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What is autoNGC?

An **onboard** software application suite built on the core Flight System (cFS) and flight hardware solution that performs real-time **autonomous** spacecraft navigation, guidance, and control (NGC)



Why autoNGC?

- Reduces reliance on over-subscribed ground assets and costly ground operations
- Enables new mission capabilities
 - Low latency mission operations, e.g. in-situ planning and execution
 - Complex missions at far distances, e.g., Touch-and-Go Guidance Touch-and-Go System
 - Distributed Systems Missions (DSMs)
 - Dynamic replanning and reallocation of orbital assets

autoNGC Attributes:

- Resilient across multiple orbit regimes
- Heritage design elements
- Plug-n-play customizable architecture
- Fault tolerant autonomy

Primary Processor

Secondary Processor

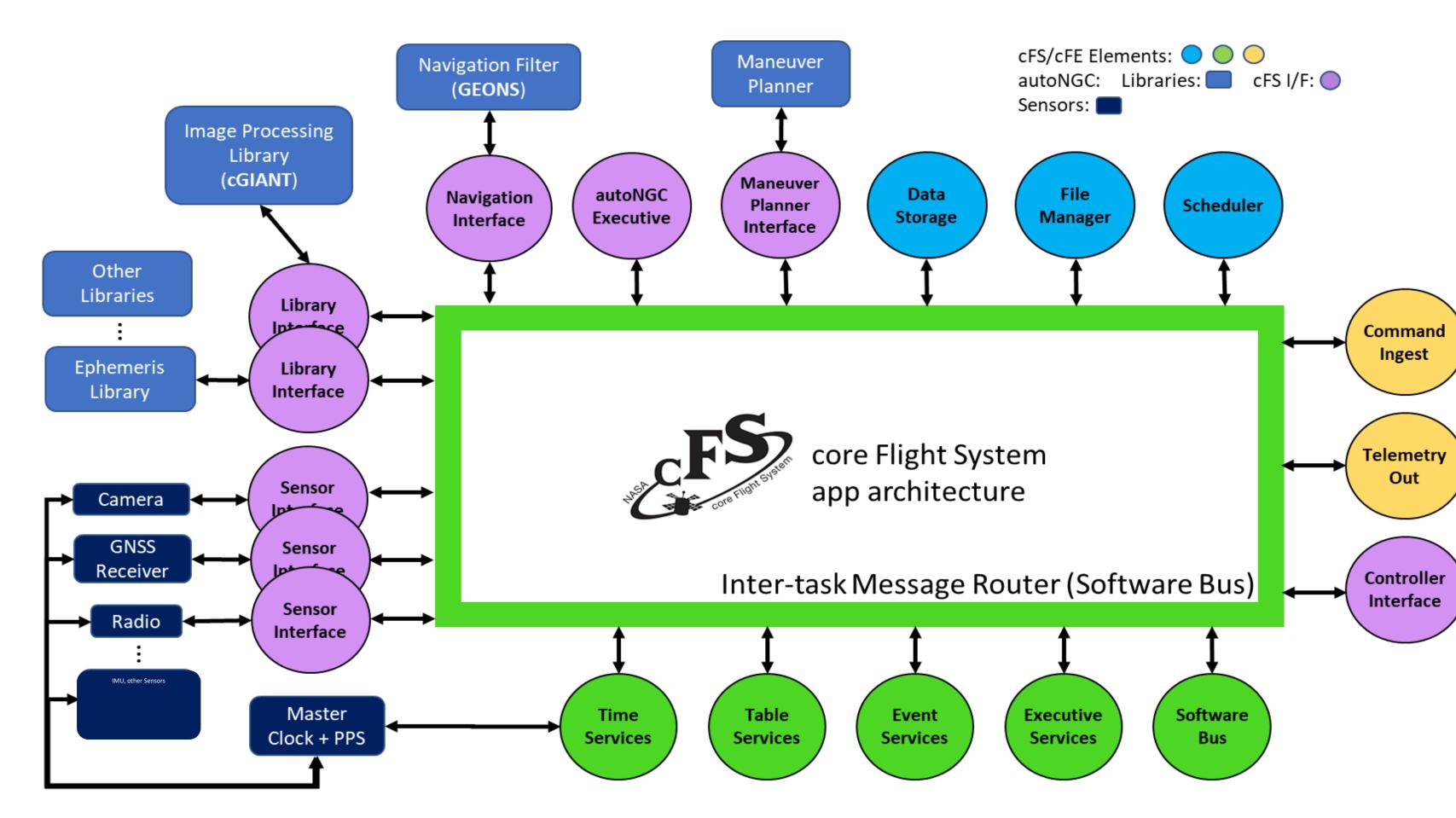
IO-Card

LVPC

Low SWaP hardware & modular implementations –
 suitable for a wide range of mission types



