

# Some thoughts on Science and Engineering

(especially Systems Engineering)

AEM 1905: High-Power Rocketry

# Science

What fields come to mind?

- Physics
- Biology
- Chemistry
- Zoology
- Ecology

What do scientists do?

- Scientific method
- Hypotheses
- Medical research
- Study the fundamental rules of nature

# Engineering

What fields come to mind?

- Civil
- Chemical
- Electrical
- Aerospace
- Mechanical
- Biomedical
- Systems

What do engineers do?

- Applications using science results
- Design things
- Build things
- Test limits things

Scientists look at things as they are and ask “why?”

Engineers dream of things that never were and ask “why not?”

*Adapted from a quote by George Bernard Shaw*

# Departments in the U of MN

## College of Science and Engineering

*Aerospace Engineering and Mechanics*

*Astronomy*

*Biomedical Engineering*

*Bioproducts and Biosystems Engineering*

*Chemical Engineering and Materials Science*

*Chemistry*

*Civil Engineering*

*Computer Science and Engineering*

*Electrical and Computer Engineering*

*Geology and Geophysics*

*Mathematics*

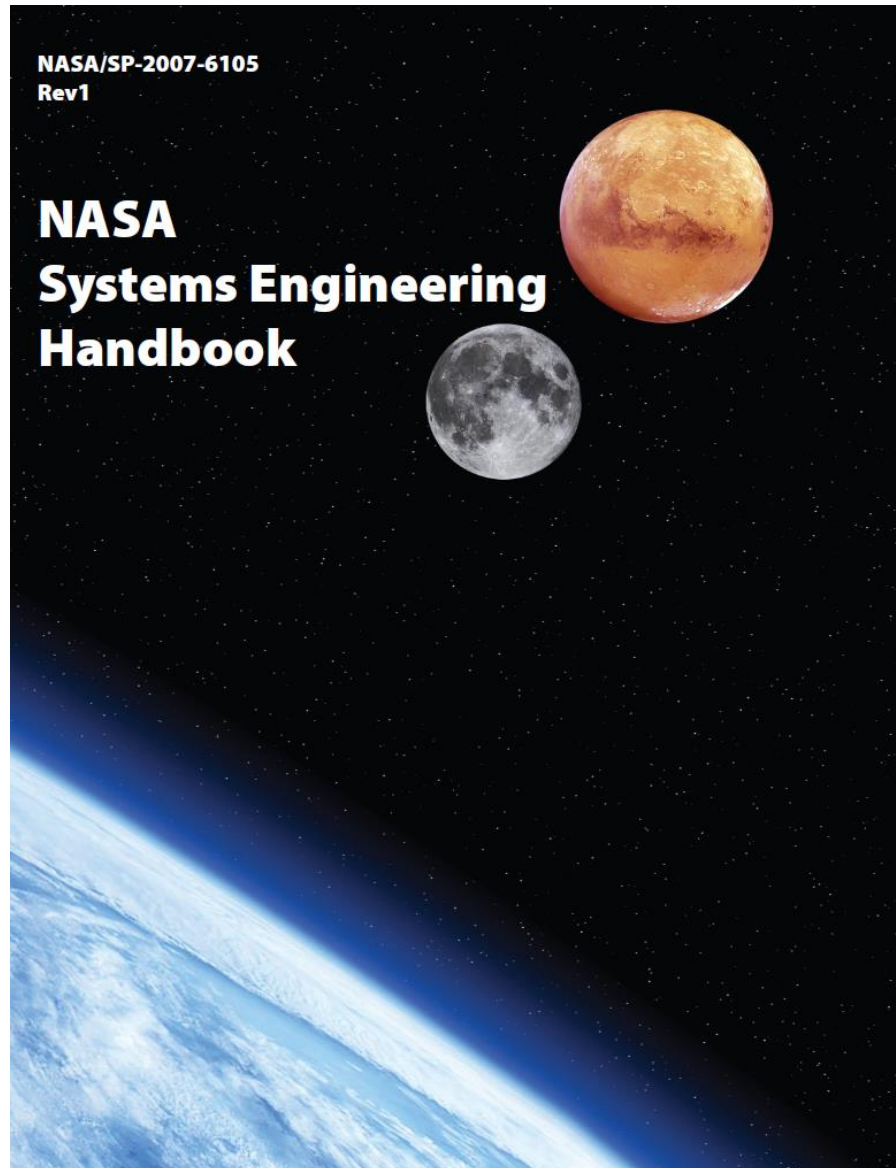
*Mechanical Engineering*

*Physics*

*Statistics*

*(relatively new) Industrial and Systems Engineering*

# Central to all – Systems Engineering



# From NASA's Systems Engineering Handbook, 2007

Systems engineering is a methodical, disciplined approach for the design, realization, technical management, operations, and retirement of a system. A “system” is a construct or collection of different elements that together produce results not obtainable by the elements alone. The elements, or parts, can include people, hardware, software, facilities, policies, and documents; that is, all things required to produce system-level results. The results include system-level qualities, properties, characteristics, functions, behavior, and performance. The value added by the system as a whole, beyond that contributed independently by the parts, is primarily created by the relationship among the parts; that is, how they are interconnected.<sup>1</sup> **It is a way of looking at the “big picture” when making technical decisions.** It is a way of achieving stakeholder functional, physical, and operational performance requirements in the intended use environment over the planned life of the systems. In other words, systems engineering is a logical way of thinking.

