

Introduction to
One Shot to Glory:
Designing Adaptive Missions to the Outer Solar System and Beyond

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One-slide summary of everything in this workshop:

Robotic Space Exploration (RSE) 2.0



Current

RSE 3.0



Future

Why do we explore space?

Because we know so little about it

Implications:

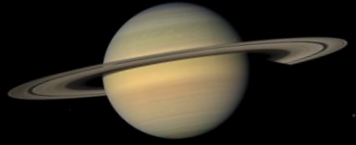
- For science: many discoveries waiting to be discovered



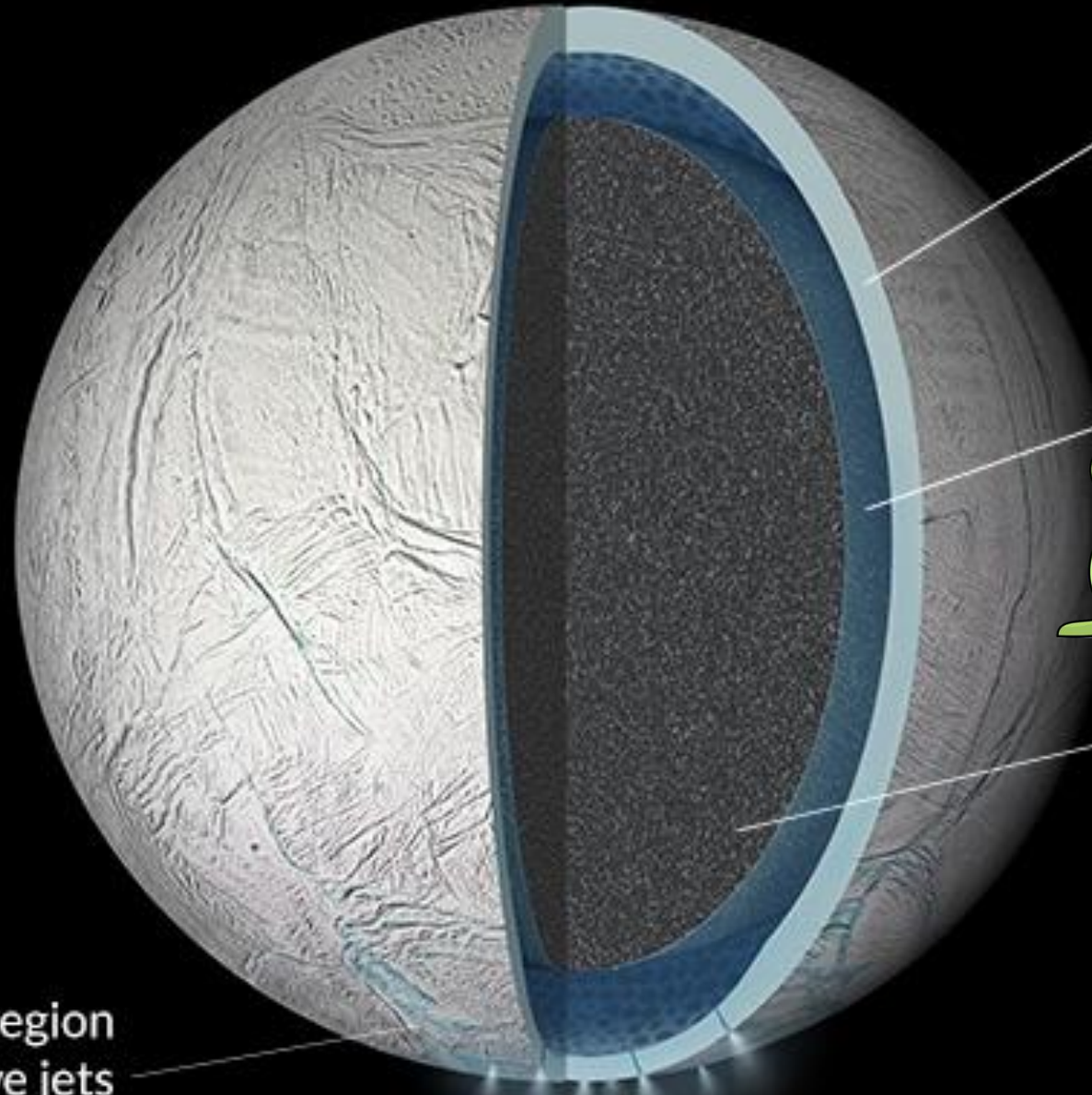
Dr. Morgan Cable (JPL)
Unsolved Mysteries in the Outer Solar System

Enceladus

(D = 513 km)

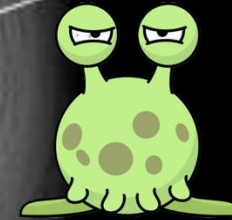


Death Star
(D = 160 km)



