

Successful Cost Estimation with T1 Equivalents

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European Space Agency

ESA Cost Engineering Section

- About 10 Cost Engineers
- Cost database CEDRE
	- ESA projects data, mainly satellites
	- Archive of original costs
	- Costs are linked to technical and programmatic information
- Normalization of cost data is part of CER development / tool calibration
- Use of many different cost estimating tools
	- RACE
	- **ESA Standard CERs**
	- SPICE
	- Precursor Models developed for special applications
	- True Planning
- Preparation of cost estimates is a standard process
	- in support of various studies
	- for all major spacecraft procurements
	- independent and unbiased, to be prepared before receiving industrial proposals

ESA Cost Engineering mainly has to estimate development projects. Often these are first-of-the-kind missions, which by nature are difficult to estimate.

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Lessons learned from estimating of development costs esa Presented at the 2016 International Training Symposium: www.iceaaonline.com/bristol2016

The scope of development effort is different from project to project. Scopes depend on heritage and company experience, often evaluated from

- **Requirements**
- TRLs
- **Qualification levels**
- Model philosophy
- Engineering effort
- Different scopes let to poor correlation of historical data
- Scope needs to be normalized through appropriated parameters
	- \triangleright CERs tend to be complex

Disadvantages of complex CERs:

- Often sophisticated mathematical formulas
- Less transparent, difficult or even impossible to draw diagrams of the CER
- Unexpected levers on costs
- Uncertainty beyond the boundaries of historical data
- Programmatic parameters are often difficult to handle
	- Availability of inputs
	- Barely to measure, subjective determination of values

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History of the method with T1 Equivalent Units

The method is old.

It has been reported

- 1976 in a doctoral thesis of Ralph Jaeger
- 1994 in SSCAG, Rules of Thumb provided by Claus Meisl

Also 1992 in Space Economics H.C. Mandell mentioned an **Equivalent Units Calculation**:

> *"In this method every prototype article is assigned as an equivalent quantity of flight units, and an equivalent is also estimated for design and development activity (taking into account difficulty, inheritance, etc.)"*

 \triangleright I (the author of this presentation) personally hesitated for about 20 years to use this method, because it looked too simple and therefore seemed not to be reliable!

Jaeger, 1976: HELIOS Satellite

Total Project Cost = Flight Unit Cost x 6.5

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Meisl, 1994:

Spacecraft development costs are one-and-a-half to seven times first unit cost depending on amount of new design and level of technology used. Development cost includes design, testing and qualification, but excludes protoflight hardware and support.

Dev \$(M) = 1st Unit Cost x Factor

SPICE

SPICE (Standard Parametric Information for Cost Engineering)

- ESA own developed tool
- General parametric cost model, applicable for any space system or launcher
- Simple formulas running on EXCEL
- Designed for parameters which are obtainable from historical data and available in early study phases
- Ability to check the balance between NRC and RC (or T1)

SPICE utilizes the Equivalent Unit Calculation at equipment level:

Development Cost = T1 * EU

(T1 = Theoretical First Unit, EU = Sum of Equivalent Units)

- Various estimating methods are possible for T1:
	- Calculation from Mass and Manufacturing Complexity (preferred method)
	- CER
	- T1 of standard equipment selected from database
- Constraints to be considered for estimation of T1:
	- Clear rules between NRC and RC (Clear definition of T1)
	- Consistent Learning Curve
- Estimating error in T1 reproduces an error in development!

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T1 Equivalents

- All NRC elements are estimated as equivalents of T1
- Mgmt and PA (level of effort costs) are per ratio included in all cost elements
- T1 is the "theoretical" cost of only one FM to produce
	- ▶ CIC (Cost Improvement Curve) to be established accordingly!
- PFM is a special case to be split into NRC and RC

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T1 Equivalents at Equipment Level

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• Number and kind of models depend on TRL and programmatic assumptions
• Number and kind of models depend on TRL and programmatic assumptions **Unit Hardware & Test Factors Mass** [kg] **MX DD DM EM QM FM T1** [k€] **Total** [k€] **TRL Design Remark** Structure 61.0 7.13 1.5 1.3 1 3.8 897 3409 5 new design OBC 10.0 9.24 0.7 1 1.7 1410 2397 9 existing Star Tracker 0.2 0.7 0.1 2 3.0 330 959 8 |minor modification |T1 from database PCDU 17.6 8.35 0.5 0.2 0.7 0.3 2 3.7 999 3603 7 modification etc … … … … … … … … … … **Total Hardware Phase C/D 2.1 14000 30000 Satellite Equipment Level T1 Equivalents ∑EU Complexities Cost Assumptions**

