

Space and Missile Systems Center



Enterprise Ground Services (EGS) Development

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Enterprise Ground Services

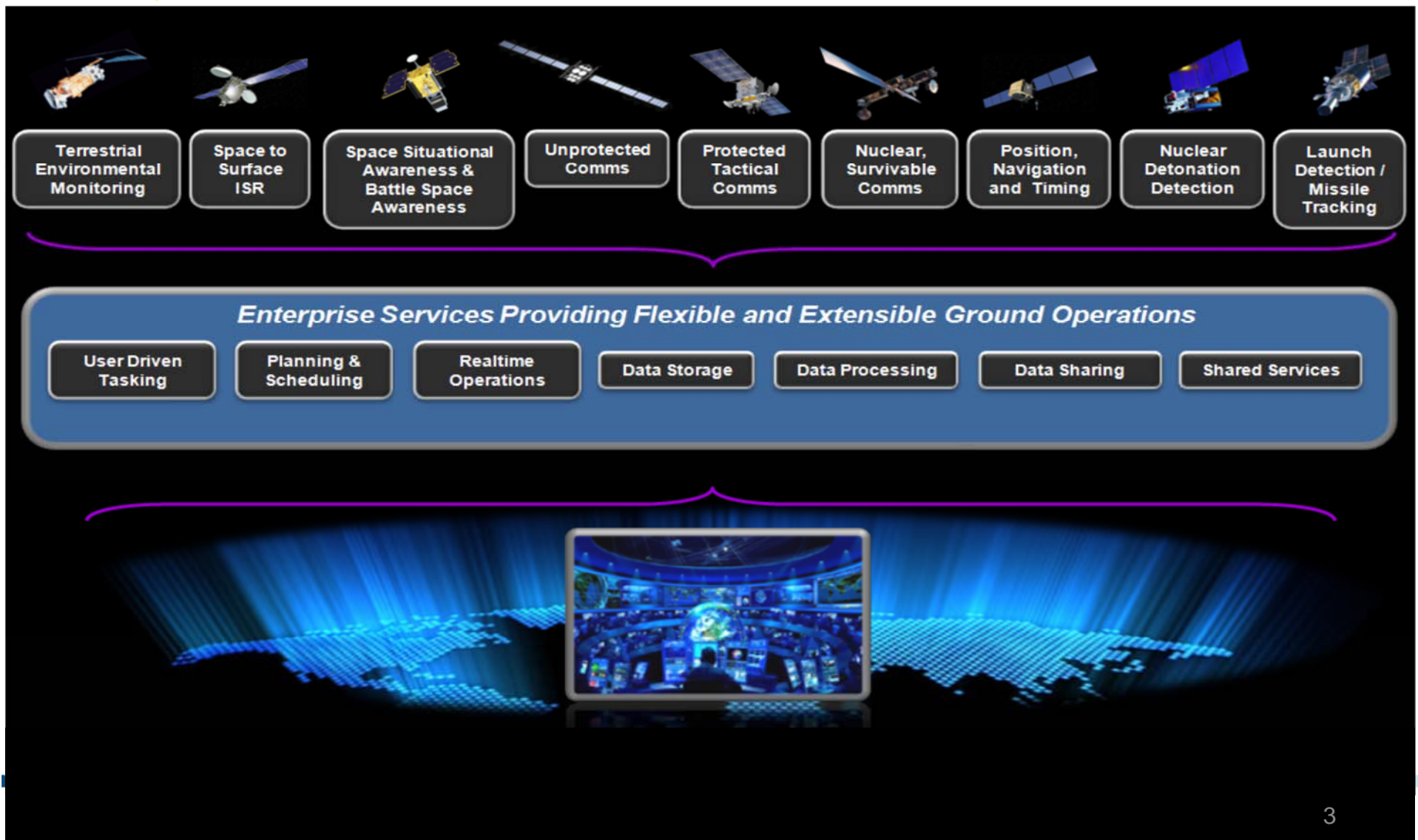
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- **Vision:** *Implement an Enterprise Ground Services Architecture enabling AFSPC to fight and win a war that extends into space*
- Provide the space warfighter with secure, flexible and adaptable situational awareness and command and control capability
 - EGS is **not** a new TT&C system
 - EGS enforces standards and interfaces to re-host existing TT&C software as services in shared infrastructure



Enterprise Space Operations – *Desired End State*

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EGS Top-Level Strategy

Phased Transition of Key Elements

SPACE AN

TR

Enterprise

Warfighter Objective

Acquisition Objectives

Elements Affected

Train personnel to fight and win in space

Improve Warfighter Effects

Enable battle management and resilience options to “fight through”