Ice crust

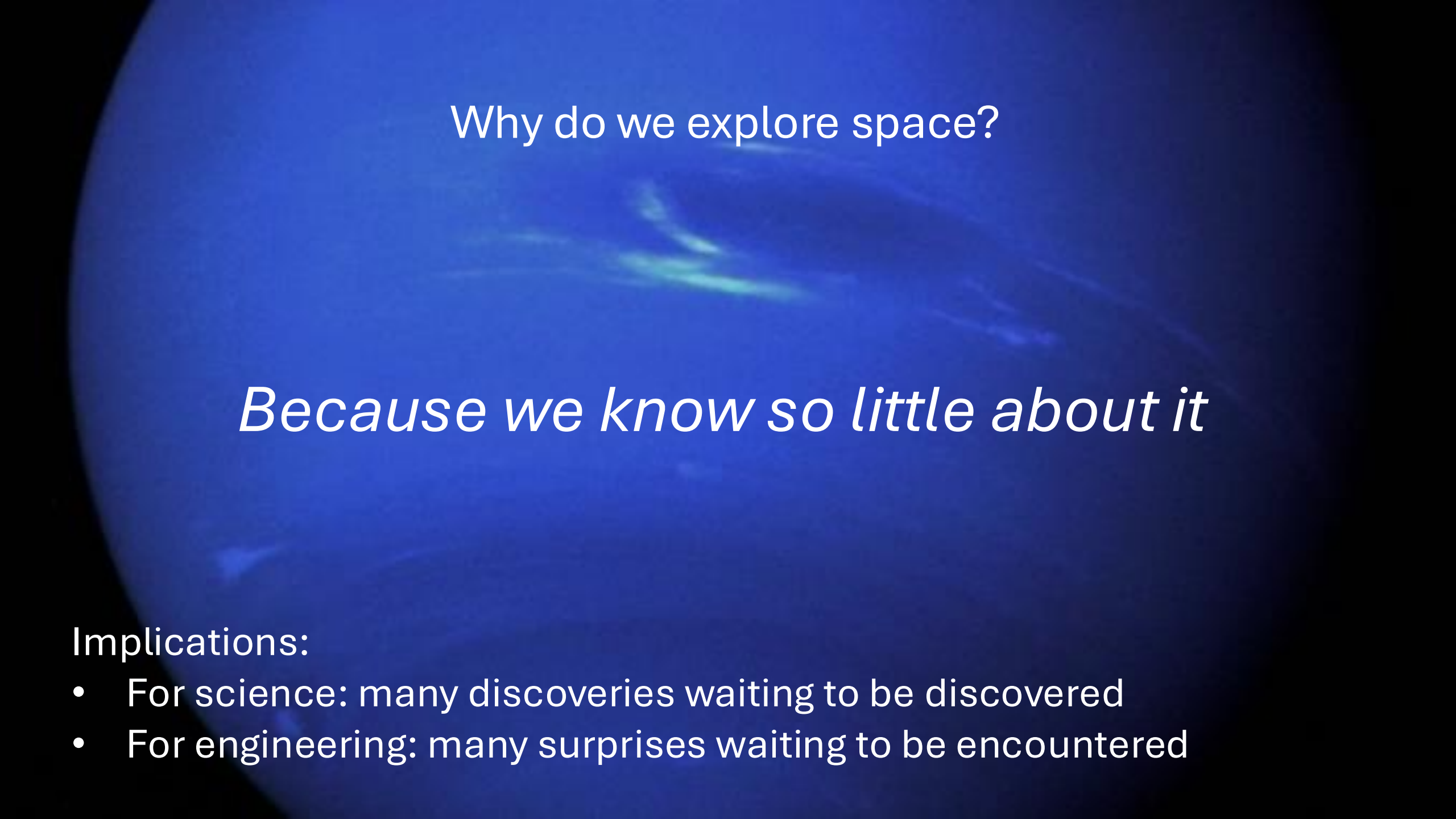
Global ocean



Alien life?

Rocky core

South polar region
with active jets

The background of the slide is a blue-toned image of Earth from space. The Earth's horizon is visible on the left, and the aurora borealis (Northern Lights) is visible as a bright, greenish-yellow glow in the upper right portion of the image.

Why do we explore space?

Because we know so little about it

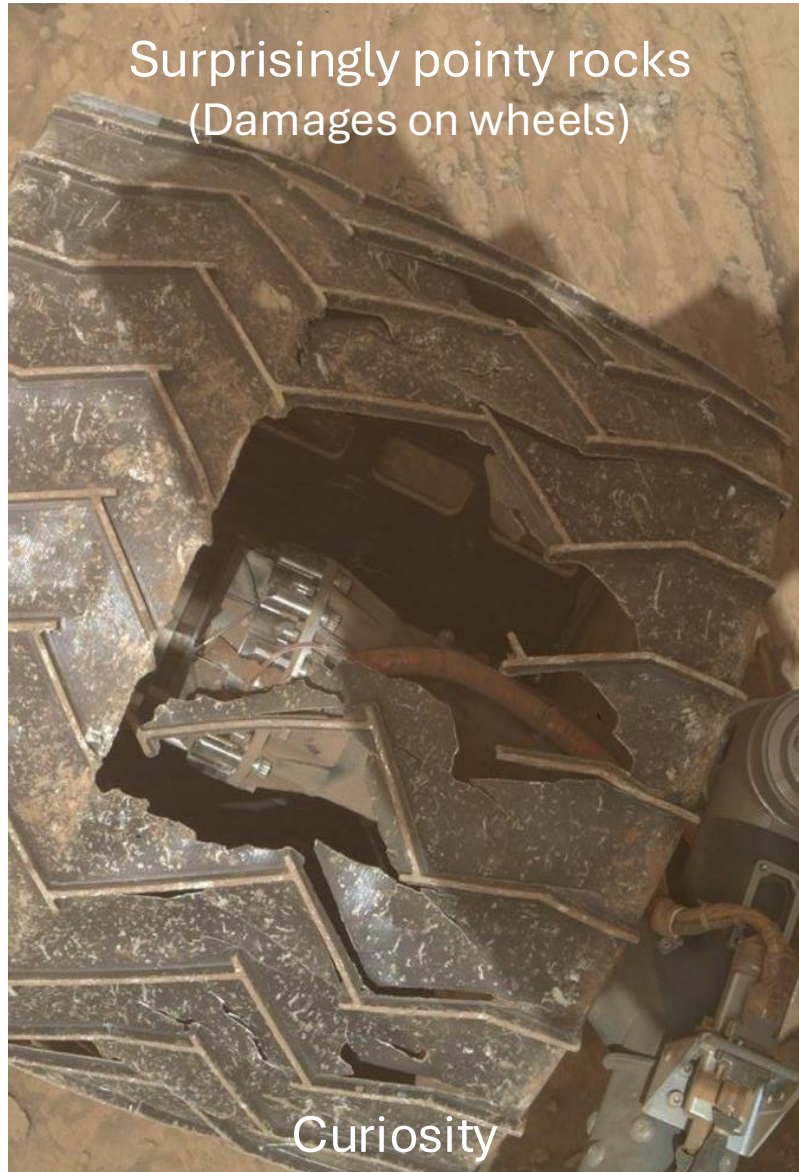
Implications:

- For science: many discoveries waiting to be discovered
- For engineering: many surprises waiting to be encountered



Bad things happen in space

Surprisingly pointy rocks
(Damages on wheels)



Curiosity

Surprisingly rocky surface
(Forced to change navigation approach)