Equipment Level (Equipment level contractor's cost)

- HW & Test Factors consider HW quantities and tests
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- Scope of design effort judged from TRL and heritage, often provided from experts
- DD = Design & Development Engineering
- DM = Development Model, in-house models, breadboards, also incl. tooling DM factor depends on kind of model, tooling, etc.
- EM = Engineering Model

EM is often below flight standard (i.e. without hi-rel parts)

 $EM = 0.5$... 1.1, depending on flight representativeness

QM = Qualification Model, also Structure Thermal Model (STM)

 $QM = 1.1 ... 1.3$

(much higher values for rocket engines or other complex items) In case of PFM the qualification effort is shared to QM

(PFM modeled as $FM = 1$ plus $QM = 0 ... 0.5$)

FM = Flight Model

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System and Subsystem Level Tasks

Definitions:

- All equipment mass sums up to the total hardware included in the system.
- All equipment cost reflects the costs to equipment subcontractors.
- In-house equipment manufactured by the Prime or S/S-Contractor should include all costs as for an equipment subcontractor.
- System and subsystem level tasks are overarching activities for functional and physical integration of equipment to a system, including system's engineering.
- > The workshare between Prime and responsible Subsystem Contractors is different from project to project. It depends on individual planning of work. No metrics is applicable!
- \triangleright Therefore only system plus subsystem level costs together provide an appropriated ratio to the sum of equipment level costs.

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T1 Factors at System Level

- System and subsystem level costs are (preliminary) joint together
- Project Office factors
	- depend on the scope of system and subsystem engineering
	- depend on number of subcontractors involved
	- increase by 20 to 25%, if Phase B2 is included
- AIT models and factors reflect the model and test philosophy at system level
- Presently for an estimate the factors are selected from analogous historical references
	- Reference tables still need to be developed
	- Traditional cost-to-cost relationships (% on HW+SW) and other parametric means are still used for cross-check of results

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Recurring Production

Remember: T1 used in this method is the recurring production of the first unit at equipment level.

The recurring cost of a first complete system can be easily estimated with factors on the sum of T1 at equipment level:

- Project Office factor between 0.2 and 0.3, depending on the amount of CCNs. For advanced lot production this factor is even below 0.2.
- AIT factor around 0.08, including acceptance testing instead of qualification testing.

Additional recurring flight systems to be estimated by the learning curve.

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Calibration

Split of historical costs in NRC and RC is mandatory.

ECOS (ESA costing SW for industrial proposals) asks for FM cost, what is recurring:

- FM + fraction of $PO = Flight Unit Cost = T1$
- Cost normalization: $T1 = FM * 1.15$ (PO considered as 15% of FM)
- With well received ECOS files it is possible to calculate T1 Equivalents immediately!

However:

- Often contractors don't provide necessary cost details at equipment level.
- Often reported FM cost are incomplete or from bad quality. They don't represent the complete MAIT of FM.
	- \rightarrow FM remains unknown!
- \triangleright In case of missing FM the T1 needs to be guessed, also supported by parametric means.

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Main Problem: Different Accounting Rules

Different contractors often apply different rules for breakdown of costs.

Example:

In case A the prime contractor claims a workshare of 10% in addition to the subcontractor quotation. This could be the procurement overhead, what normally is part of system level activities (see case B). But also it could be a workshare, i.e. engineering, manufacturing, etc.

- Different accounting rules let cost data scatter!
	- Scattering at equipment level
	- Mismatch between costs at system and equipment level

It is essential to normalize costs to a standard breakdown!

▶ Clear rules for all contractors would be desirable for a good understanding of all cost data.

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Lessons learned at the 2016 International Training Symposium: www.iceaaonline.com/bristol2016 **Equivalents**

- Jaeger and Meisl used EU factors at system level only. Estimates on subsystem, equipment or component level are more accurate, and determination of factors is more precise.
- Rigorous calibration with equipment data proved the applicability of the method at lower product tree levels.
	- Linear factors result in acceptable bandwidths
	- The method was found to be as good as for other estimating tools
	- The transparency of costs provides a "good feeling" to the estimator:
		- Linear factors directly show cost levers
		- Factors provide the link between historical data and estimates
- Also for system and subsystem level activities the method seems to be promising.
- However, it is mandatory to follow rules for cost breakdown and accounting (what is necessary for any other parametric method too).
- T1 Equivalents are simple to understand also by third persons. They allow fruitful discussions on costs.
- At ESA the method is in use since 7 years. It has been successfully applied for estimates on various satellites, launchers, probes, landers, human space and others.

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