

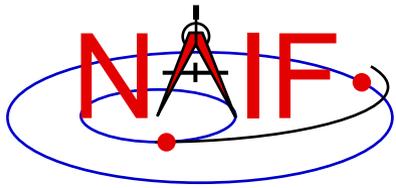


Navigation and Ancillary Information Facility

IDs and Names

SEE YOU AT 11:10

June 2019

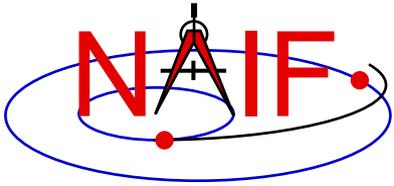


Overview - 1

Navigation and Ancillary Information Facility

- **SPICE uses IDs and names to identify:**
 - objects
 - reference frames
 - digital shape kernel (DSK) surfaces
- **An ID is an integer number**
- **A name is a text string**

- **IDs are used primarily as data identifiers inside SPICE kernels**
 - Users rarely have to use IDs
- **Names are used primarily as input and output arguments in SPICE software interfaces (APIs)**
 - Users deal with lots of names



Overview - 2

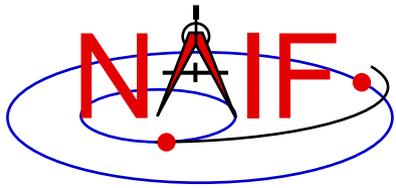
Navigation and Ancillary Information Facility

- The schemes used for assigning IDs and names to objects and to reference frames are **independent!**
 - This means that, in general, SPICE does not make any assumptions about reference frame names and IDs based on associated object names and IDs
 - » There are some exceptions; they will be mentioned later



Navigation and Ancillary Information Facility

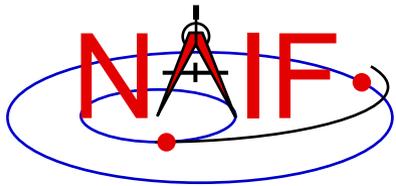
Names and IDs associated with Objects



Object IDs and Names

Navigation and Ancillary Information Facility

- **A single ID is assigned to an **object** of any of the following types:**
 - Natural bodies -- planets, satellites, comets, asteroids
 - Artificial bodies -- spacecraft, spacecraft structures, science instruments, individual detectors within science instruments, DSN stations
 - Any other point, the location of which can be known within the SPICE context, such as:
 - » barycenters of solar system and planetary systems, landing sites, corners of solar arrays, focal points of antennas, etc.
- **One or more names can be assigned to that same object**
- **Within SPICE software there is a 1-to-MANY mapping between the ID and the object's name(s)**
 - On input, the names are treated as synonyms
 - On output, the name that was last associated with the ID is returned



Object IDs: Where Used? - 1

Navigation and Ancillary Information Facility

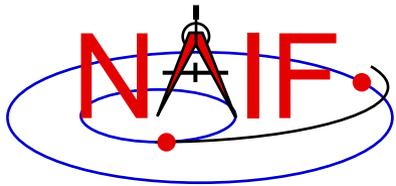
- **Object IDs** are used in kernels as data identifiers:
 - » in SPKs -- to identify a body and its center of motion
 - » in text PCKs -- in keywords associated with a body
 - » in DSKs -- to identify a body
 - » in IKS -- in keywords associated with an instrument
 - » in FKs -- to specify the center used in computing light-time correction, and to identify the body in PCK-based frames
 - » in FKs -- to identify target and observer in dynamic frame specifications
 - » in SCLKs -- normally the SCLK ID used in keywords is the negative of the spacecraft's ID (thus is a positive integer)
 - » ... and more...