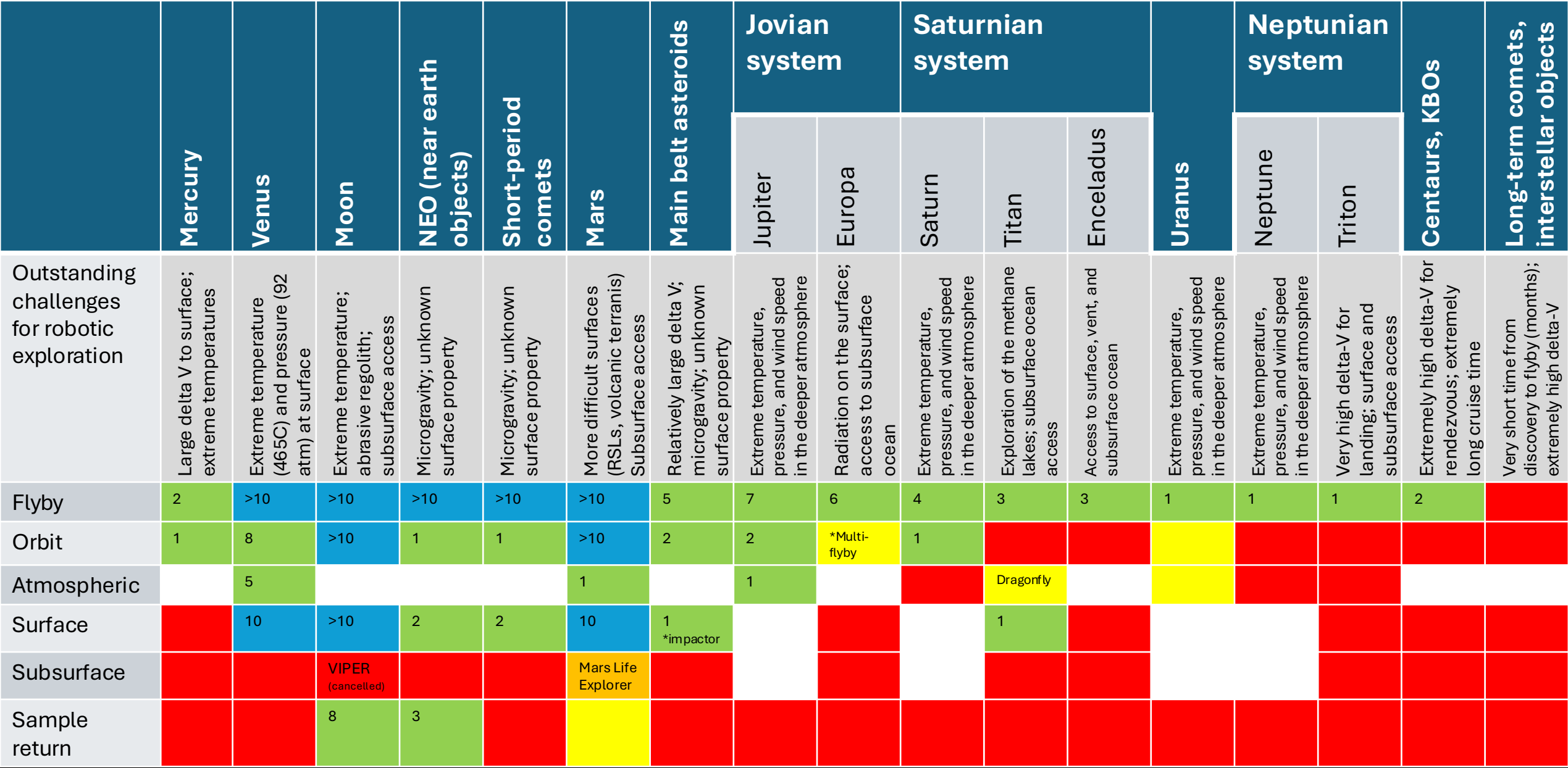


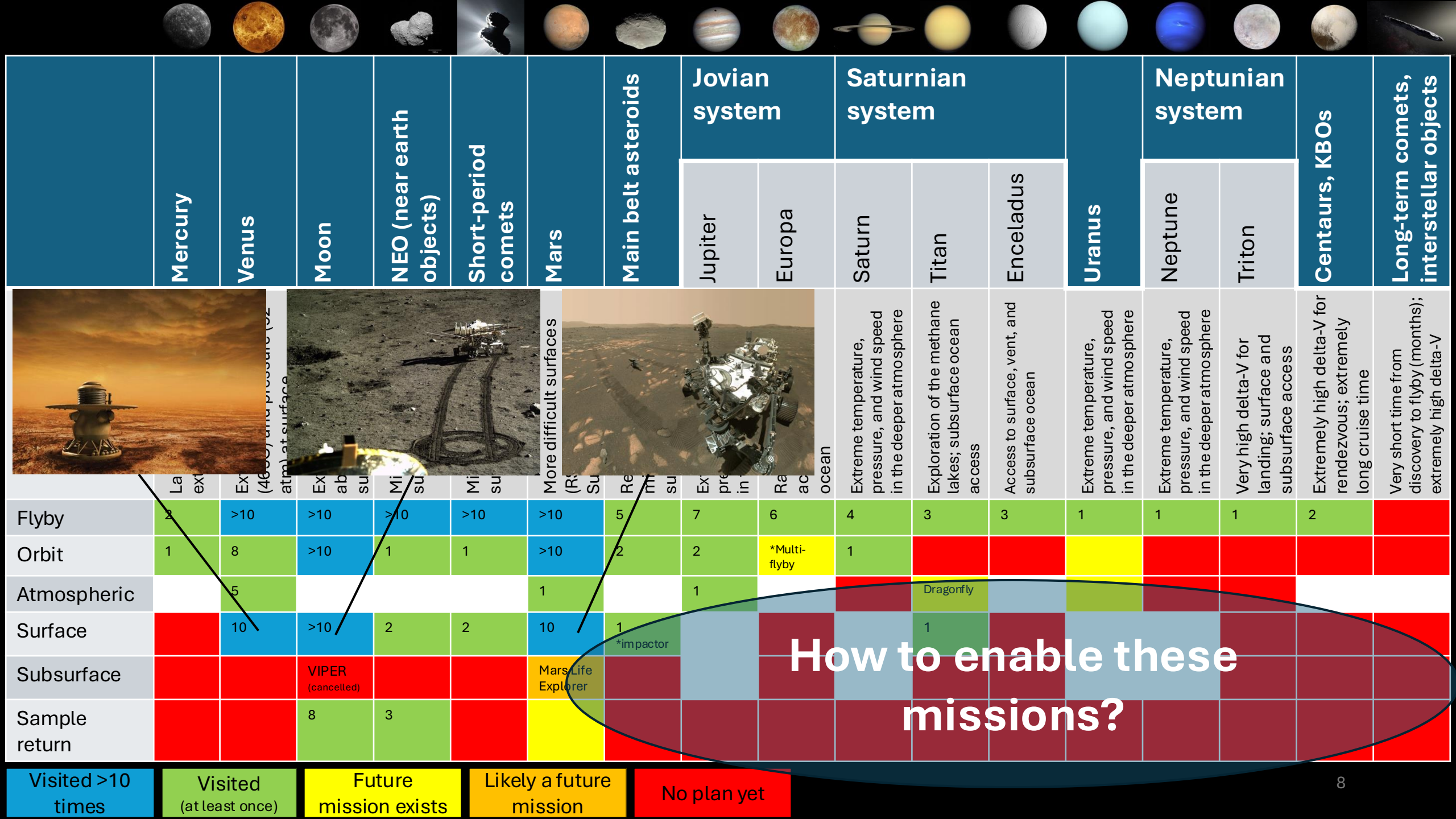
OSIRIS-REx

Surprisingly soft rock
(Sample crumbled to powder)



