

Employing Onboard Video For Enhancing Suborbital Research

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Situational Awareness



SpaceShipOne



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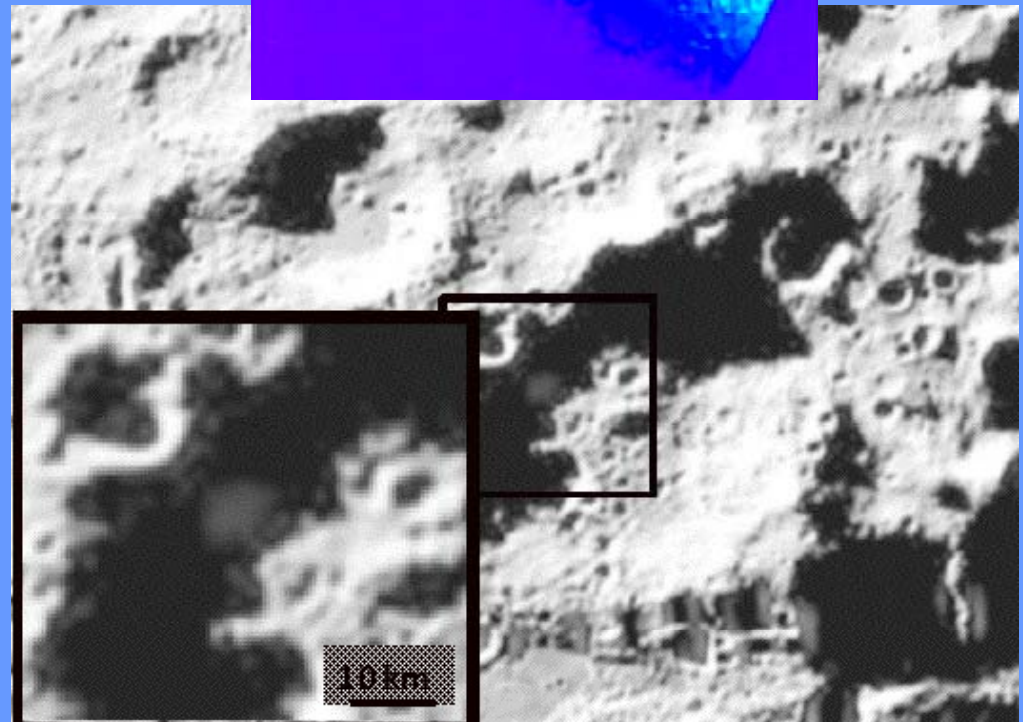
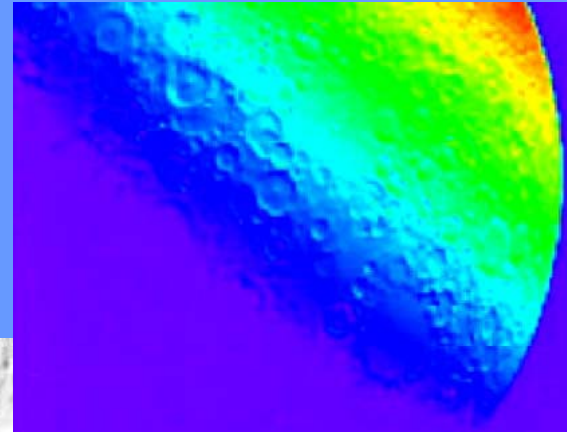
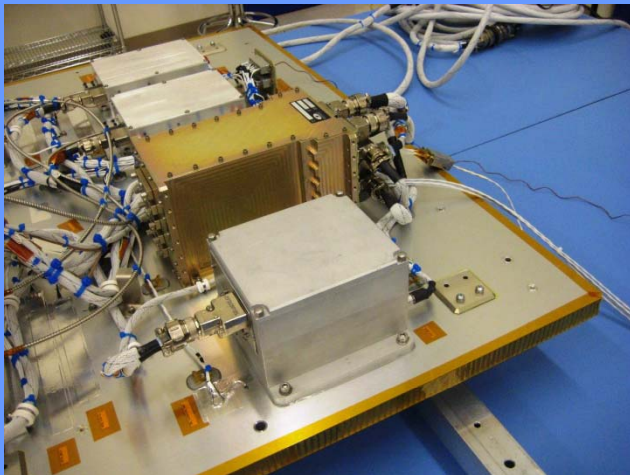
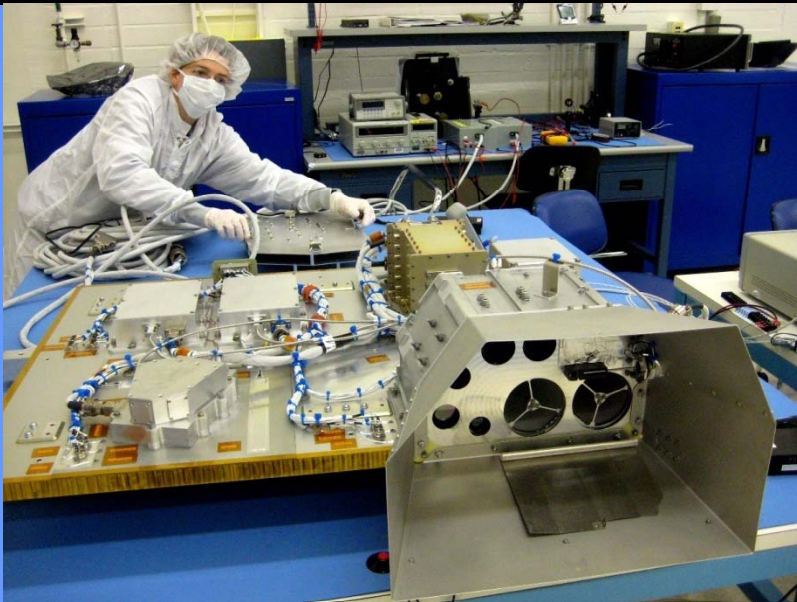