<sup>1</sup>Rechtin, *Systems Architecting of Organizations: Why Eagles Can't Swim*.

# From NASA's Systems Engineering Handbook, 2007

Systems engineering is the art and science of developing an operable system capable of meeting requirements within often opposed constraints. Systems engineering is a holistic, integrative discipline, wherein the contributions of structural engineers, electrical engineers, mechanism designers, power engineers, human factors engineers, and many more disciplines are evaluated and balanced, one against another, to produce a coherent whole that is not dominated by the perspective of a single discipline.<sup>2</sup>

**Systems engineering seeks a safe and balanced design in the face of opposing interests and multiple, sometimes conflicting constraints.** The systems engineer must develop the skill and instinct for identifying and focusing efforts on assessments to optimize the overall design and not favor one system/subsystem at the expense of another. The art is in knowing when and where to probe.

<sup>2</sup>Comments on systems engineering throughout Chapter 2.0 are extracted from the speech "System Engineering and the Two Cultures of Engineering" by Michael D. Griffin, NASA Administrator.



# Considerations for a spacecraft/spaceflight system:

*Communications*

*Power*

*Thermal management*

*Propulsion*

*Attitude determination and control*

*Orbit/trajectory*

*Navigation/guidance*

*Science*

*Pre-flight testing*

*In-flight Ground Operations*

*Re-entry (depending on the mission)*

*Life support (sometimes)*

# Example: the Apollo Lunar Module (LM)

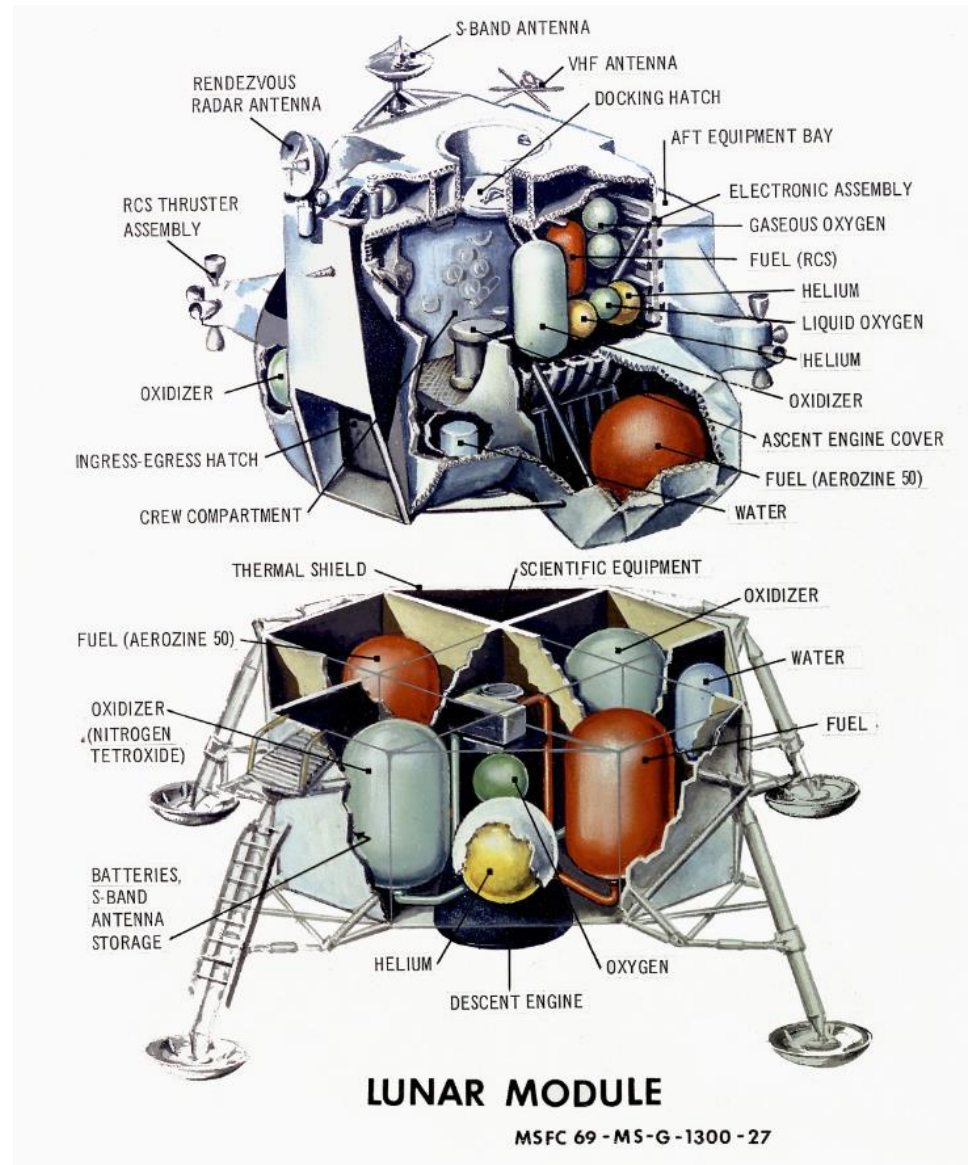


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