Perseverance



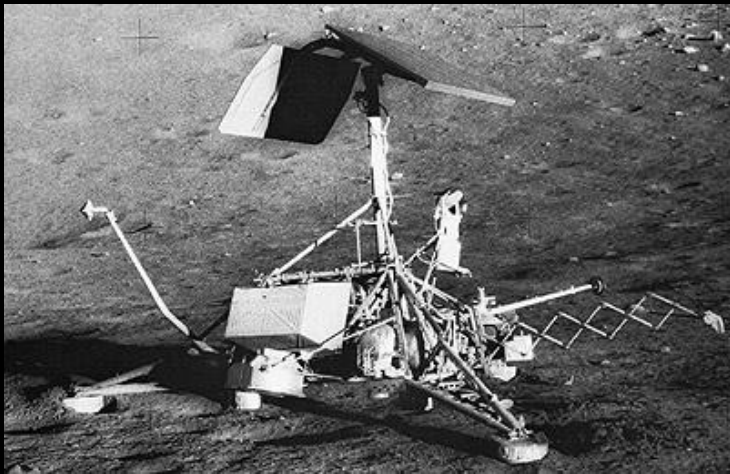


A fundamental paradigm change in robotic space exploration (RSE) is needed

1960s

RSE 1.0

Trial and error

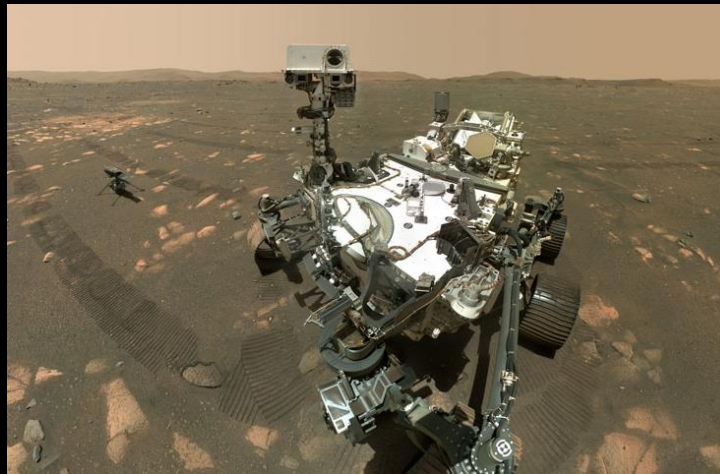


Moon

Current

RSE 2.0

Incremental sophistication

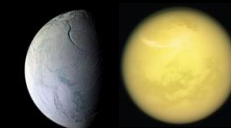


Mars

Future

RSE 3.0

Adaptive one-shot exploration

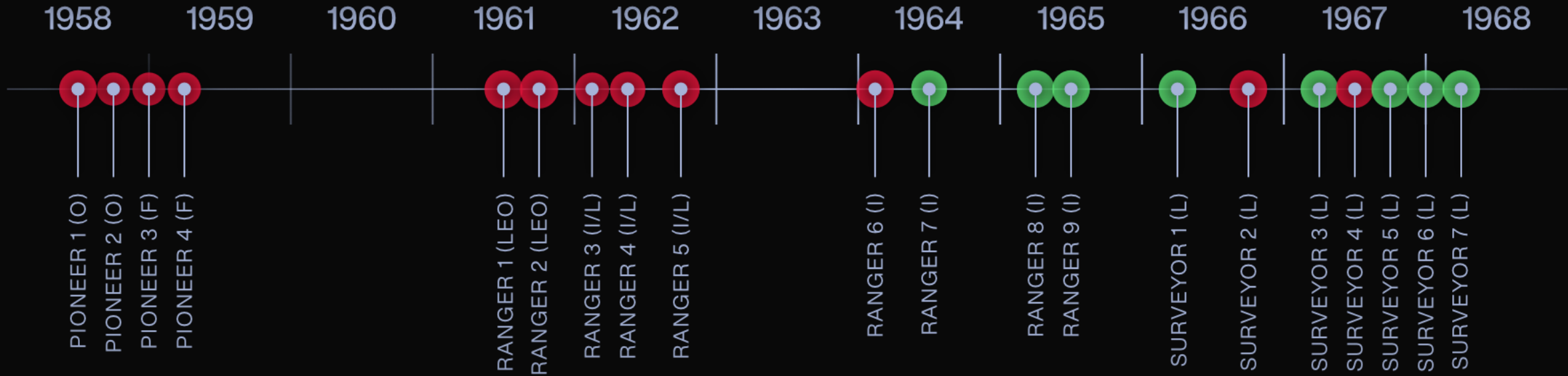
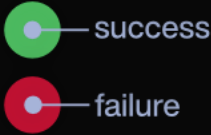


Beyond

RSE 1.0

The Moon (1958 – 1968)

RSE 1.0: Trial-and-error

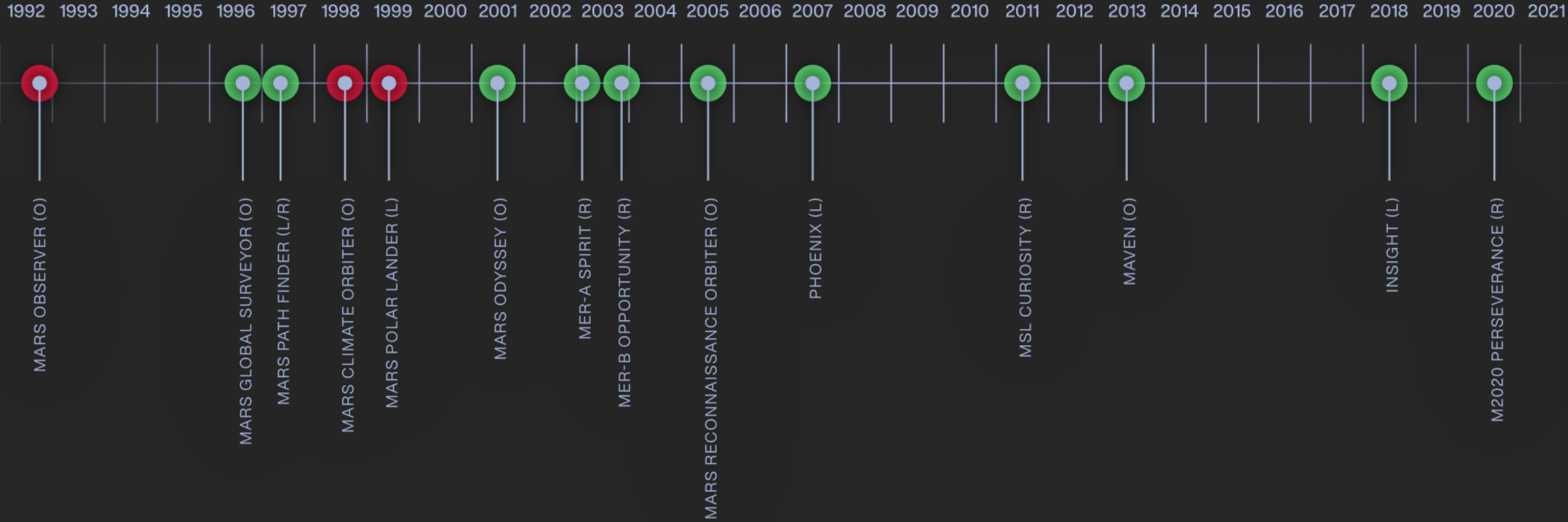
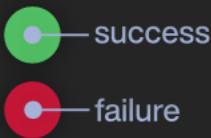




RSE 2.0

Mars (1992 – Now)

