 - This approach will resolve a wider scope of violations due to its larger (and more disjunctive) solution space
 - It can be extended to handle **numeric** (e.g., resource) violations
 - We plan to investigate its use in some limited plan optimization
 - *Design and implementation are in progress*



Questions? Thank you!

