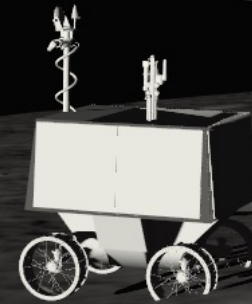




National Aeronautics and  
Space Administration



# An Overview of Mission Planning for the VIPER Rover

Mark Shirley & Edward Balaban

June 2, 2022

# Why VIPER?



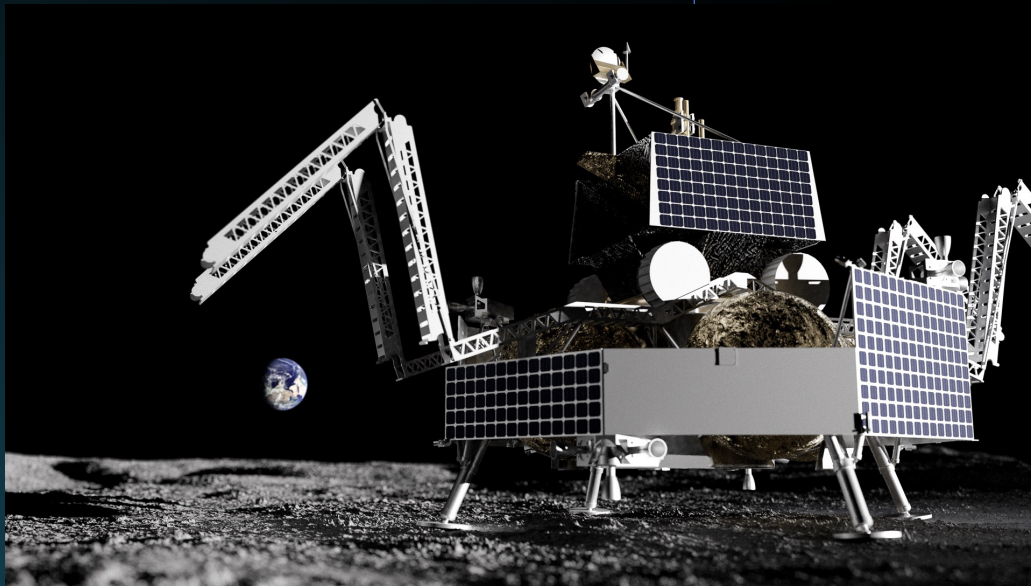
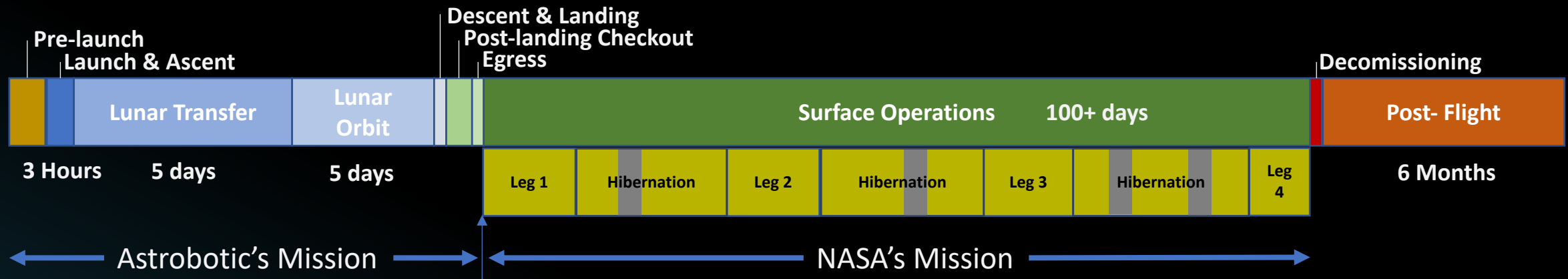
## Lunar Polar Volatiles

- frozen water, methane ... (liquid or gas at room temp)
- detected from orbit by remote sensing  
Clementine, Lunar Prospector, LRO, LCROSS, Chandrayaan-1 ...

## VIPER will ...

- make direct measurements of polar volatiles
- characterize their **physical state & composition**
- characterize horizontal & vertical **distribution** at scales relevant to potential **extraction processes**
- provide **ground truth** for orbital datasets used to create **lunar resource maps**

# Overall Mission Plan



- VIPER delivered to moon under Commercial Lunar Payload Services (CLPS) contract
- Astrobotic's Griffin lander
- Will launch on Falcon Heavy
- VIPER is a payload until it's on the surface

This talk focuses on the **surface operations** phase

# Innovation

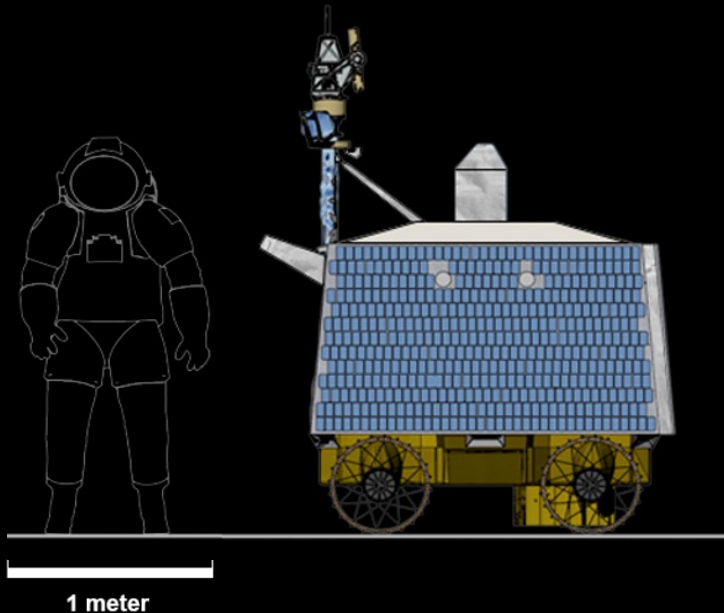
## Automated route planning approaches for lunar polar conditions

★ <b>Site Analysis</b>	Designed for evaluating and eliminating landing site options
★ <b>Strategic Planning</b>	Designed for optimizing mission productivity and minimizing risk
<b>Tactical Planning</b>	Route planning inside small areas to optimize information gain

The science and ops teams will select the baseline from among the options



# Key Engineering Specs



- Solar-powered rover
  - Working endurance in shadow (w/drill): ~9.5 hrs
  - Endurance in min power mode: 50 hrs
- Line-of-sight to Earth radio comms
  - Teleoperated from the ground
- Mission Duration: 100+ earth days
- Driving
  - Distance Travelled (goal): 20 km
  - 1 cm/s average speed
  - 10 cm/s when moving (waiting 90% of time)
  - 15 deg slope limit
  - Can negotiate 10 cm obstacles