Optimize resources across space mission operations

Create standards to establish government control and ownership of the technical baseline
Consolidate common functions and automate common and repetitive satellite C2 tasks

Make space derived products, data and information services more accessible to innovators, battle managers, analysts and operators at the tactical edge

Make tasking and response more dynamic
Exploit synergies to fight with space
Optimize for cyber security and resilience

Provide flexible, adaptable, and defensible satellite control operations

Consolidate
TT&C

Expose
Data

Optimize
Mission
Mgmt

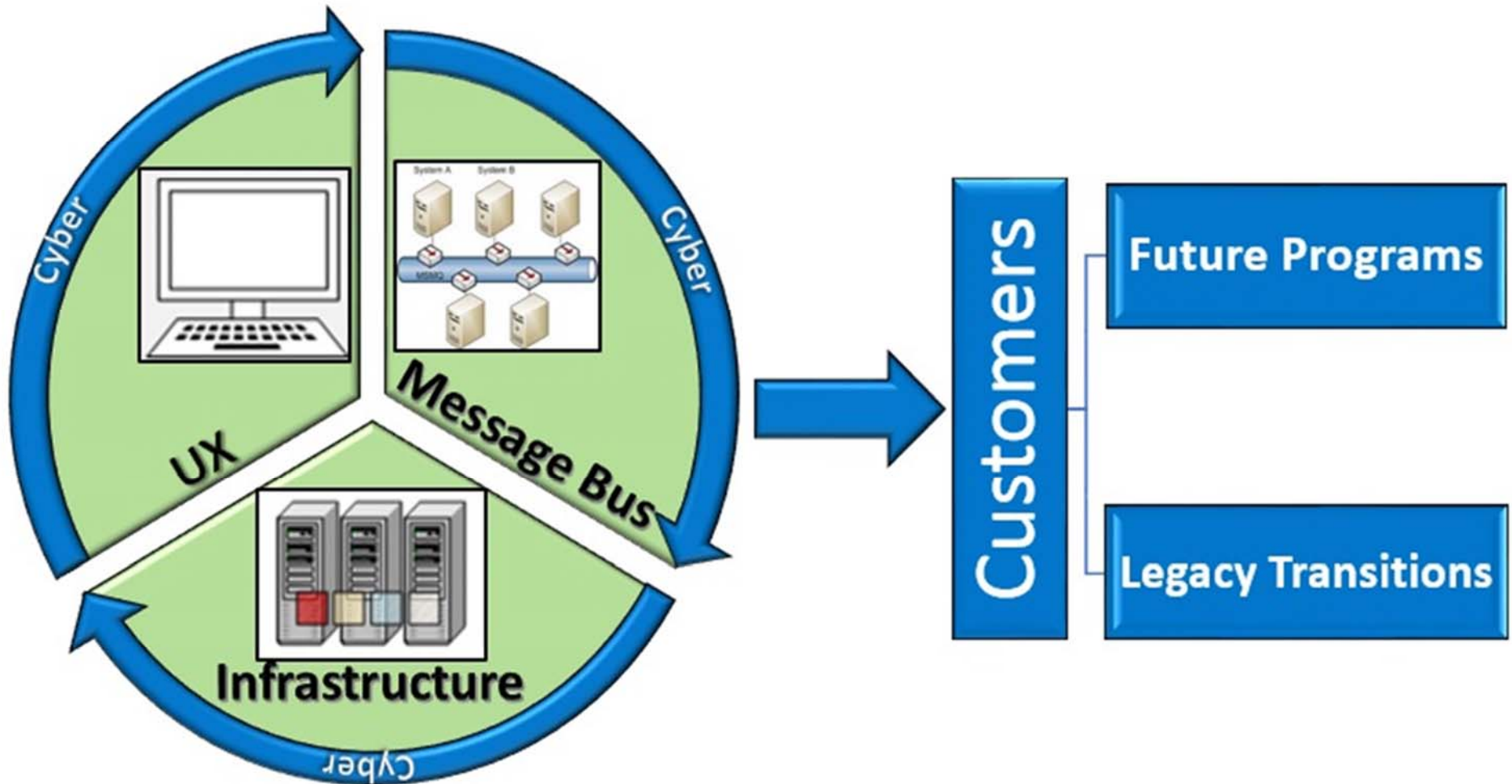
Modernize
& Optimize
Networks

Phased Approach



EGS Deliverables

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EGS Architecture Layers

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