Object IDs: Where Used? - 2

Navigation and Ancillary Information Facility

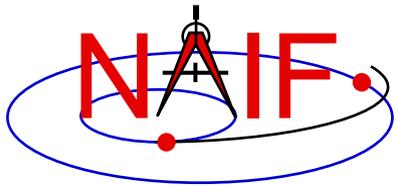
- Object **IDs** are used in some APIs as input and/or output arguments:
 - » in older SPK routines -- SPKEZ, SPKEZP, SPKGEO, ...
 - » in older derived geometry routines -- ET2LST, ...
 - » in older PCK routines -- BODVAR, BODMAT, ...
 - » in IK routines -- GETFOV, indirectly in G*POOL, ...
 - » in SCLK routines -- SCE2C, SCT2E, ...
 - » in coverage routines -- SPKOBJ, SPKCOV, CKOBJ, CKCOV, DSKOBJ, DSKSRF
 - » ... and more...



Object Names – Where Used?

Navigation and Ancillary Information Facility

- Object **names** are used in the high-level user APIs as input and/or output arguments:
 - » in newer SPK routines -- SPKEZR, SPKPOS
 - » in newer derived geometry routines -- SINCPT, ILUMIN, SUBPNT, SUBSLR, LIMBPT, TERMPT, LATSRF ...
 - » in high-level Geometry Finder routines – GFPOSC, GFDIST, GFSEP, GFILUM, ...
 - » in newer PCK routines -- BODVRD, ...
- Object **names** are **not** used as data identifiers within kernels



Object IDs and Names – Where Defined?

Navigation and Ancillary Information Facility

- **Object name-to-ID mappings used by SPICE may be defined in two places**
 - **Built into Toolkit software:** hard-coded in source code
 - » See `NAIF_IDS.REQ` for a complete listing of these built-in (default) assignments
 - **In text kernels**
 - » Normally used to define name/ID mappings for instruments, their subsystems/detectors and spacecraft structures
 - See comments and the actual data sections in a text kernel for the complete listing of the names/IDs defined in that kernel
 - » These assignments exist most often in FKs (e.g. MER, MEX, JUNO, MSL), sometimes in IKs (e.g. CASSINI, MGS), but could be placed in any text kernel
 - Mappings defined in text kernels take precedence over those defined in Toolkit source code

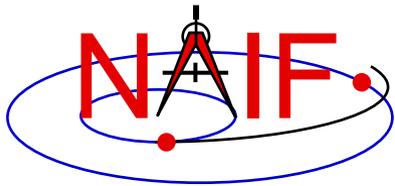


Examples of Object IDs and Names

Spacecraft and Ground Stations

Navigation and Ancillary Information Facility

- **Spacecraft (negative numbers)**
 - Within NASA, this number is generally the negative of the numeric ID assigned by the NASA control authority at GSFC
 - -6 'PIONEER-6', 'P6'
 - -64 'OSIRIS-REX', 'ORX'
 - -74 'MARS RECON ORBITER', 'MRO'
 - -82 'CASSINI', 'CAS'
 - ...
 - Unfortunately sometimes NASA re-uses a number
 - » For example -18 for MGN and LCROSS, -53 for MPF and M01
 - » This will happen with increasing frequency in the future
 - » Probably a new scheme is needed
- **DSN ground stations (399000 + station number)**
 - 399005 'DSS-05'
 - ...
 - 399066 'DSS-66'
- **Non-DSN stations (398000 + some integer 0 to 999)**
 - 398990 'NEW_NORCIA'
 - ...



Examples of Object IDs and Names

Planets

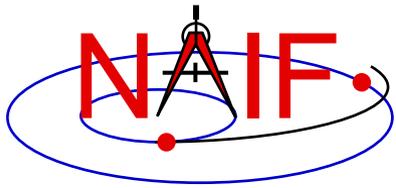
Navigation and Ancillary Information Facility

- **Sun and Solar System Barycenter* (10 and 0)**
 - 0 'SOLAR SYSTEM BARYCENTER', 'SSB'
 - 10 'SUN'

- **Planetary system barycenters (numbers from 1 to 9)**
 - 1 'MERCURY BARYCENTER'
 - 2 'VENUS BARYCENTER'
 - 3 'EARTH MOON BARYCENTER', 'EMB', ...
 - 4 'MARS BARYCENTER'
 - ...
 - 9 'PLUTO BARYCENTER' (Within SPICE Pluto is still treated as a planet!)