# Instruments operate together while driving and stationary

## Drill (1m)

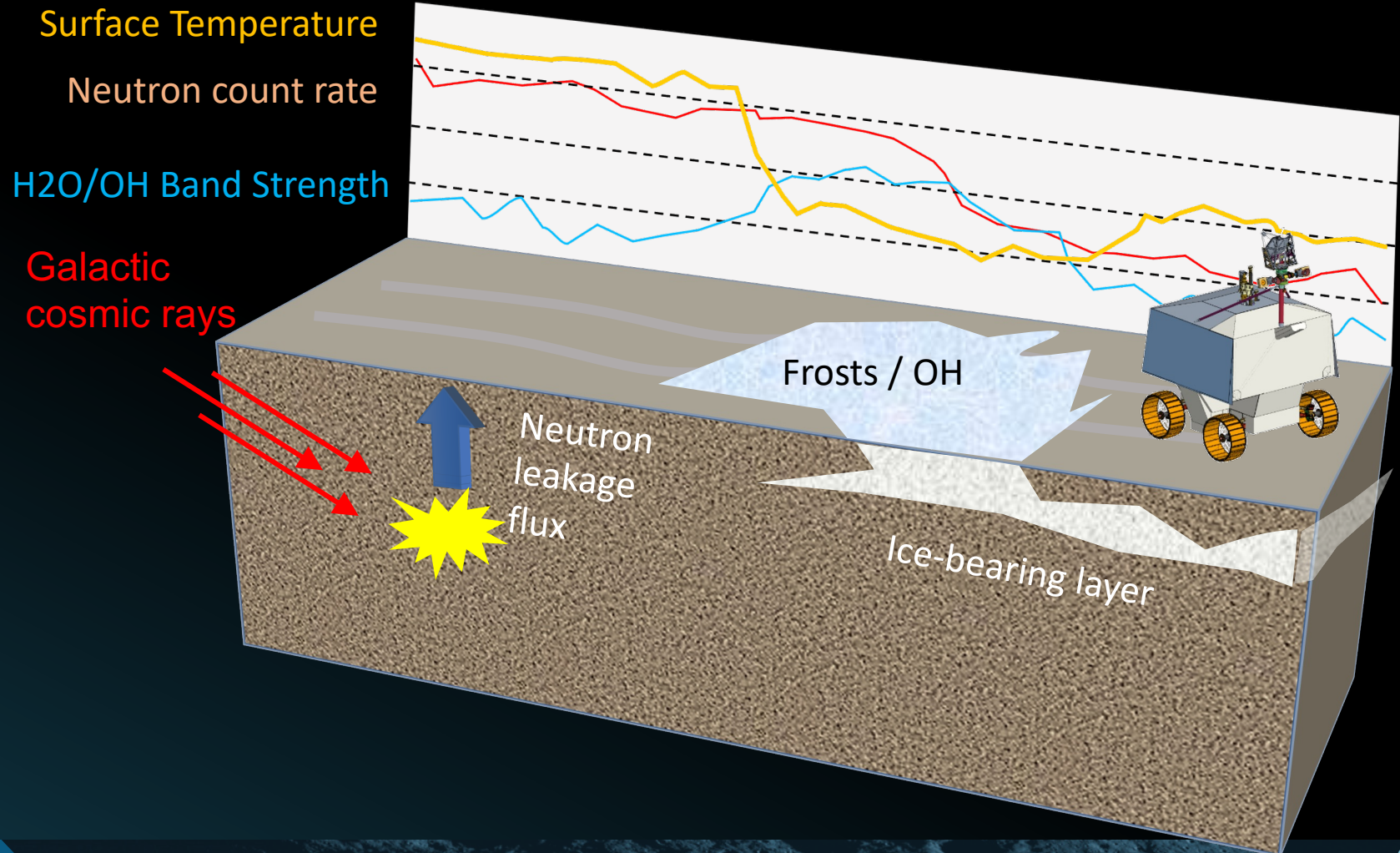
brings material to surface

## Spectrometers

- Neutron  
subsurface hydrogen-bearing compounds
- Near-IR  
surface composition, incl. drill tailings
- Mass Spec  
identifies subliming gasses

## Cameras

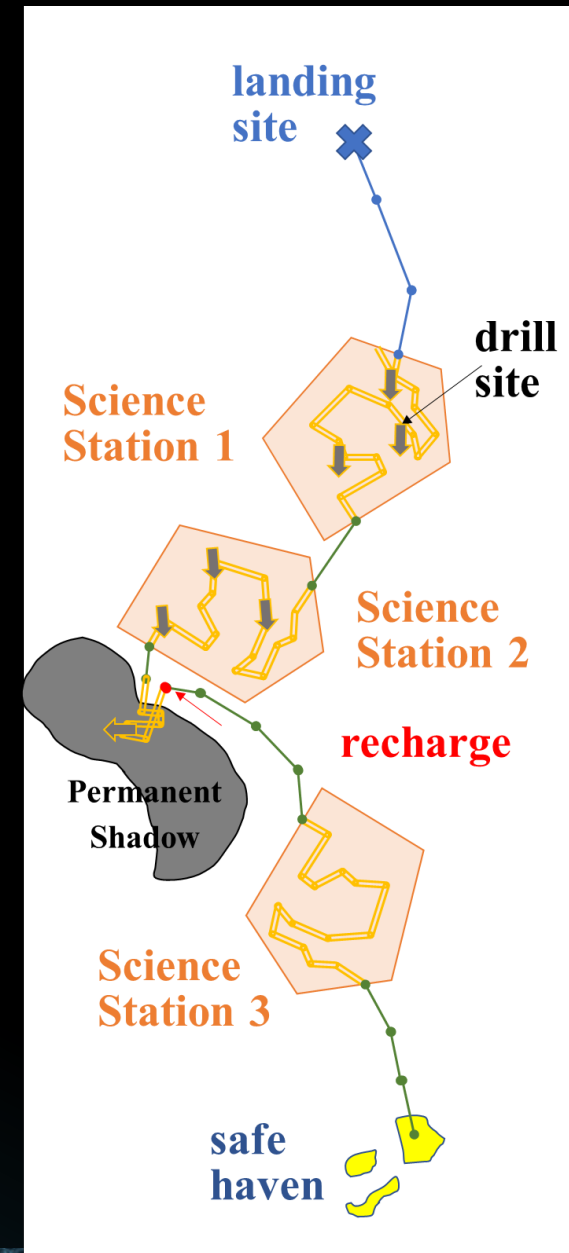
- Downward  
sees surface and drill tailings
- Stereo pair on mast  
geological context, navigation



# Science Station: A Virtual Measurement

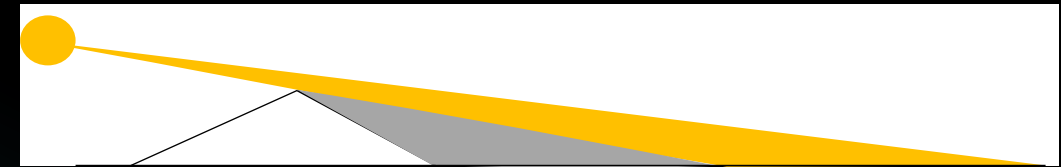
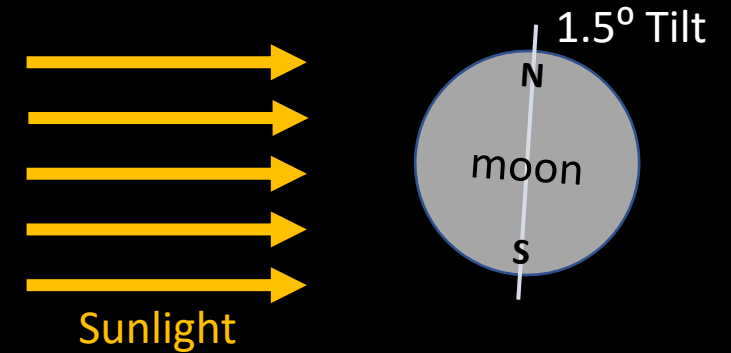
- Goal: Estimate total volatiles in top meter of a 3800 m<sup>2</sup> area
- Integrates data from all instruments
- Resource need case: 5% water ice => O<sub>2</sub> for crew of 4 for 1 year
- 10-15% area coverage is adequate statistics for estimate
- Corresponding linear coverage is 224-335 m of driving
- Drill 3 times to 1m depth to ground truth prospecting data
- Full mission success requires a min of 6 science stations (want more)
- Science stations must be placed across a variety of **thermal environments**

The core planning problem is the placement of these science stations



# Why are solar power and DTE comms strong constraints?

- At the poles, the sun casts long shadows
- Similar radio shadows are cast from a line-of-site radio link to ground stations
- Sun and radio shadows move at speeds similar to VIPER's average speed
- So ...



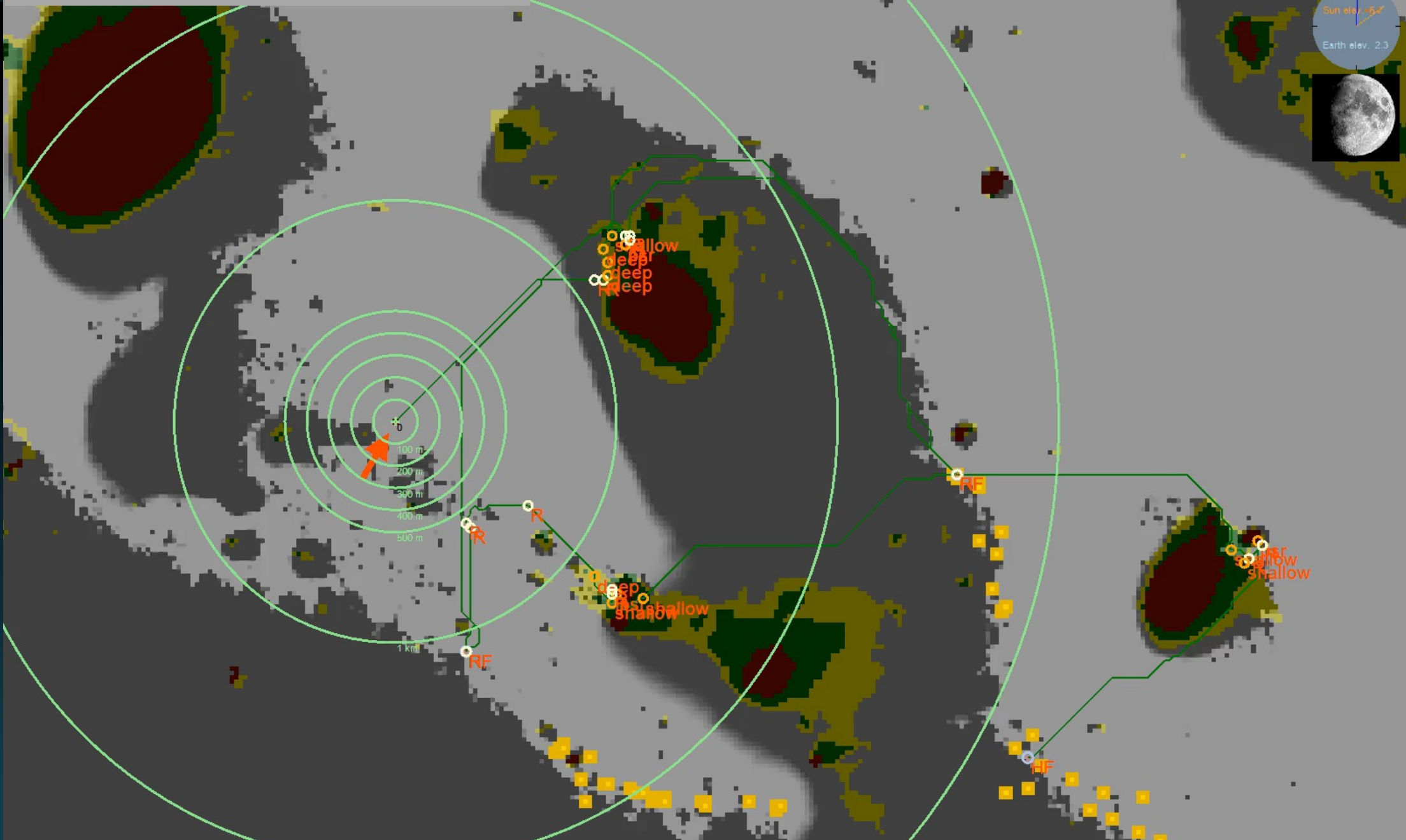
Traverses must be timed to avoid moving shadows

grayscale=amount of sunlight; 20% = 100%  
green=candidate landing sites; red=permanent