RSE 2.0: Incremental sophistication through a series of missions

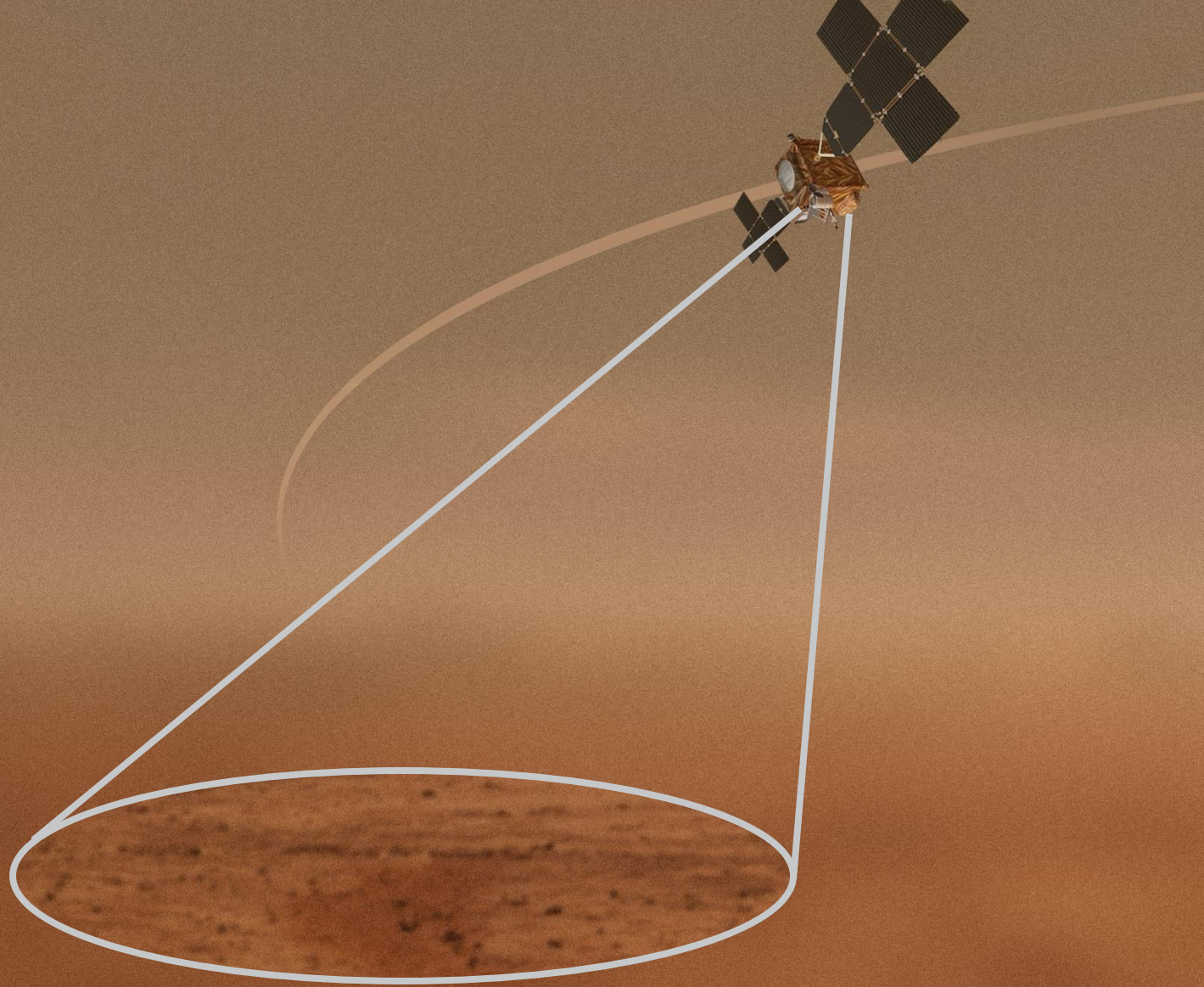


Robotic exploration 2.0

Incremental sophistication through a series of missions

Environmental uncertainty

Orbiter



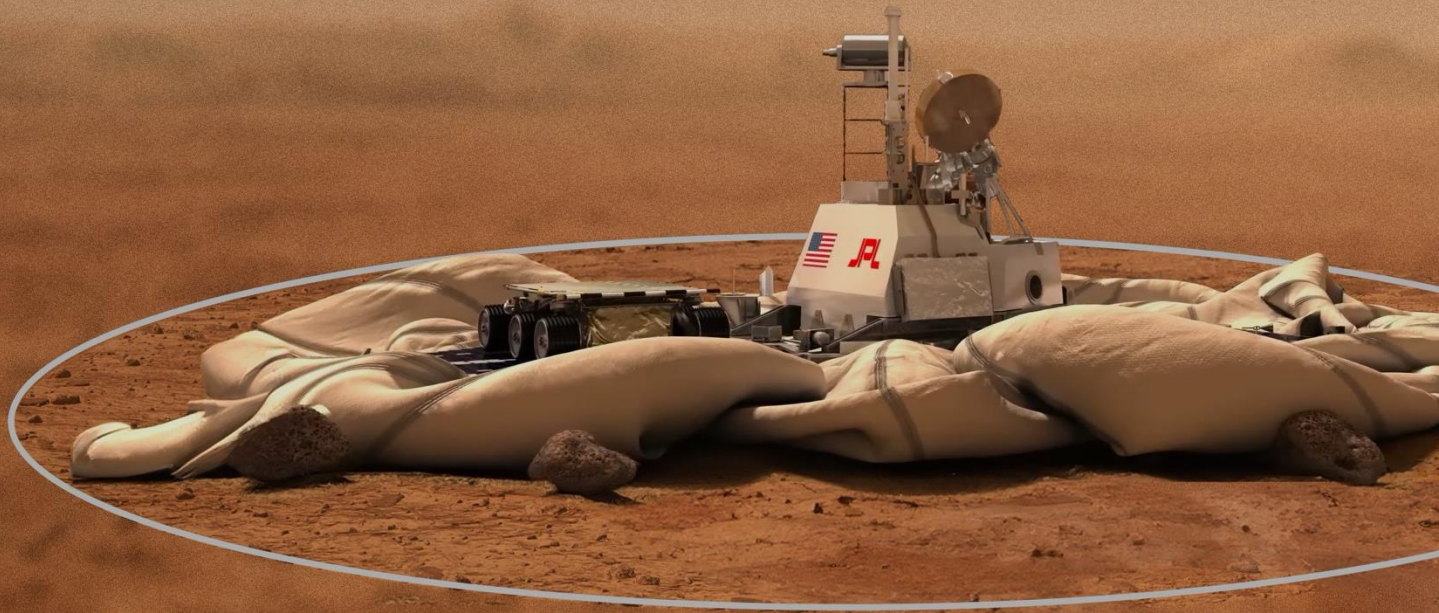
Environmental uncertainty

Task complexity

Simple robotic mission

Environmental uncertainty

Task complexity



Simple robotic mission



Environmental uncertainty

Task complexity

Complex robotic mission



Environmental uncertainty

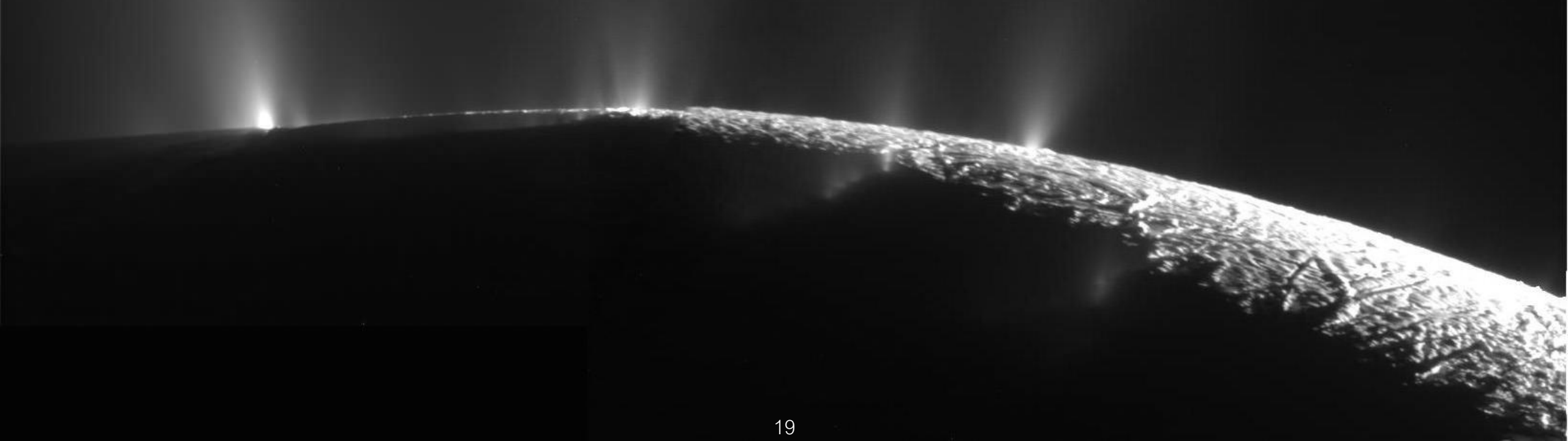
Task complexity

Why does RSE 2.0 *not* work for Outer Solar System?