- **Planet-only mass centers (planet barycenter ID * 100 + 99)**
 - 199 'MERCURY'
 - 299 'VENUS'
 - 399 'EARTH'
 - 499 'MARS'
 - ...
 - 999 'PLUTO' (Within SPICE Pluto is still treated as a planet!)

* Barycenter: the center of mass of a system (collection) of two or more bodies, each of which orbits that point. See the SPK tutorial for details.

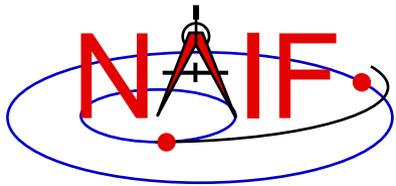


Examples of Object IDs and Names

Satellites

Navigation and Ancillary Information Facility

- **Satellites (planet barycenter ID*100 + number <1... 98>)**
 - 301 'MOON'
 - 401 'PHOBOS'
 - 402 'DEIMOS'
 - 501 'IO'
 - 502 'EUROPA'
 - ...
 - 901 'CHARON', '1978P1'
 - 902 'NIX'



Examples of Object IDs and Names

Instruments

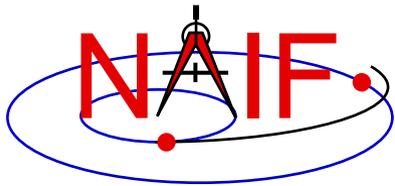
Navigation and Ancillary Information Facility

the “minus” sign

- **Science Instruments (s/c ID*1000 - instrument number)**

- An instrument number should be picked for EVERY instrument, instrument subsystem or detector, or spacecraft structure, the parameters for which are to be stored in IKs, or the location of which is to be stored in SPKs
- Instrument numbers are picked from the range 0...999. The only requirement is that they must be unique within each mission

- ...
- -82760 ‘CASSINI_MIMI_CHEMS’
- -82761 ‘CASSINI_MIMI_INCA’
- -82762 ‘CASSINI_MIMI_LEMMS1’
- -82763 ‘CASSINI_MIMI_LEMMS2’
- ...
- -82001 ‘CASSINI_SRU-A’
- -82002 ‘CASSINI_SRU-B’
- -82008 ‘CASSINI_SRU-A_RAD’
- -82009 ‘CASSINI_SRU-B_RAD’
- ...



Object IDs/Names -- Mapping APIs

Navigation and Ancillary Information Facility

- **SPICE provides three routines to map object IDs to names, and vice versa**

- To get the ID for a given object name:

```
CALL BODN2C ( NAME, ID, FOUND )
```

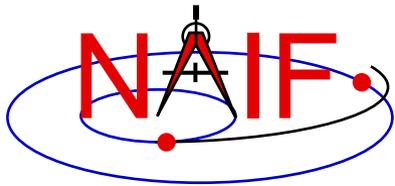
```
CALL BODS2C ( NAME, ID, FOUND )
```

(This is a more general version as compared to BODN2C. Use this one.)

- To get the name for a given object ID:

```
CALL BODC2N( ID, NAME, FOUND )
```

- If the “FOUND” flag returned by either of these routines comes back FALSE, then the input ID or name cannot be mapped



Adding New or Additional Object Name-to-ID Mappings

Navigation and Ancillary Information Facility

- You may define new or additional name-to-ID mappings using assignments inside any text kernel.
- For example, for a spacecraft:

```
NAIF_BODY_NAME    += ( 'my_spacecraft_name'      )  
NAIF_BODY_CODE    += ( my_spacecraft_ID          )
```



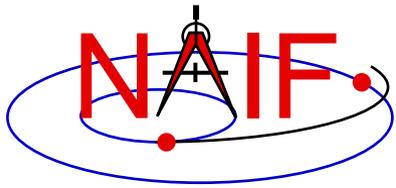
Note the combination of + and =

- See “NAIF_IDs Required Reading” for details
- Caution: the object name length is limited to 36 characters