0 m 100 200 300 400 500 600 700 800 900 1000 m

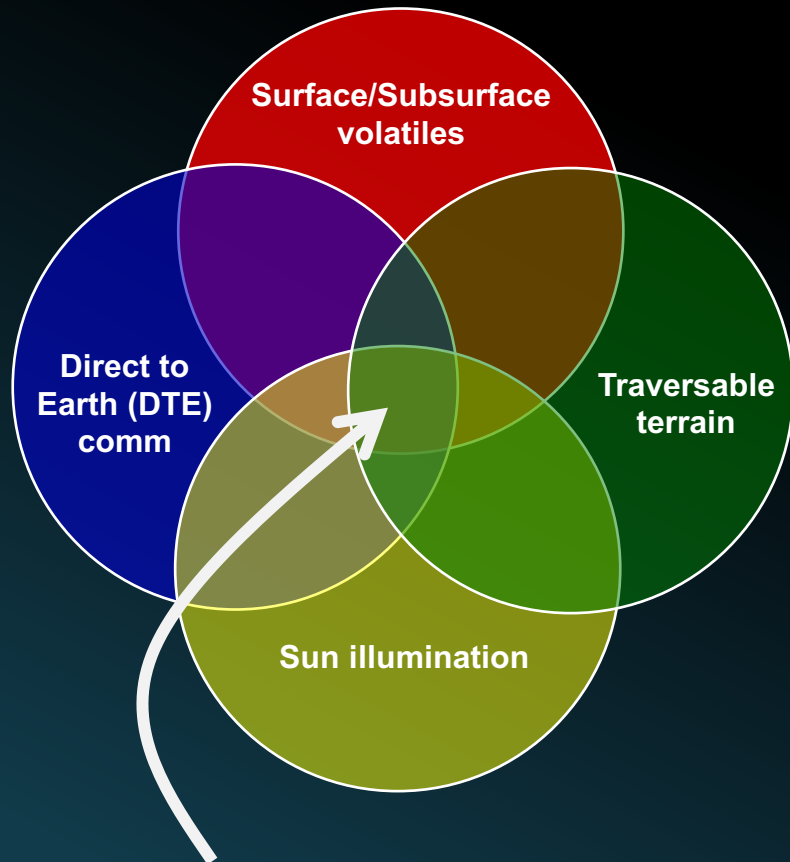
Sun elev. -5.2°  
Earth elev. 2.3



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# Site Selection: Where to land the rover?