Long cruise time to outer solar system (often >10 yrs)

Orbital reconnaissance of subsurface environment is not possible

Multitude of worlds to explore



RSE 3.0

One-shot exploration with *adaptive* space system

Environmental uncertainty

Land and observe



Environmental uncertainty

Task complexity

Adapt and perform simple tasks



Environmental uncertainty

Task complexity

Adapt Complex robotic tasks



Environmental uncertainty

Task complexity



RSE 2.0 System: Pandas



- Only eat bamboo
- Only live in bamboo forest at elevations of 2,400 to 3,000 m
 - But not many bamboo species can grow at high elevations



RSE 3.0 System: Rats

IN THE WILD

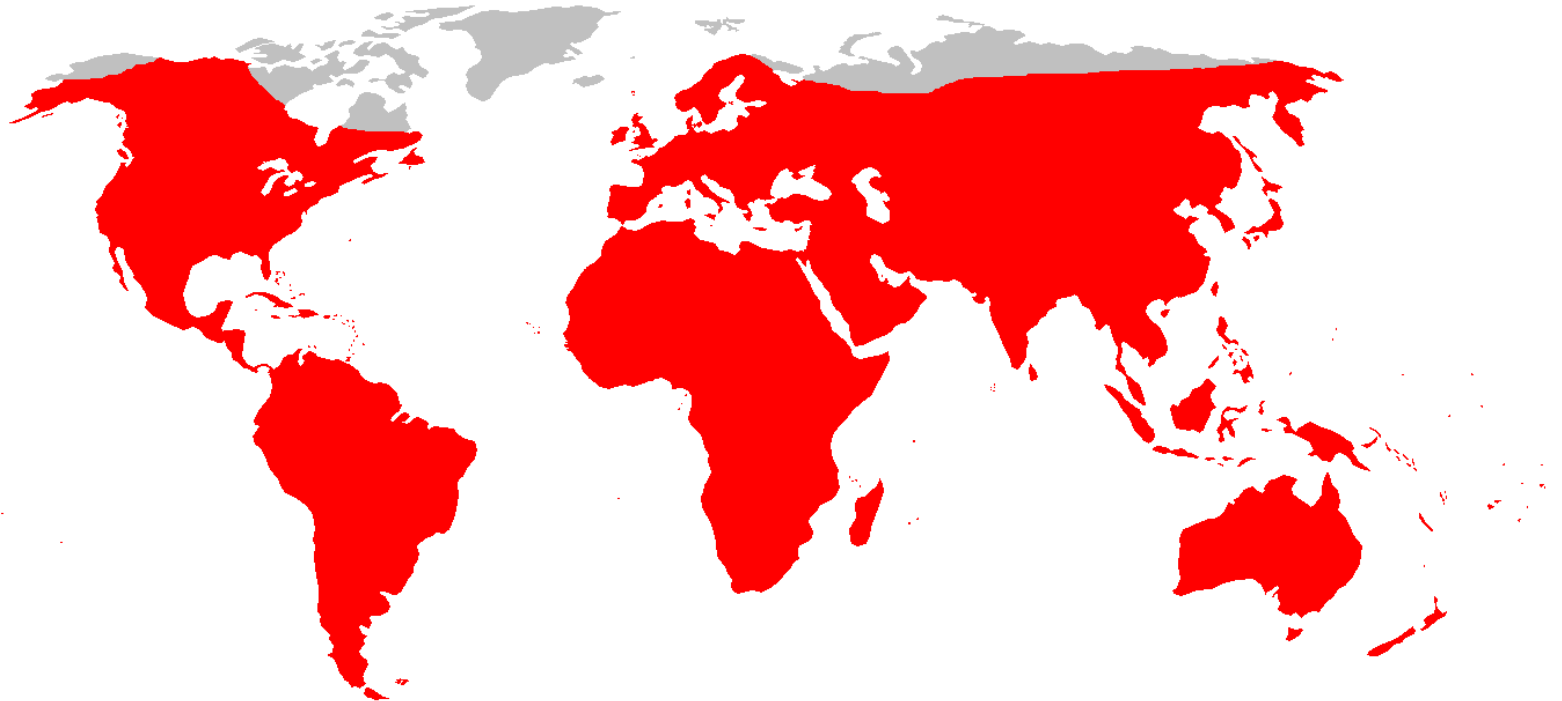


34 St

34 St



IN THE CITY



- Can digest almost anything
- Can live almost anywhere
- Can even adapt to urban environments

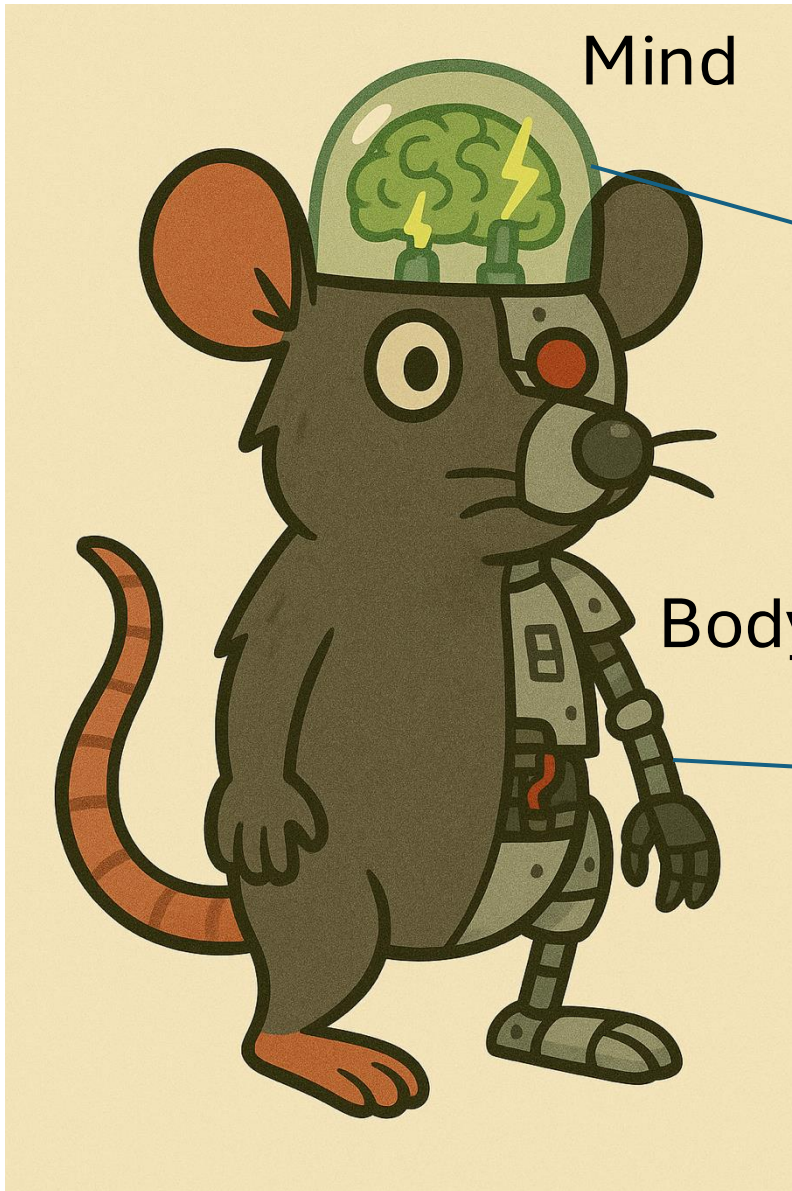


Prof. Shane Cambell-Staton (Princeton)
System Biological Insights into Space Systems Design



Technologies for RSE 3.0

How to enable a highly adaptive robotic systems?