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NASA's *LCROSS* Lunar Impactor



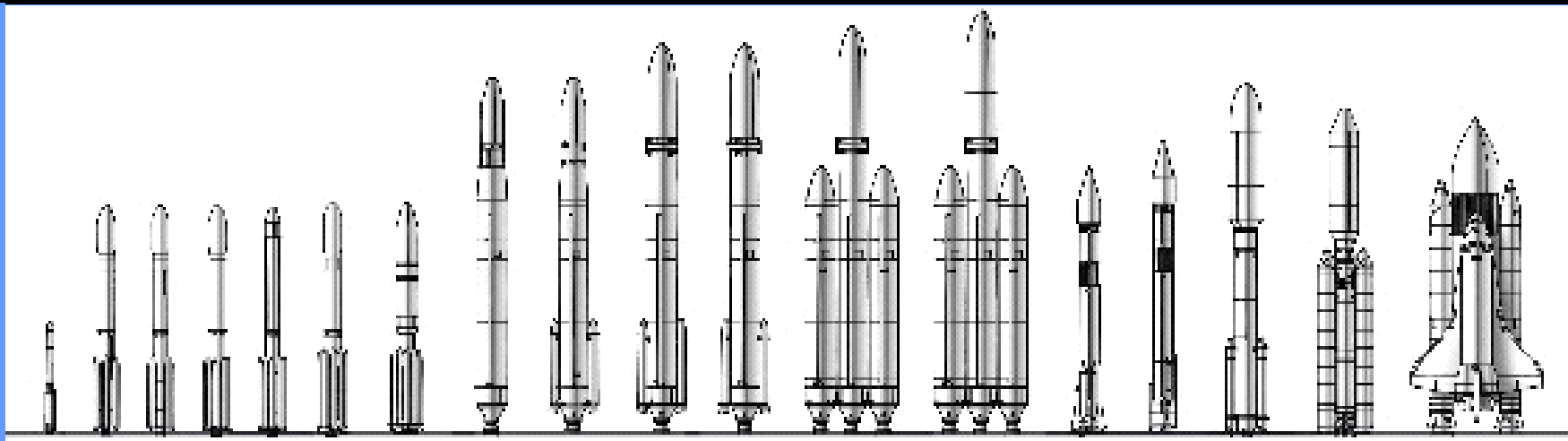
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Next-Gen Suborbital Researchers Conf.

Boulder

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Broad Acceptance



82 RocketCam systems launched: 77 rockets; 5 spacecraft
All successful
A launch ~every 4-6 weeks

Many Options



Key Questions



- Why video?
- Who provides capability?
- Who controls equipment?
- Which sensors needed?
- Data handling?
- Architecture?
- Programmatics?