## Requirements



Mission sites must meet all four criteria

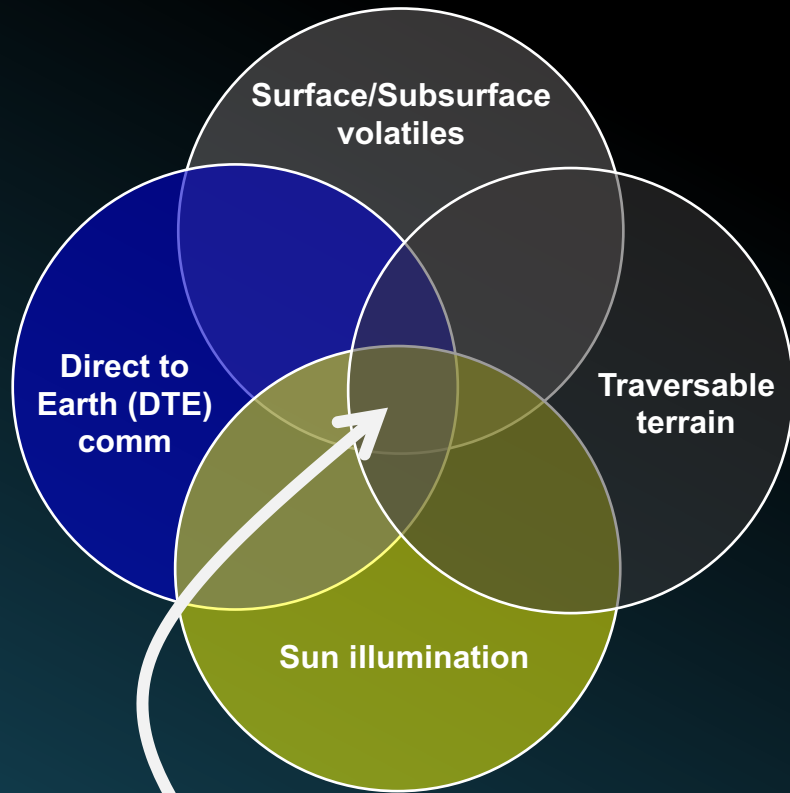
## Preferences

Access to permanent shadow in craters of a variety of ages

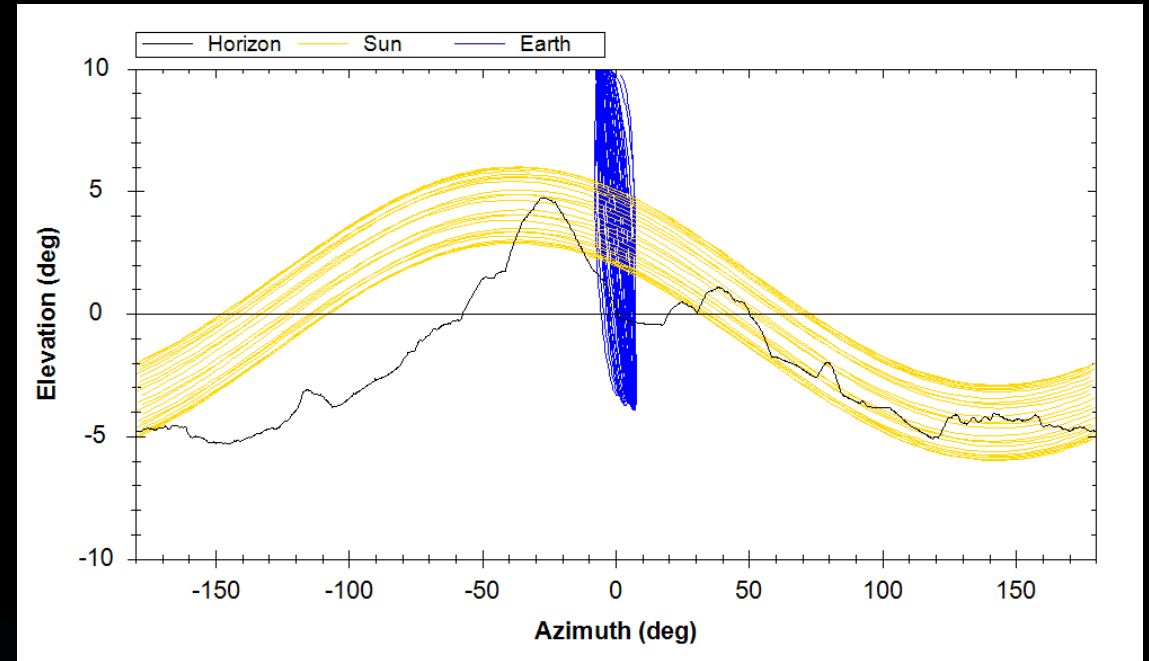
- ★ Support a multi-lunar-day mission

# Site Selection: Where to land the rover?

## Requirements



Mission sites must meet all four criteria



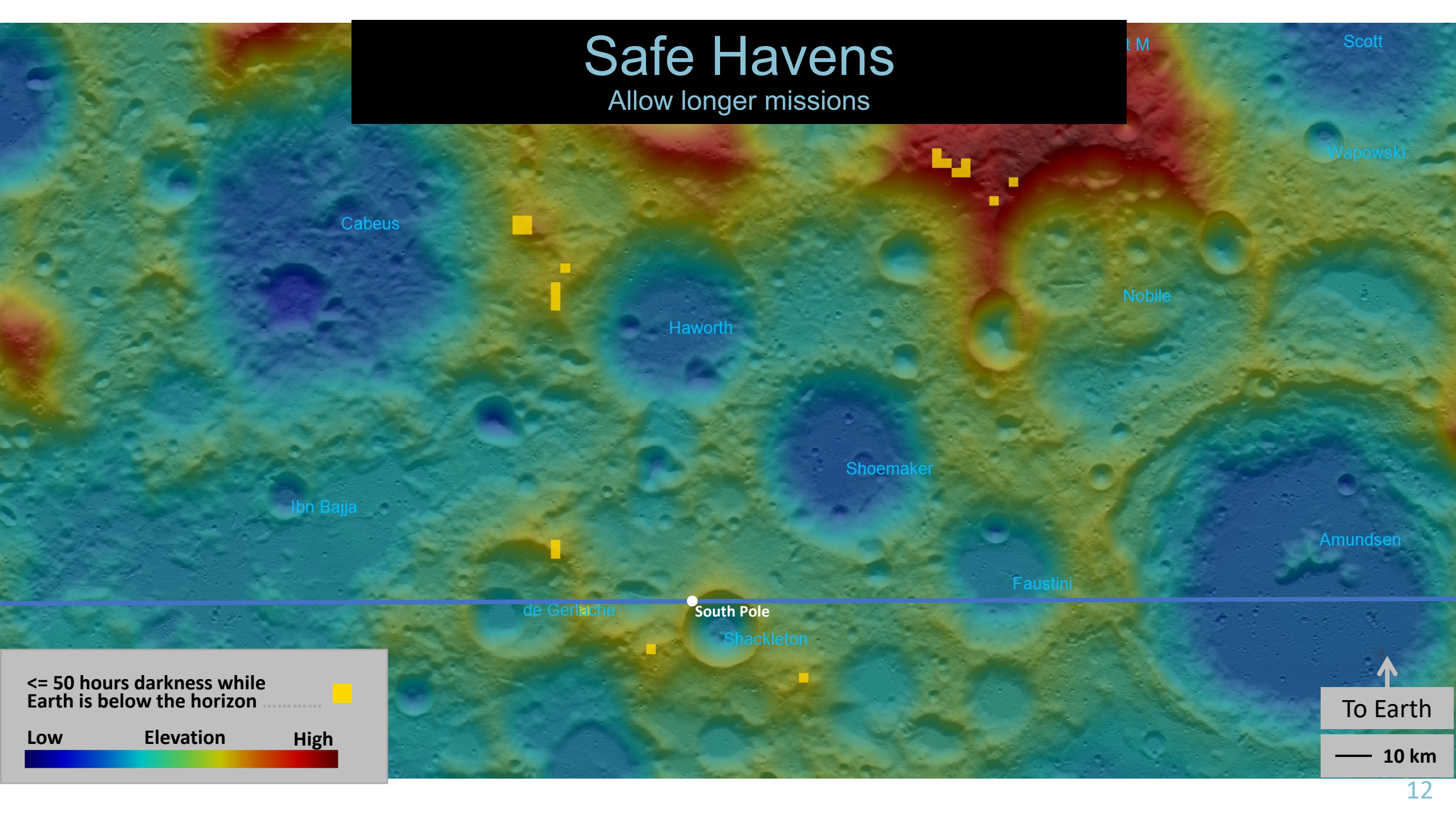
**Question:** How much is the Sun up while the Earth is down?

- Earth is below the horizon  $\frac{1}{2}$  the time
- Locations with  $< 50$  hrs of shadow during these periods each month are relatively rare
- We call those locations **Safe Havens**



# Safe Havens

Allow longer missions



$\leq 50$  hours darkness while Earth is below the horizon



Low Elevation High

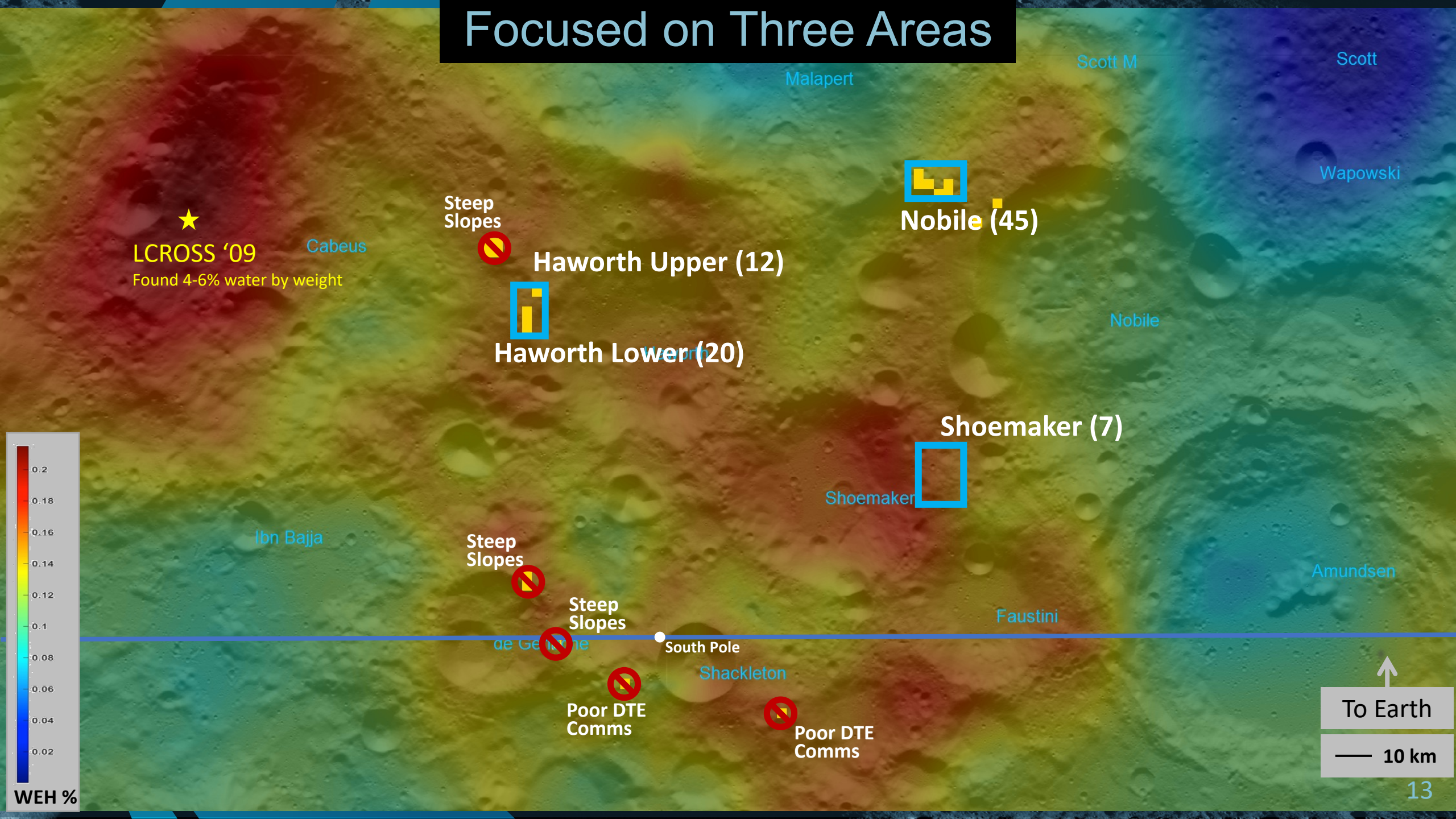


To Earth

10 km



# Focused on Three Areas



★  
LCROSS '09  
Found 4-6% water by weight

Steep Slopes

Haworth Upper (12)

Nobile (45)

Haworth Lower (20)

Shoemaker (7)