Mind



Prof. Yisong Yue (Caltech)

Adaptive Robotics Technologies 2: Intelligence



Prof. Maria Sakovsky (Stanford)

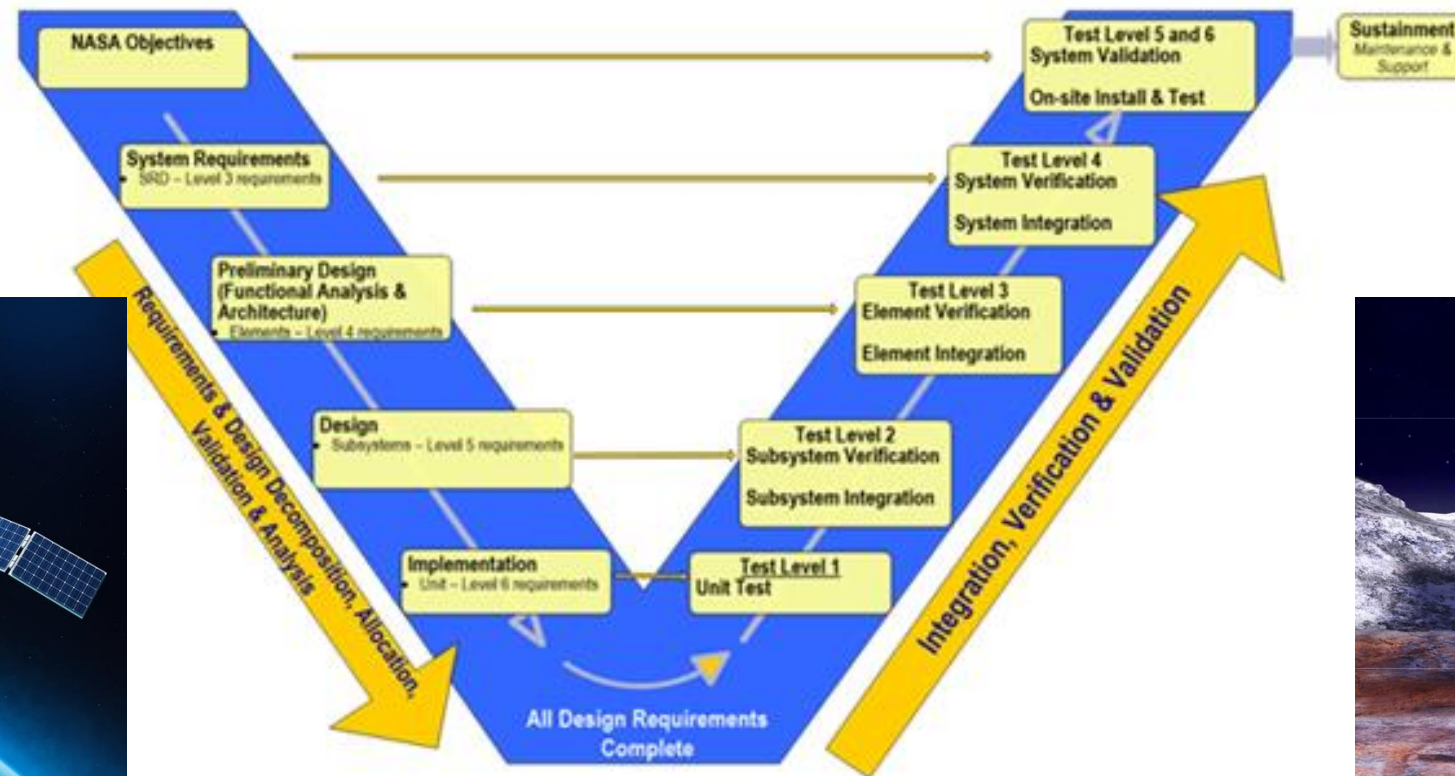
Adaptive Robotics Technologies 1: Hardware



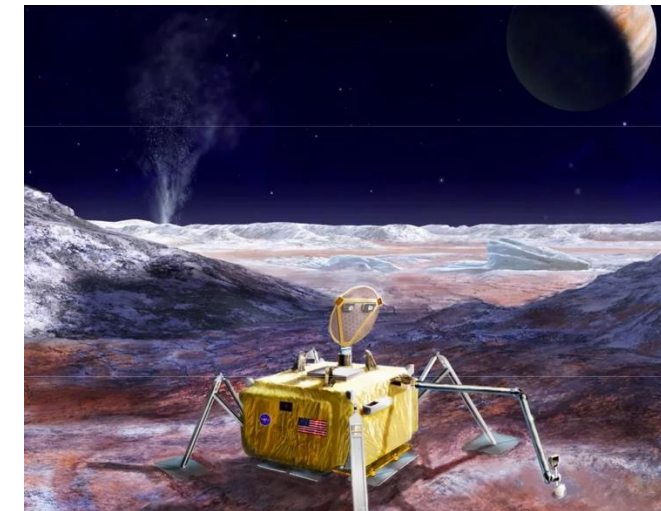
How to design a highly adaptive space system?

Can we use existing systems engineering approaches for RSE 3.0?

