

RADSAT-SK Lessons Learned

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Presentation Overview

- A Brief History of RADSAT-SK
- Lessons Learned
 - Design
 - > Project Management
 - Student Supervision
- Summary & Final Thoughts
- Acknowledgements
- Q&A



- late 2017
 - Canadian Space Agency (CSA) AOA for Canadian Cubesat Project (CCP)
- mid-2018
 - Notification of Award/Contract
- late 2018
 - Mission Concept Review (MCR)
- late 2019
 - Preliminary Design Review (PDR)



 RADSAT-SK mission changes to radiation sensor testing, melanin radiation protection testing, and "tourist" camera



- early 2020 COVID hits
 - building clean room, progress slows
- early 2021
 - Critical Design Review (CDR)
- late 2021
 - Test Readiness Review (TRR), CSA forms 3 batches (we're in Batch 2)



- **2022**
 - work intensity ramps up steeply, many problems; we move to Batch 3
 - Flight Readiness Review (FRR) late in year and Batch 1 launches



- early 2023
 - software is the limiter; battery & OBC difficulties too
 - Batch 2 launches
 - final assembly, trouble shooting, abandon camera
 - vibration testing at Calian Advanced Technologies
 - integration at CSA in Montreal (with Nanoracks)











- early 2023
 - software is the limiter; battery & OBC difficulties too
 - Batch 2 launches
 - final assembly, trouble shooting, abandon camera
 - vibration testing at Calian Advanced Technologies
 - integration at CSA in Montreal (with Nanoracks)
- June/July 2023
 - Batch 3 (with us aboard!) launches on SpaceX in FL
 - deployment from ISS, and we get our TLE's















- last 8 Months of 2023
 - ground station completion (s/w and h/w)
 - ground station testing
- late 2023
 - refinement of ground station s/w and h/w
 - no contact with RADSAT-SK yet
 - Batch 3 orbits decaying (solar max)
 - still trying to talk with RADSAT-SK







Of Note: A Brief History of RADSAT-SK2

- late 2022
 - Canadian Space Agency AOA for CUBICS
- Winter 2023
 - Notification of Award/Contract
- late 2023
 - Mission Concept Review (MCR)
 - more/better/advanced radiation sensor testing, melanin radiation protection testing, and cloud measurement camera





- in no particular order of importance or chronology
- 1) fail early, fail often
 - fail early and recover
 - fail late and don't
 - fail often to pre-empt surprises





- 2) get references for OEMs
 - find out who has used the equipment that you want to use
 - talk with them
 - value good service







- 3) work at the same design level across systems
 - conceptual \rightarrow configuration/preliminary \rightarrow detailed
 - your satellite is a system
 - don't jump ahead to detailed design too fast
 - make sure "parts" fit together every step of the way e.g. our "satellite location" snafu





- 4) carefully choose between OTS and custom
 - CSA goal: HQP development
 - but ... success would be nice too ... and <u>nothing</u> is easy in space
 - so don't be too ambitious; it'll be hard enough anyways





- 5) beware of too much/little confidence and positive feedback
 - overconfidence just about killed our mission
 - ironically, so did a lack of confidence
 - find the sweet spot
 - initial strong encouragement can lead to sloppiness





- 6) create a supportive critique culture
 - good critiques = having each other's back/catching each other's errors
 - encourage/teach constructive questioning and critiques
- 7) talk across (sub) teams
 - ask/encourage (dumb) questions
 - check assumptions
 - talk about technical linkages between teams/sub-systems
 - build it into regular operations, don't save it for special occasions



- 8) host regular mentor/multi-team meetings
 - MCR/PDR/CDR/TRR/FRR all with CSA and other teams; very helpful
 - CSA weekly meetings mid-2022 to integration were HUGELY helpful
 - interaction with CSA mentors and other teams provided technical assistance and normalized progress







- again, in no particular order of importance or chronology
- 1) invest in succession planning
 - apprenticeship model for all leadership roles
 - co-lead before becoming the lead
 - don't leave before co-lead is trained
 - include freshmen/juniors in the team





- 2) recruit, orient, and train
 - always be recruiting by multiple means
 - provide orientation to new team members so all are on same page
 - train them for their role(s) and provide training opportunities





- 3) maintain healthy sub-teams
 - don't let sub-teams get too small
 - don't let them get too homogenous e.g. all same year (or discipline)
 - diversity (age, gender, discipline) in membership will create resilience





4) the three legs of finances

- fundraising, budgeting, accounting
- very different skill sets
- get someone to lead each





- 5) accelerate progress with summer students
 - volunteers can be challenging to manage
 - augment with summer/PT paid positions
 - it accelerates progress and builds skills







- 6) don't neglect the ground segment
 - have ground station ready pre-launch
 - else risk large loss of momentum
 - testing (as always) takes time
 - mission doesn't end with launch







7) if you do one cubesat, plan for a second

 you've built up experience, licenses, infrastructure, and a support network ... leverage it forward





8) you can work around COVID

- depends on what phase of development you're at though
- hand-offs of equipment
- online/remote meetings
- trade code, files remotely
- supplier delays can be hard
- fight to sustain momentum





- 9) non-technical activities are important/vital
 - celebrate milestones (reviews)
 - have social events
 - distribute the spotlight













- 10) approach academic tie-ins with caution
 - conflicts of interest will often occur
 - academic and project schedules rarely match
 - team buy-in can be compromised
 - if carefully managed, it can boost progress





Lessons Learned – Student Supervision

- let them do all the technical work (they can do it, with help)
- they will need your help with bureaucracy/logistics/project mngmnt
- have a tech PM, a financial PM, and an HR/PR PM (3 in total)
- interview, and retain final say on, all PM "hires" (and fires)
- weekly PM meetings are worthwhile, pre-launch
- make sure you show your face to the whole team periodically
- like the students, have a co-lead(PI), who will take over eventually



Summary

Design

- 1) fail early, fail often
- 2) get references for OEMs
- 3) work at the same design level across systems
- 4) carefully choose between OTS and custom
- 5) beware of too much/little confidence and positive feedback
- 6) create a supportive critique culture
- 7) talk across (sub) teams
- 8) host regular mentor/multi-team meetings





Summary

Project Management

- 1) invest in succession planning
- 2) recruit, orient, and train
- 3) maintain healthy sub-teams
- 4) the three legs of finances
- 5) accelerate progress with summer students
- 6) don't neglect the ground segment
- 7) if you do one cubesat, plan for a second
- 8) you can work around COVID
- 9) non-technical activities are important/vital
- 10) approach academic tie-ins with caution





Final Thoughts

- satellite design is unforgiving
- what's most important to remember?
 - everything
- don't be too ambitious
 - assume anything that can go wrong, will; and plan for that
- supported undergrads can do it





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Thank you for your attention

Any Questions?