Steep Slopes

Steep Slopes

South Pole

Poor DTE Comms

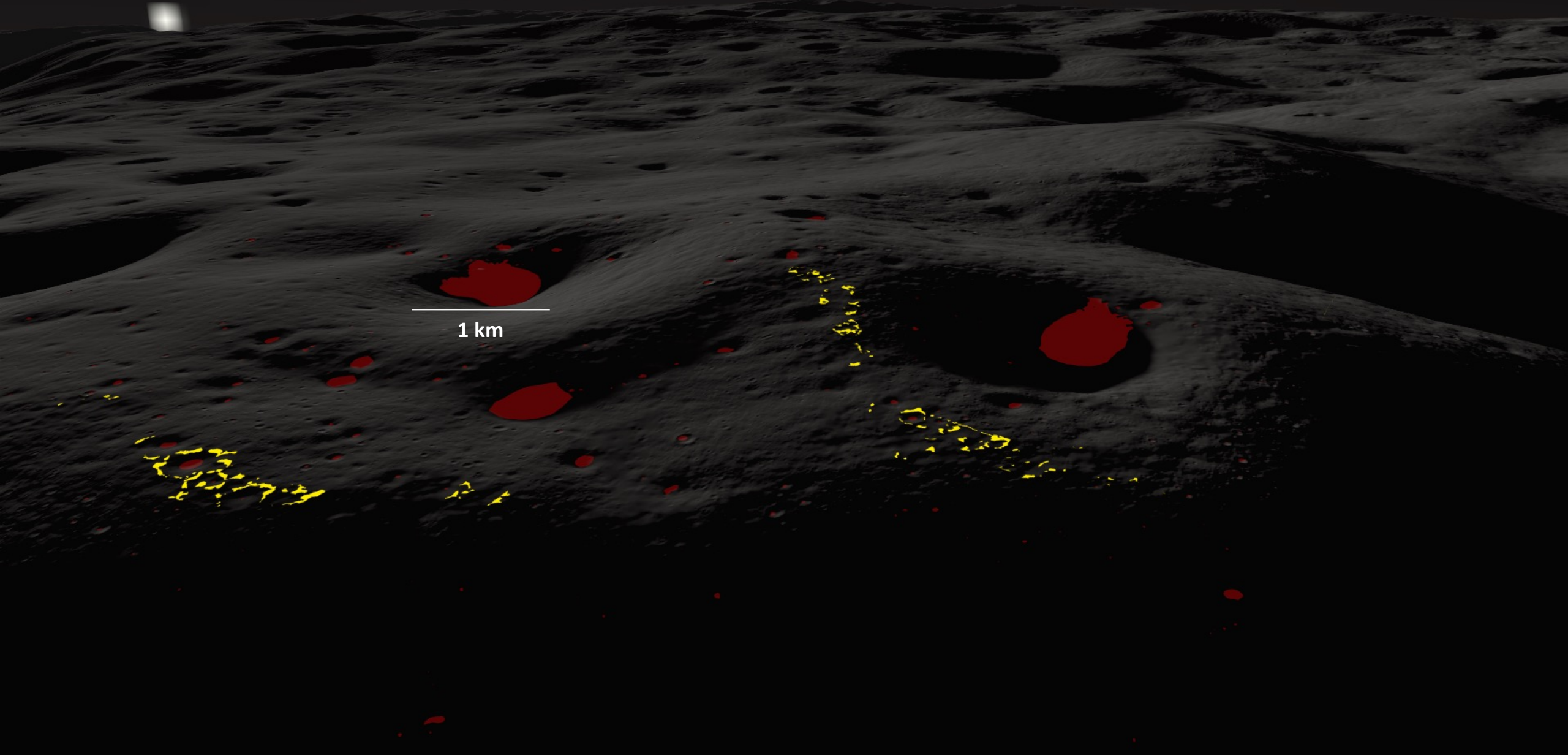
Poor DTE Comms

To Earth

10 km



# Nobile Site Overview



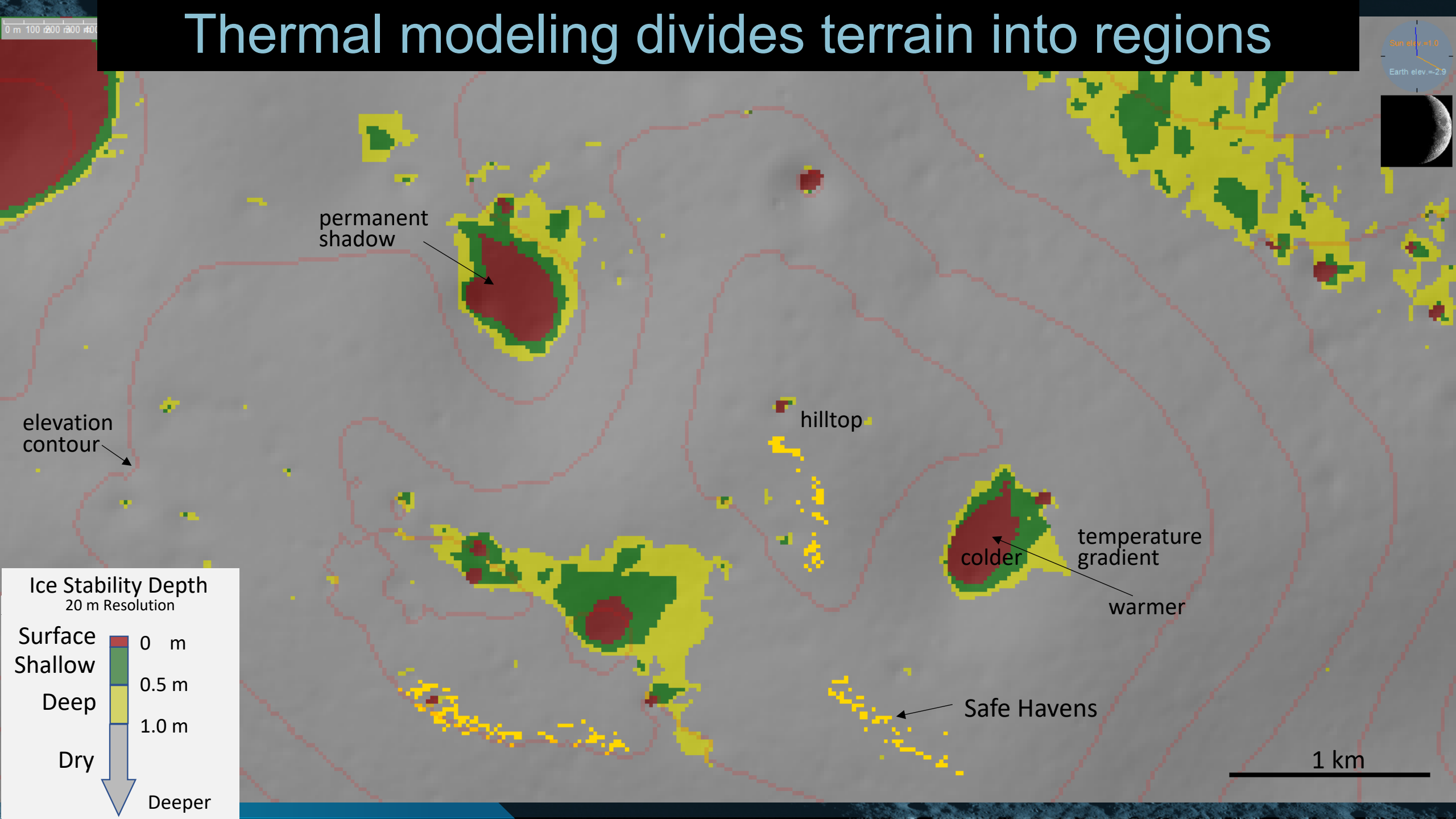
1 km



The image shows a high-resolution view of the lunar surface, characterized by numerous craters of various sizes and depths. The terrain is rugged and dark, with some areas appearing more reflective than others. A prominent feature is a large, dark, irregularly shaped crater in the upper center. A solid, bright blue horizontal band runs across the middle of the image, serving as a background for the title text.

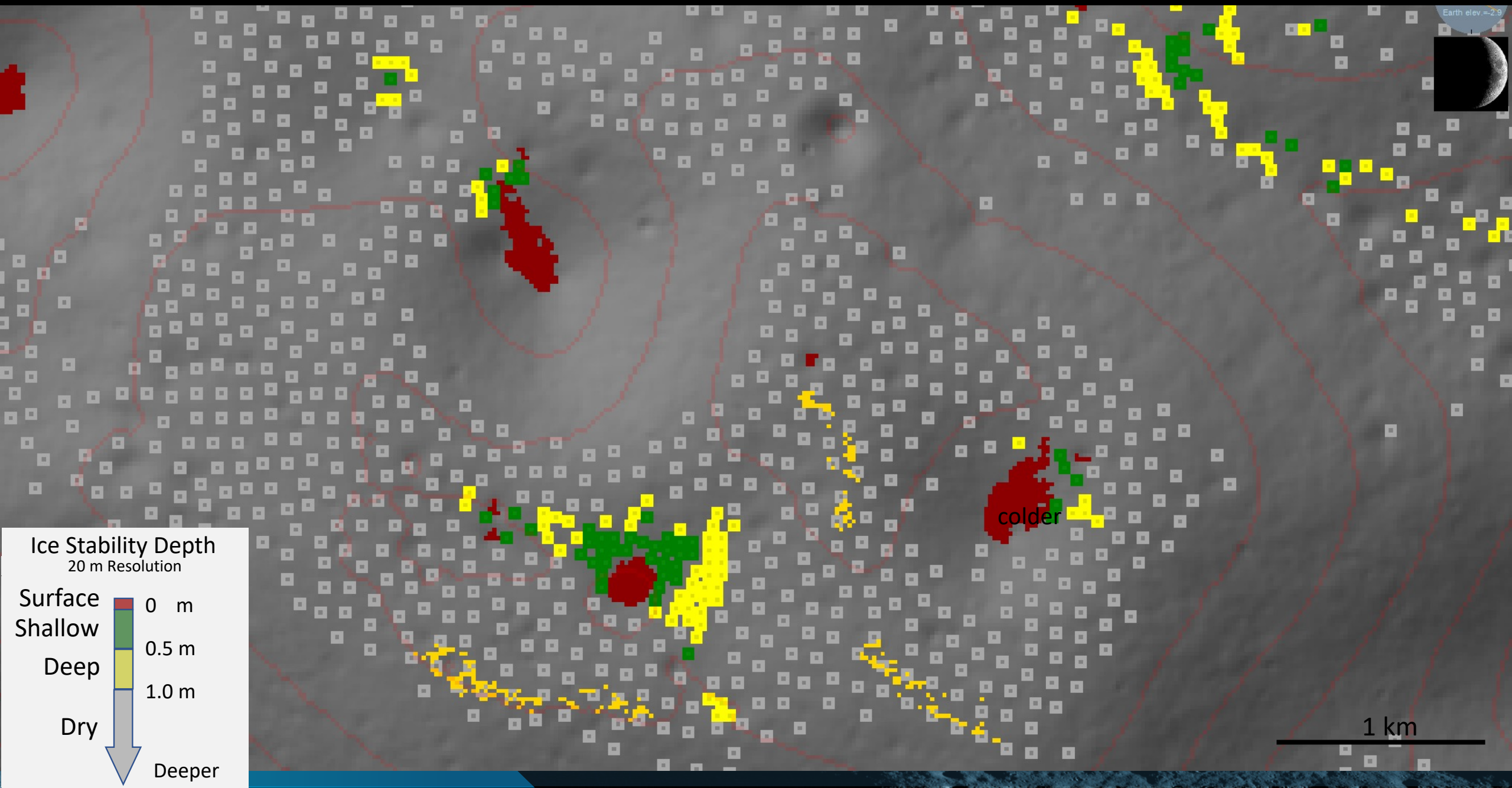
# Traverse Planning for Site Selection

# Thermal modeling divides terrain into regions





# The regions are divided into candidate Science Stations



# Traverse Planning Algorithm #1: Traveling Salesman

## Goal

- Support evaluation / elimination of candidate landing sites
- Search is sound and complete – if no solutions are found, then none exist