Space Systems Engineering



Commercial communication satellites



Planetary missions



Commercial satellites := Business Trips



You know exactly what you will use them for



Thursday, November 6, 2025 - Keck Center - Think Tank, Room 155

Institute Opens - FREE THINK TIME

Coffee and Refreshments at Keck Center

Logistics and Team Lead Goals for the Day	Harriet Brettle and Team Leads
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Special Talk: RSE 2.0 Systems Engineering for Space Missions	Rob Manning
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Lightning talks (3) - Review systems engineering approaches - Alex Demugall - Marie Ethuinot - Andreas Helm - Daniel Selva - Alejandro Salado	Selected participants
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10:15 - 10:45	Break
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10:45 - 11:00	Breakout - goals and process	All
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11:00 - 12:00	Breakout Groups (3) - RSE 3.0 Systems Engineering Approach - Science definition - Designing for dynamic requirements - conceptual design - Designing for dynamic requirements - V&V	All
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12:00 - 2:00	Lunch on your own
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2:00 - 2:30	Report outs from breakout groups (30 mins each)	Groups
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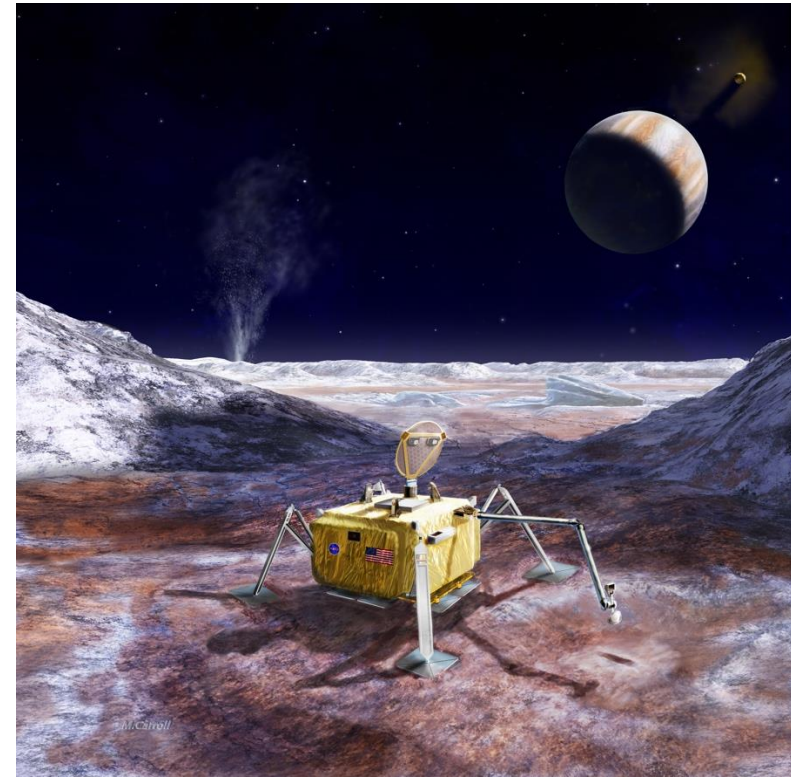
2:30 - 2:45	Breakout - goal and process	All
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Planetary missions := Backpack Trips

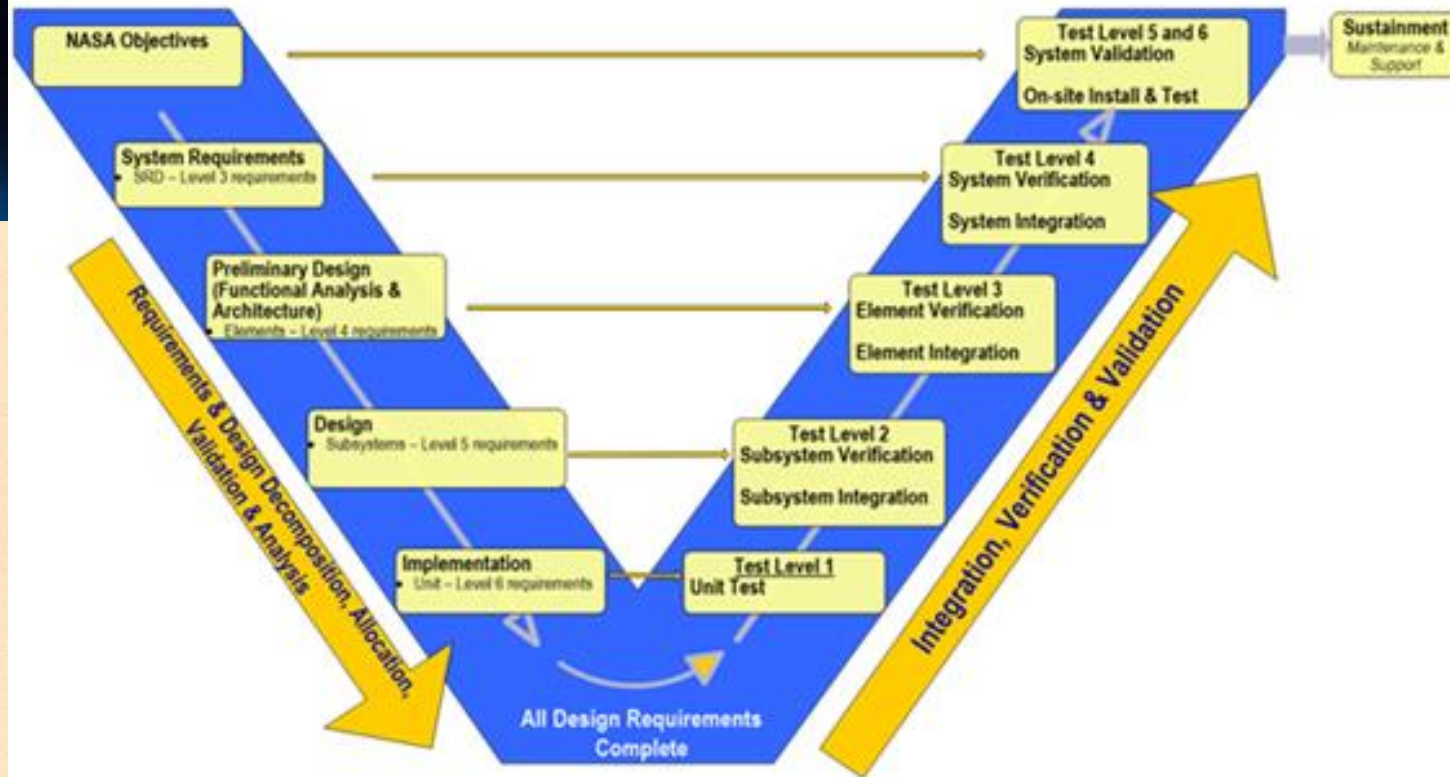


- Don't know what you will use them for
- But you bring them anyway because they often come in handy in many unexpected ways

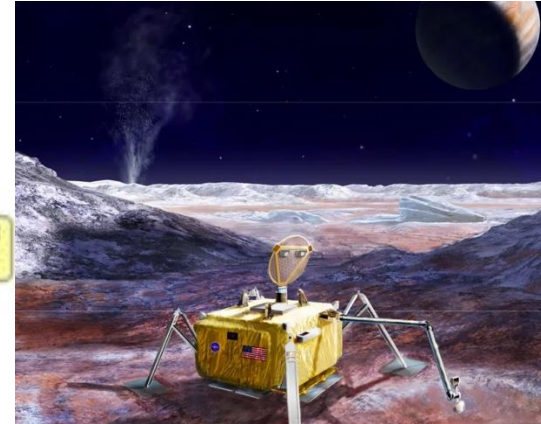


How to design RSE 3.0 missions?

Space Systems Engineering



Prof. Alejandro Salado (Univ. of Arizona)
Systems Engineering Challenges for Designing Adaptive One-Shot Missions





Short Course Lineups



9:10



Dr. Morgan Cable (JPL)

Unsolved Mysteries in the Outer Solar System

9:45



Prof. Alejandro Salado (Univ. of Arizona)

Systems Engineering Challenges for Designing Adaptive One-Shot Missions

10:50



Prof. Maria Sakovsky (Stanford)

Adaptive Robotics Technologies 1: Hardware

11:25



Prof. Yisong Yue (Caltech)

Adaptive Robotics Technologies 2: Intelligence

12:00



Prof. Shane Cambell-Staton (Princeton)

System Biological Insights into Space Systems Design