Why Video?

- Document events
- Provide situational awareness
- Understand technology
- Capture phenomenology
- Support mission debriefings and training
- Provide stakeholder benefit
- Support marketing and business development
- Support media relations
- Facilitate serendipitous occurrences
- Support regulatory, legal and insurance requirements

\$200,000/20 min = \$10,000/min...or >\$150/sec!

Provider(s)

- **Host platform?**
 - Inside, outside, both?
- **Researcher?**
 - Inside, outside, both?
 - Integral to equipment or separate?
 - Any shared resources (between researchers)?
- **Both?**
 - Any shared resources (between host and researchers)?
- **Interfaces?**

Control

- **If provided by host:**
 - Flight crew?
 - Onboard researchers?
 - Autonomy...or semi-autonomy (event-driven)?
 - Mission controllers or ground crew?
- **If provided by researchers:**
 - Flight crew?
 - Onboard researchers?
 - Autonomy/semi-autonomy?
 - Mission controllers or ground crew?
- **Operational constraints**

Sensor(s)

- Type(s) of camera(s)?
- Number of each?
- Placement? Fixed or movable?
- Ruggedness of each?
- Lenses (fields of view)?
- Optical treatments?
- Lights?
- Displays?
- Supporting engineering data?

Data Handling

- Recorded or live feeds? Or Both?
- How many simultaneous feeds?
- Camera switching?
- Memory management?
- Playback and/or editing?
- Transmit frequencies and bandwidth?
- Required receive assets?
- Display requirements?

Video Data Volume

	30 fps NTSC	30 fps HD (1080p)	HD / NTSC
Sensor Array	720 x 480 pixels	1920 x 1080	~6
Image Size	~0.35 Mpixels	~2 Mpixels	↓
Poor	2 Mb/s	12 Mb/s	
Moderate	4 Mb/s	24Mb/s	
High	8 Mb/s	48 Mb/s	
Visually Lossless	>10 Mb/s	>60 Mb/s	↓

- **Compression techniques:**
 - Plan carefully!
 - Throw out frames
 - Compress individual frames
 - Transmit in lower quality; store in higher quality

Architecture

- Centralized or distributed?
- Single or recurring use?
- Fixed or variable platforms (or equipment)?
- Degree of integration with host?
 - Esp. power and data
- Scalability and adaptability?
- Technology evolution?
- Testability?
- Modularity and maintainability?
- Use of standards?



Standards



- **Why not!!**
- **Camera bodies and lenses already standardized**
- **Camera-to-data handling system interfaces are key**

Type	Max. Rate	Cable	Image Format	FPGA/IP Core?
NTSC	<10 Mb/s	>50 m	Analog/Fixed	No
RS422	<40 Mb/s	<10 m	Digital/Custom	No
USB2	<500 Mb/s	<5 m	Digital/Fixed	Yes
LVDS	<700 Mb/s	<10 m	Digital/Custom	No
FireWire	~800 Mb/s	<5 m	Digital/Fixed	Yes
Gig-E	~1 Gb/s	<100 m	Digital/Fixed	Yes
CameraLink	~2 Gb/s	Very thick	Digital/Fixed	Yes



Programmatics

- **Cost (non-recurring and recurring)?**
- **Heritage?**
- **Procurement timeline?**
 - Qual/Testbed vs. flight vs. flight spare units
- **Integration timeline?**
- **IP protection?**
- **Licensing, policy or ITAR issues?**

Current Trends



- **Need**
 - Desirable → required
- **Cameras**
 - NTSC, manual → HD, feature-rich
 - Smaller, lighter, cheaper
 - Multi-spectral sensors
- **Data handling**
 - JPEG2000 and MPEG-4 compression
 - Plug-and-play interfaces
 - Improved workflow and editing tools
 - Web-ready applications

Summary

- **“A video is worth a million words...”**
- **Identify needs, then think hard about architecture and operations**
 - Involve platform operators and researchers
 - Build in options and flexibility
- **Assume sensors will continue to evolve rapidly**
 - Standards less so
- **Assume memory/storage issues will diminish over time**
 - For now, compression is your friend!

What Do You Want?