<u>Plug-n-play cFS architecture allows customization and insertion of new capabilities, even in flight</u>

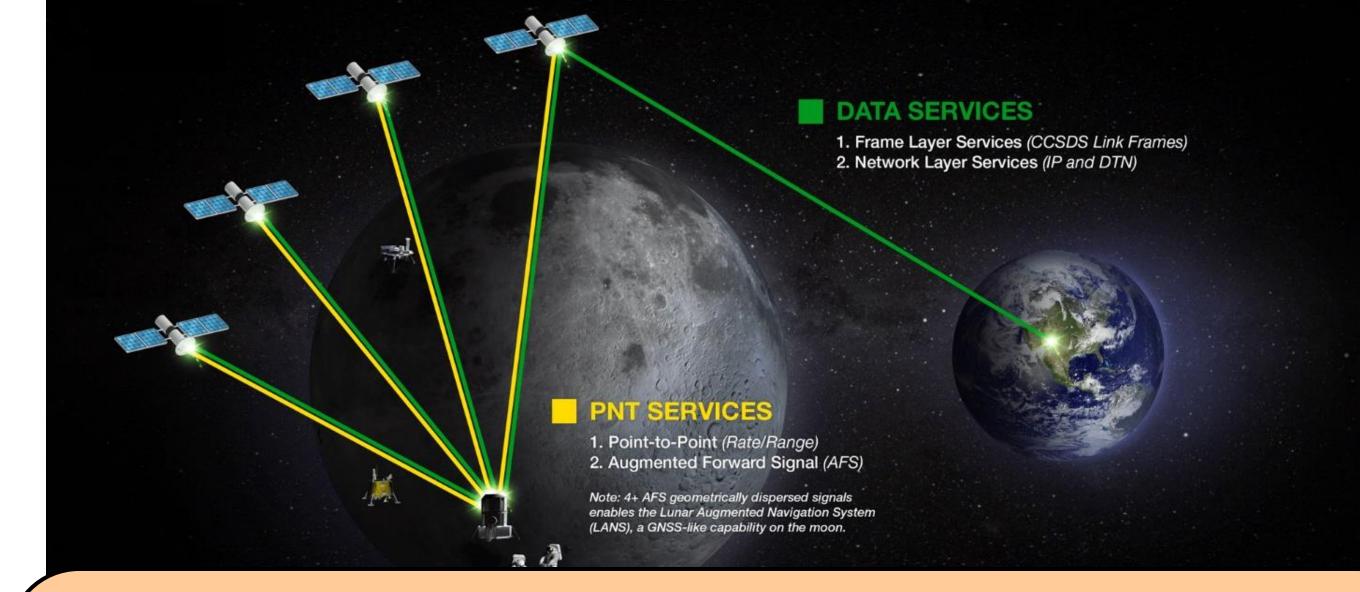


Lunar Communication Relay Navigation System (LCRNS)

Key autoNGC Flight Software Libraries
Goddard Enhanced Onboard Navigation System (GEONS) – extended Kalman filter

- Nominal and weak signal GNSS
- Terrain Relative Navigation (TRN)
- Limb/centroiding optical navigation
- 1-way & 2-way range & Doppler: ground & relay
- Accelerometer
- Celestial object bearing
- LiDAR
- cFS Goddard Image Analysis and Navigation Tool (cGIANT) advanced image processing





Upcoming Milestones

- LCRNS PNT Instrument TRL 5 ~ early 2025
- TRN/LiDAR Touch-and-Go Guidance Field Test 2025
- Flight Test on CAPSTONE spacecraft (already in Lunar Gateway orbit) 2025

Sample Lunar Navigation Flight Software-in-the-Loop Simulation

12-hour elliptical frozen orbit with Terrain Relative Navigation and Weak Signal GPS (shown below ~9 hours into sim)