## Approach: Divide planning into ...

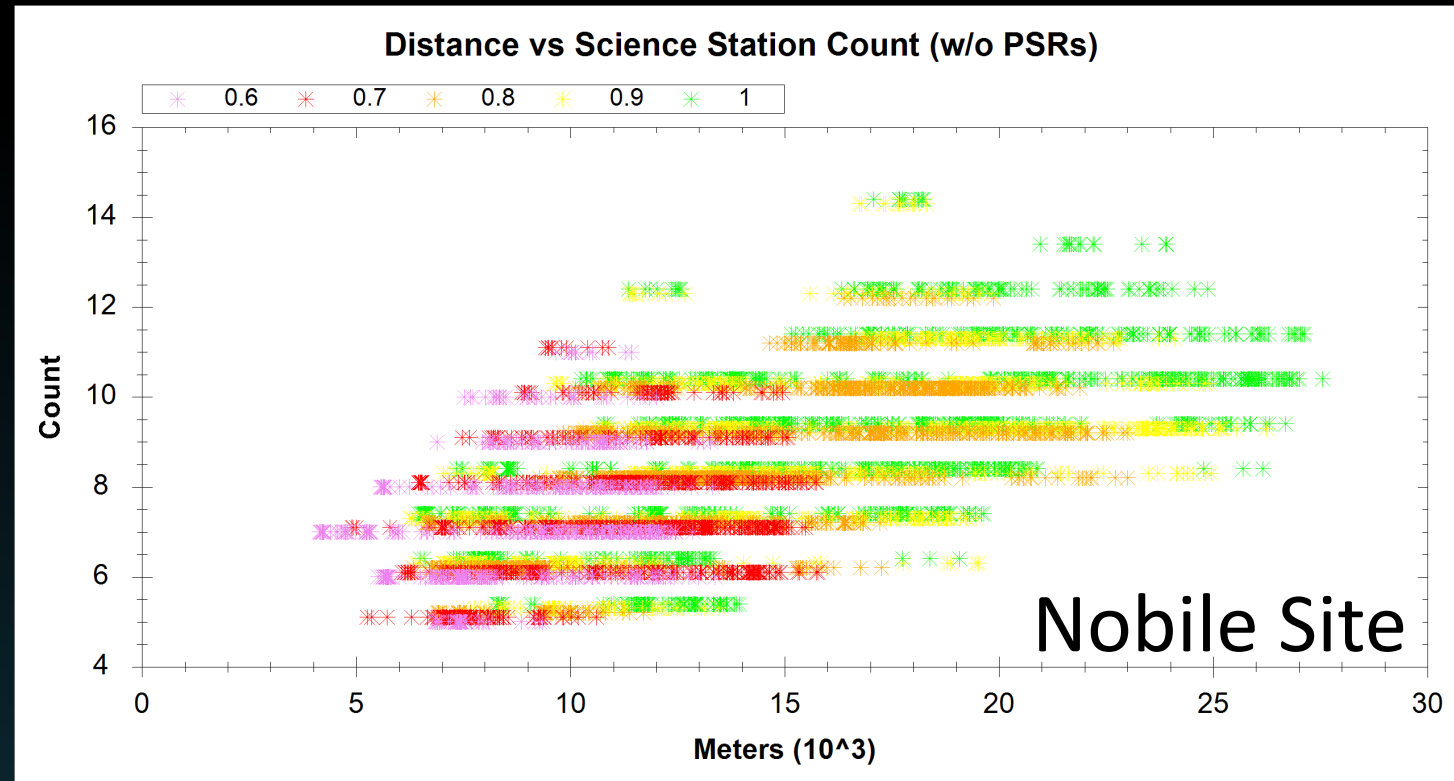
1. Select a sequence of visits to candidate science stations
2. For the best sequence, plan the route inside each science station by hand

## Step #1 is a **cost-constrained traveling salesman problem**

- Visit a subset of the cities (science stations), not all of them
- Each city has a score (all candidate science stations have equal value)
- Maximize the sum of the city scores (maximize the number of science stations visited)
- Drives between cities have a cost (which models time)
- Don't exceed a total cost (the time Earth is above the horizon at the site)
- with time window constraints
  - Science station visits must occur in sun (except for entry into permanent shadow)
  - Drives must occur in sun

# Comparing Sites by the Traverses They Support

- This formulation of the problem can be solved completely for this scale of traverse
- This algorithm generated families of traverses for the Nobile, Haworth and Shoemaker sites
- The Nobile site was chosen
- We've moved to a more sophisticated algorithm for strategic planning
- Described next





The image shows a high-resolution view of the lunar surface, characterized by numerous craters of various sizes and depths. The terrain is rugged and dark, with some areas appearing more illuminated than others. A prominent feature is a horizontal band of solid blue color that spans the width of the image, positioned in the middle. The text 'Strategic Traverse Planning' is centered within this blue band in a white, sans-serif font.

# Strategic Traverse Planning



# SHERPA

- ▶ SHERPA (System Health Enabled Real-time Planning Advisor) is an artificial intelligence (AI) decision support system for robotic space missions that is based on formal decision making under uncertainty.
- ▶ Supports planning for systems with degrading or faulty components.
- ▶ Provides:
  - ▷ Interfaces to solvers / policies;
  - ▷ Use case infrastructure;
  - ▷ Model, telemetry, and data products management;
  - ▷ Unit and end-to-end testing framework;
  - ▷ Visualization tools;
  - ▷ Benchmarking and statistics facilities.

SHERPA is the first AI system based on formal decision making under uncertainty to be used on a space mission





# Team

- ▶ Edward Balaban (NASA Ames, lead)
- ▶ Somrita Banerjee (Stanford)
- ▶ Zachary Booth (UC Santa Cruz)
- ▶ Thomas Cannon (UC Santa Cruz)

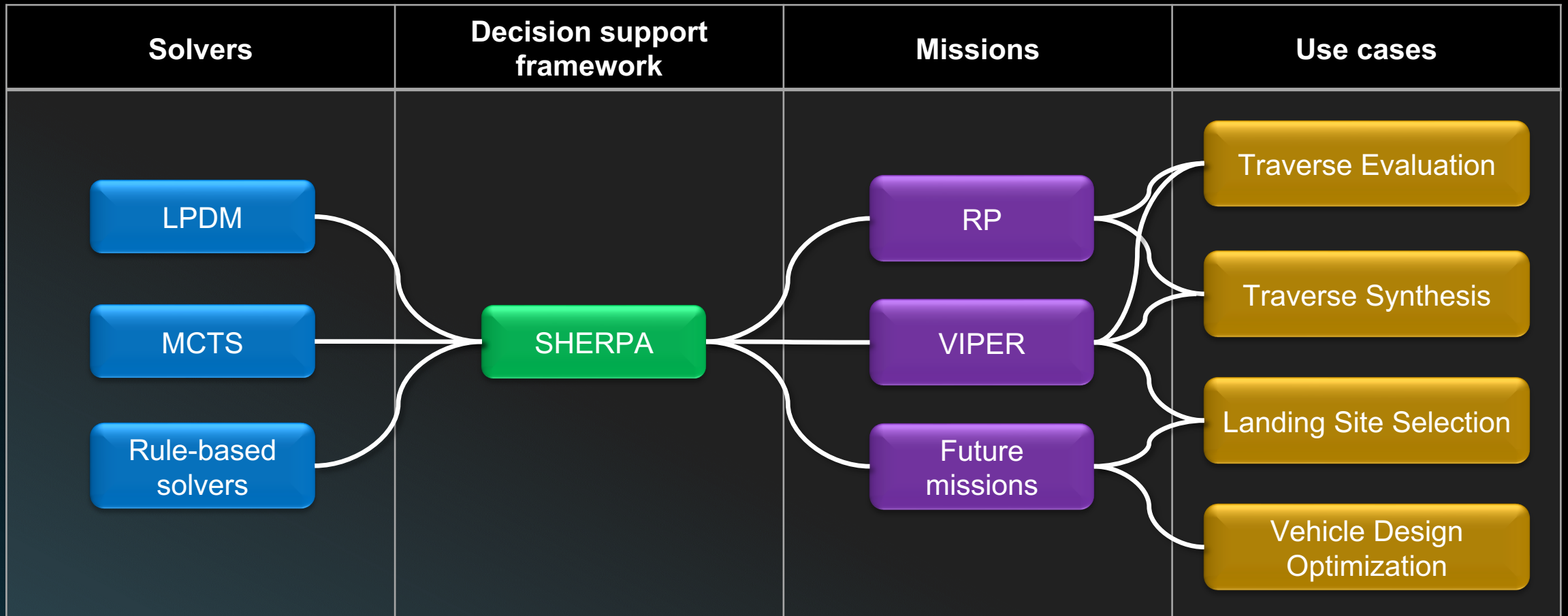


## Former team members

- ▶ Tomer Arnon (Alfred University)
- ▶ Saylor Brisson (Stanford)
- ▶ Jennifer Chang (Ohlone College)
- ▶ Sophia Eichholz (NYU)
- ▶ Sarah Feng (Los Altos High School)
- ▶ Alex Gao (Gunn High School)
- ▶ Miguel Garcia (Skyline College)
- ▶ Leyton Ho (Palo Alto High School)
- ▶ Logan Kilpatrick (Harvard)
- ▶ Chandler Kilpatrick (UPenn)
- ▶ Robert Moss (Stanford)
- ▶ Molly O'Connor (NASA Ames)
- ▶ Nobel Truong (UC Berkeley)