Navigation and Ancillary Information Facility

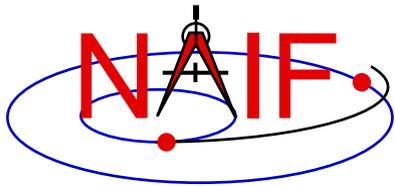
Names and IDs associated with Reference Frames



Frame IDs and Names

Navigation and Ancillary Information Facility

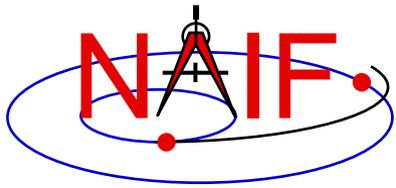
- A single ID and a single name are assigned to a **reference frame** of any of the following types
 - Inertial frames
 - Body-fixed frames
 - Spacecraft and instrument frames
 - Topocentric frames
 - Any other reference frame for which the orientation may be needed to compute observation geometry



Frame IDs and Names – Where Defined?

Navigation and Ancillary Information Facility

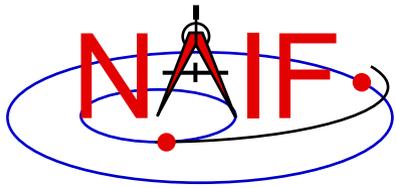
- The reference frame name-to-ID mappings used by the SPICE system are defined in two places
 - **Built into Toolkit software**: hard-coded in source code
 - » For inertial frames
 - » For body-fixed frames defining the orientation for planets and most satellites
 - » See FRAMES REQUIRED READING for a complete listing
 - **In text kernels**: provided by KEYWORD=VALUE sets
 - » Almost always placed in FKs
 - » Rarely placed in other kernels, but could be in any text kernel
 - (For example during operations MGS frames were defined in IKs and SCLK)
- Unlike for objects, only one name may be directly associated with a **reference frame ID**
 - However, an “alias” for a given reference frame can be established by defining a new, zero-offset frame with its own unique name and ID



Frame IDs and Names – Where Used?

Navigation and Ancillary Information Facility

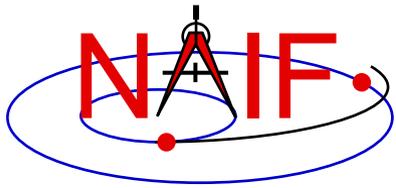
- Reference frame **IDs** are used in the following kernels as data identifiers
 - » in FKs -- to “glue” frame definition keywords together
 - » in SPKs -- to identify base reference frames
 - » in PCKs -- to identify base reference frames
 - » in CKs -- to identify base reference frames
 - » in DSKs -- to identify reference frames
 - Reference frame IDs are **not** used as input and/or output arguments in any high level user APIs
- Reference frame **names** are used
 - as arguments in all high level APIs that require a reference frame to be specified as an input
 - » in derived geometry routines -- SINCPT, ILUMIN, SUBPNT, ...
 - » in frame transformation routines -- PXFORM, SXFORM
 - » In SPK routines -- SPKEZR, SPKPOS, ...
 - Frame names are **not** used as data identifiers within kernels



Examples of Frame IDs and Names Inertial and Body-fixed

Navigation and Ancillary Information Facility

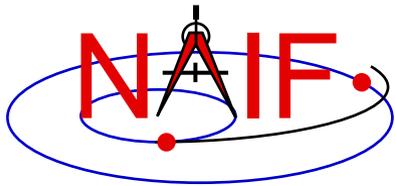
- **Inertial frames (positive integers starting at 1)**
 - 1 'J2000'
 - ...
 - 17 'ECLIPJ2000'
 - ...
- **Body-fixed frames (positive integers starting at 10001)**
 - ...
 - 10012 'IAU_VENUS'
 - 10013 'IAU_EARTH'
 - 10014 'IAU_MARS'
 - ...
 - 10020 'IAU_MOON'
 - ...
 - 13000 'ITRF93'
 - ...
- **NOTE: SPICE users would rarely if ever need to know or use the frame IDs; you use only the frame names**