Special thanks to our colleagues on VIPER System Engineering, Science, and Mission Systems for providing support, suggestions, and data instrumental to the development of SHERPA

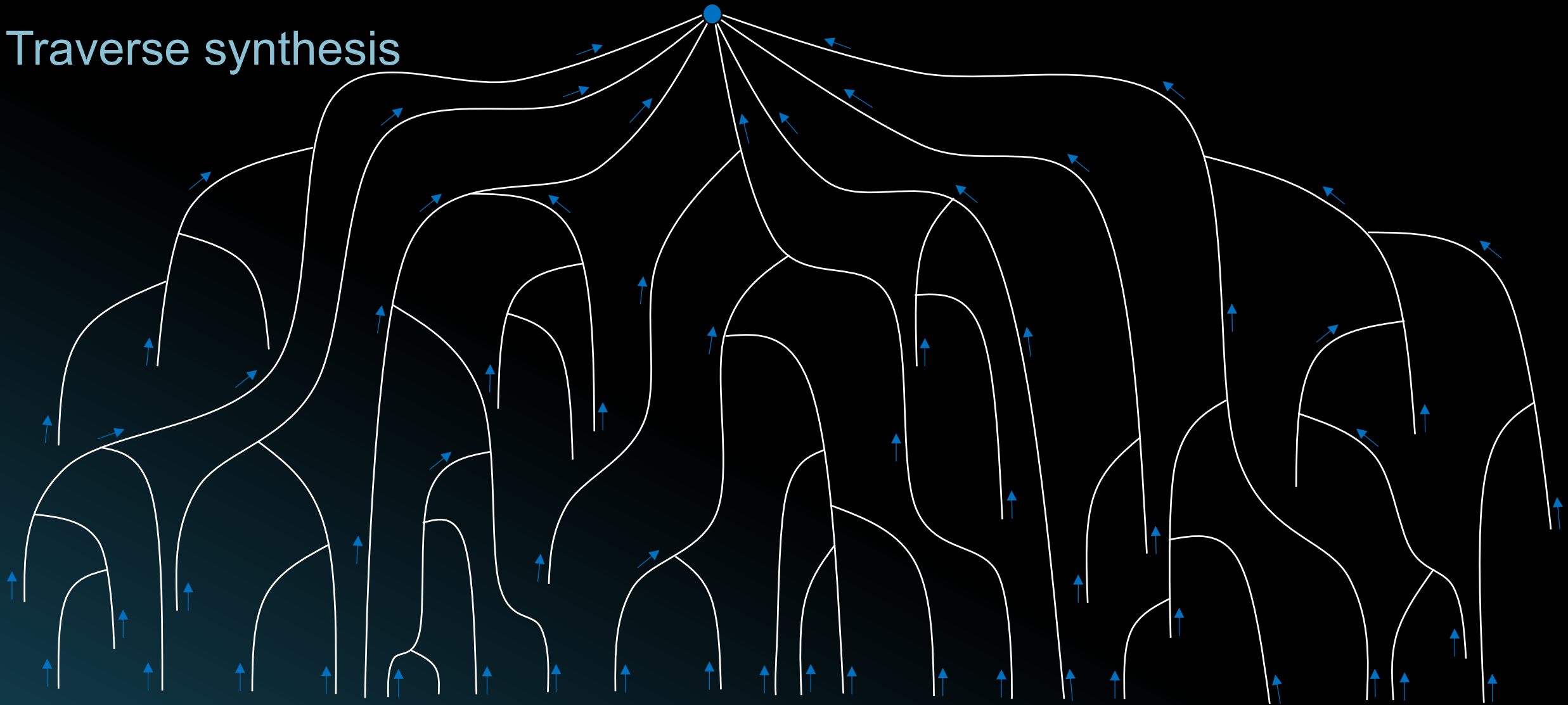
# SHERPA Architecture



- ▶ Currently, the primary strategic-level solvers in SHERPA are those for Markov decision processes (MDPs) and partially observable Markov decision processes (POMDPs).
- ▶ MDPs and POMDPs are general mathematical frameworks for reasoning under uncertainty.



# Traverse synthesis



- ▶ Numerous stochastic mission scenarios are executed and a policy tree is constructed on their basis
- ▶ Execution outcomes are propagated from the leaf nodes through the intermediate nodes, all the way up to the root node
- ▶ Action with the best strategic outcome is then selected at the root node (current state)



# Traverse Synthesis development timeline

## • Version 0:

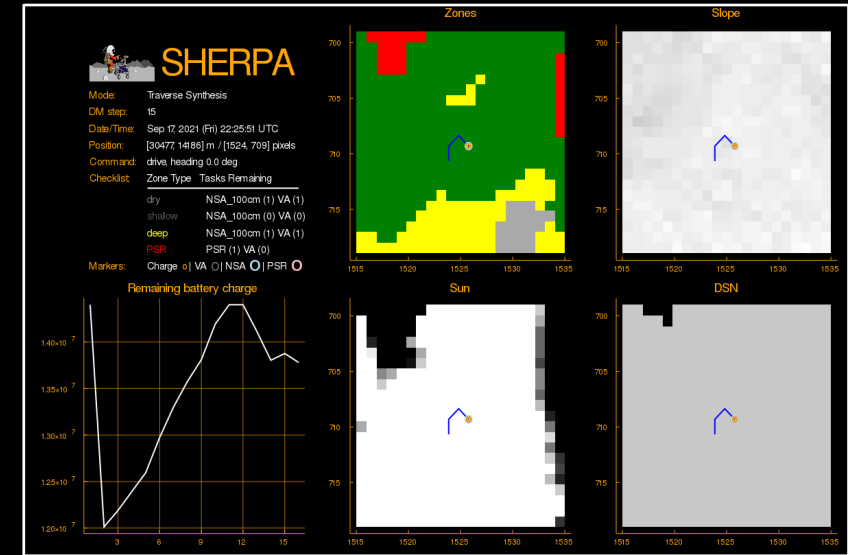
- ▶ Generated traverses for Resource Prospector (precursor to VIPER). A simpler problem, as that mission was being planned for a single lunar day.
- ▶ Problem formulated as a POMDP, with single-level reasoning performed by the Large Problem Decision Making (LPDM) POMDP solver.
- ▶ Action space consisted of short-duration driving operations (rails or prospecting) in a particular direction and drilling activities.

## Version 1:

- ▶ Reformulated as an MDP for VIPER, with strategic-level reasoning performed by the Monte Carlo Tree Search (MCTS) MDP solver.
- ▶ MCTS reasons sequentially over macro-actions describing either operations on the way to a PSR or operations on the way from a PSR to a safe haven. Detailed tactical-level reasoning is performed within macro-actions.

## Version 2 (in development):

- ▶ Reformulated as a two-stage process: (1) approximate, but fast strategic-level sequential reasoning by MCTS and (2) a detailed tactical-level traverse refinement process once a general strategy has been determined.
- ▶ The refinement process includes assignment of science station polygons and computation of robust intra-target paths.



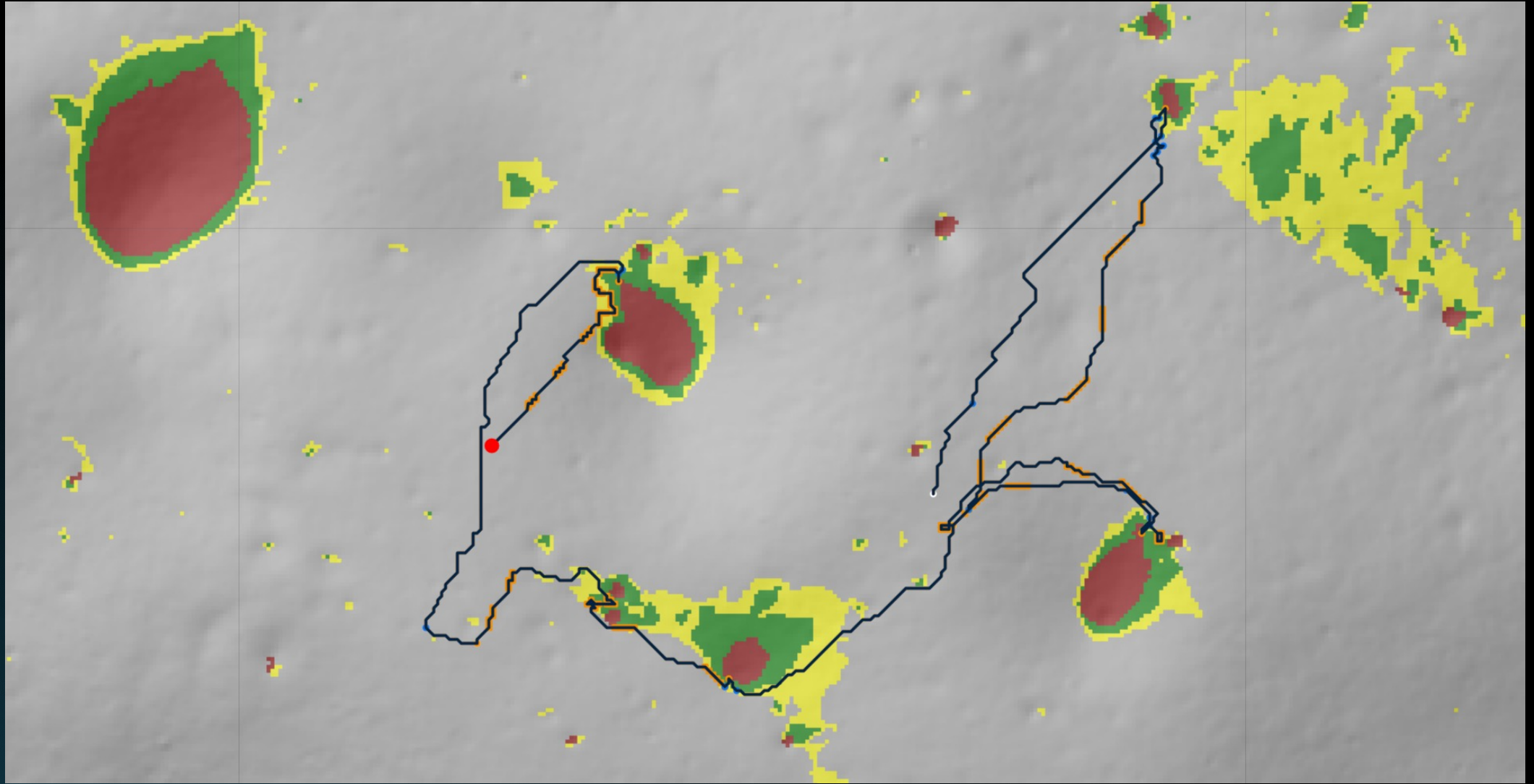
Version 0 graphical user interface

# Uncertainties modeled for VIPER

- ▶ Traverse start time
- ▶ Initial battery charge
- ▶ Power draw
- ▶ SMG
- ▶ Activities duration
- ▶ DSN connection availability
- ▶ Solar Energetic Proton (SEP) events



## Example strategic traverse



- ▶ Visits four PSRs (one per lunar day)
- ▶ 20+ km of driving, 20+ science stations



The image shows a close-up view of the lunar surface, characterized by numerous dark, circular craters of varying sizes. The surface is illuminated from the side, creating deep shadows and highlighting the rugged terrain. A solid, bright blue horizontal band runs across the center of the image, serving as a background for the title text.

# Traverse Evaluation



## Traverse Evaluation use case

- ▶ In this use case, Monte-Carlo simulations are used to stress-test candidate traverses.
- ▶ SHERPA injects delays and faults during a traverse scenario execution and collects performance statistics, including mission success criteria satisfied.
- ▶ Delays and faults are injected based on their modeled probabilities:

Variable	Distribution	Mean	Standard deviation
Start time	Gaussian (truncated): on-time and delays	planned start time	2 hours
Initial battery charge	Gaussian (truncated): max charge and lower	full charge	20% of full charge
Power draw	Gaussian (truncated): CBE and higher	CBE	20% of CBE
Effective speed	Gaussian (truncated): CBE and lower	CBE	20, 30, 40, and 50% of CBE
Activity duration	Gaussian (truncated): CBE and higher	CBE	20% of CBE

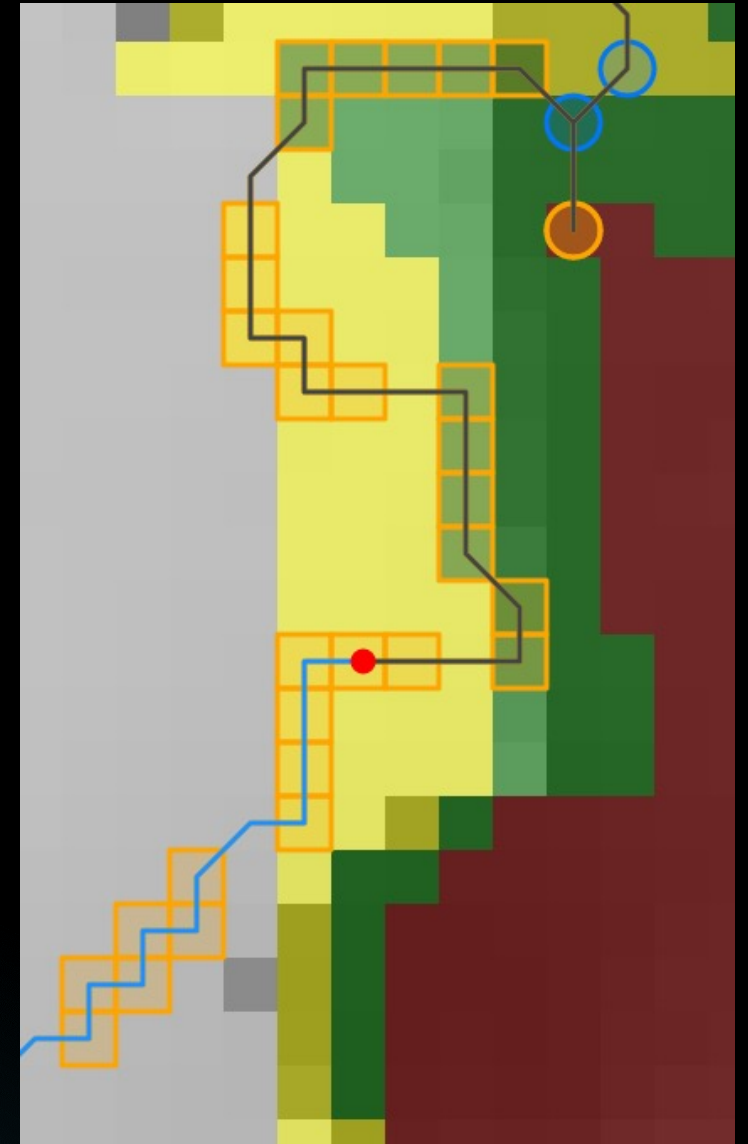
CBE — current best estimate of a value

- ▶ Scenario execution policies are intended to represent human operator decisions.



## Scenario execution policies

- ▶ If running behind nominal schedule, certain optimizations are performed to try to catch up:
  - ▷ recharge periods are minimized, whenever possible;
  - ▷ drill operations in shallow and PSR stations are shortened.
- ▶ Science stations departure is always at the pre-planned time, with optional activities dropped if necessary.
- ▶ If a sun shadow is encountered when running ahead of the nominal schedule, the rover will wait until either the shadow moves away from the path or we catch up with the schedule.
- ▶ If a sun shadow is encountered when running behind the nominal schedule, the rover will attempt to go





# Metrics computed

- ▶ Completion fraction
- ▶ Full mission success fraction
- ▶ Duration to full success (avg)\*
- ▶ First lunar day stations (avg)\*
- ▶ First lunar day PSRs (avg)\*
- ▶ Visited stations (avg)\*
- ▶ Visited PSRs (avg)\*
- ▶ Duration, Earth days (avg)\*
- ▶ Normalized duration vs expected (avg)\*
- ▶ Odometry (avg)\*
- ▶ Normalized science score vs max possible (avg)\*
- ▶ Time to sun shadow, hours (min, avg)\*
- ▶ Time to DSN shadow, hours (min, avg)\*
- ▶ Time to 0 SoC, hours (min, avg)\*
- ▶ DSN shadow events count (avg)\*
- ▶ DSN shadow cumulative duration, hours (avg)\*
- ▶ DSN dropout events count (avg)\*
- ▶ DSN dropout cumulative duration, hours (avg)\*
- ▶ ISR distance accrual (by type), meters (avg)\*
- ▶ SEP event statistics



\* Standard deviation is also computed



The image shows a close-up view of the lunar surface, characterized by numerous dark, circular craters of varying sizes. The surface is illuminated from the side, creating deep shadows and highlighting the rugged terrain. A solid, bright blue horizontal band runs across the middle of the image, serving as a background for the text.

Thank you!  
Questions?



The image shows a dark, cratered lunar surface. A horizontal teal band runs across the center, containing the word "Backup" in white text. The lunar surface is covered in numerous craters of various sizes, with some larger, more prominent ones. The lighting is dramatic, highlighting the textures and shadows of the craters.

Backup



# Macro-actions

- ▶ Class A macro-actions describe activities on the way to a PSR entry window, as well as the activities inside the PSR.
- ▶ Class B macro-actions encompass activities on the way from a PSR to one of the safe havens.
- ▶ Traverse Synthesis v1 computes detailed intra-target paths and determines locations and layouts of science stations.
- ▶ Traverse Synthesis v2 routes approximate paths through as many locations of interest as possible but leaves detailed path computations and science station assignment to Traverse Refinement.