Examples of Frame IDs and Names Spacecraft and Instrument

Navigation and Ancillary Information Facility

- **IDs for frames associated with spacecraft, spacecraft structures, and instruments are usually defined as:**
s/c ID times 1000 minus an arbitrary number
- **Examples based on Cassini:**
 - **Spacecraft frame (ID and name)**
-82000 'CASSINI_SC_COORD'
 - **Spacecraft structure frame (ID and name)**
-82001 'CASSINI_SRU-A'
 - **Instrument frames (ID and name)**
 - 82760 'CASSINI_MIMI_CHEMS'
 - 82761 'CASSINI_MIMI_LEMMS_INCA'
 - 82762 'CASSINI_MIMI_LEMMS1'
 - 82763 'CASSINI_MIMI_LEMMS2'
 - 82764 'CASSINI_MIMI_LEMMS_BASE'
 - 83765 'CASSINI_MIMI_LEMMS_ART'
 - ...
- **NOTE: SPICE users would rarely if ever need to know or use the frame IDs; you use only the frame names**



Frame IDs/Names -- Mapping APIs

Navigation and Ancillary Information Facility

- **SPICE provides two routines to convert (map) reference frame IDs to names, and vice versa**

- To get the ID for a given reference frame name:

```
CALL NAMFRM( NAME, ID )
```

- To get the name for a given reference frame ID:

```
CALL FRMNAM( ID, NAME )
```

- If the ID or name cannot be mapped, these routines return zero and an empty/blank string respectively.

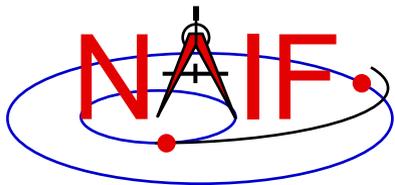
- **Note: SPICE users will rarely if ever need to call these routines**



Connections between Objects and Frames

Navigation and Ancillary Information Facility

- Although object and reference frame naming/numbering schemes are independent, there is nevertheless much overlap in the way **objects** and **frames** are named and numbered
- This overlap is due to the following reasons
 - Conventions adopted over the course of SPICE implementation
 - » Example: PCK-based body-fixed frames for planets and satellites are named 'IAU_<body name>'
 - However, the IDs of these **frames** have nothing in common with the IDs of the **objects** (bodies) for which these frames are defined
 - The need for the object and frame IDs to be unique
 - » For this reason both the instrument (**object**) IDs and the instrument **frame** IDs are derived from the ID of the spacecraft on which the instrument is flown
 - The need for the object and frame names to be meaningful
 - » For this reason the instrument **frame** names normally contain both the name of the spacecraft and the name of the instrument



Name/IDs Example -- CASSINI (1)

Navigation and Ancillary Information Facility

	<u>Objects</u> IDs/Names		<u>Frames</u> IDs/Names	
Ephemeris objects	10	'SUN'	1	'J2000'
	399	'EARTH'	10013	'IAU_EARTH'
	699	'SATURN'	10016	'IAU_SATURN'
	601	'MIMAS'	10039	'IAU_MIMAS'
	602	'ENCELADUS'	10040	'IAU_ENCELADUS'
Spacecraft and its structures	-82	'CASSINI'	-82000	'CASSINI_SC_COORD'
	-82001	'CASSINI_SRU-A'	-82001	'CASSINI_SRU-A'
CDA instrument	-82790	'CASSINI_CDA'	-82790	'CASSINI_CDA'
			-82791	'CASSINI_CDA_ART'
			-82792	'CASSINI_CDA_BASE'
CAPS instrument	-82820	'CASSINI_CAPS_IMS'	-82820	'CASSINI_CAPS'
	-82821	'CASSINI_CAPS_ELS'	-82821	'CASSINI_CAPS_ART'
	-82822	'CASSINI_CAPS_IBS_DT1'	-82822	'CASSINI_CAPS_BASE'
	-82823	'CASSINI_CAPS_IBS_DT2'		
	-82824	'CASSINI_CAPS_IBS_DT3'		