

# Cost Estimation and Engineering Economics

- Cost Sources
- Vehicle-level Costing Heuristics
- Learning Curves
- 2 Case Studies
- Inflation
- Cost Discounting
- Return on Investment
- Cost/Benefit Ratios
- Life Cycle Costing
- Cost Spreading

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**Cost Estimation and Engineering Economics**  
**ENAE 791 – Launch and Entry Vehicle Design**

# Cost Analysis

- Direct Costs - directly related to designing, testing, building, and operating the system
- Indirect Costs - required to do business, but not directly associated with development or operations
  - Management
  - Profit
  - Non-operational facilities
  - Overhead

# Direct Cost Breakdown

- Non-recurring costs - only incurred once in program, such as design
- Recurring costs - reoccur throughout the life of the program
  - Per vehicle
  - Per flight
  - Per year

# Nonrecurring Cost Sources

- Research
- Design
- Development
- Test and evaluation
- Facilities
- Tooling



# Recurring Cost Sources

- Vehicle manufacturing
- Mission planning
- Pre-flight preparation and check-out
- Flight operations
- Post-flight inspection and refurbishment
- Range costs
- Consumables (e.g., propellants)
- Training



# Refurbishment

- Cost associated with maintenance and upkeep on reusable vehicles between flights
- Refurbishment fraction  $f_R$  - fraction of first unit production cost that is required for average post-flight refurbishment
  - Airliner:  $\sim 0.001\%$
  - Fighter jet:  $\sim 0.01\%$
  - X-15:  $3\%$
  - Shuttle:  $6-20\%$
- Major contributor to space flight costs

# Spacecraft/Vehicle Level Costing Model

$$C(\$M) = a [m_{inert} \langle kg \rangle]^b$$

Spacecraft Type	Nonrecurring a	Nonrecurring b	1st unit production a	1st unit production b
Launch Vehicle Stage	12.73	0.55	0.3024	0.662
Crewed Spacecraft	36.12	0.55	1.015	0.662
Uncrewed Planetary	20.42	0.55	1.574	0.662
Uncrewed Earth Orbital	6.145	0.55	0.6977	0.662
Liquid Rocket Engine	51.43	0.55	0.2829	0.662
Scientific Instrument	3.284	0.5	0.4651	0.7

2023\$

2023\$



# Falcon 9 NAFCOM Cost Estimate

**(All Costs Are In FY2010 \$M)**

Elements	Weight (lbs)	Space-x Approach			NASA Approach		
		Cost Plus Fee			Cost Plus Fee		
		DDT&E (FY2010 \$M)	Flight Unit (FY2010 \$M)	Total (FY2010 \$M)	DDT&E (FY2010 \$M)	Flight Unit (FY2010 \$M)	Total (FY2010 \$M)
Stage One (Including Engines)	39,080	\$614	\$87	\$701	\$1,535	\$206	\$1,741
<b>SVLCM Model</b>					<b>\$3057</b>	<b>\$237</b>	
Stage Two (Including Engine)	6,520	\$331	\$12	\$343	\$608	\$44	\$651
					<b>\$1142</b>	<b>\$72.5</b>	
Fee (12.5%)		\$118	\$12	\$130	\$268	\$30	\$298
Program Support (10%)		\$107	\$4	\$111	\$241	\$21	\$263
Contingency (30% Vehicle, 10% Engine))		\$251	\$11	\$262	\$674	\$68	\$741
Vehicle Level Integration (8%)		\$106	\$5	\$111	\$258	\$24	\$282
<b>Total</b>	<b>45,600</b>	<b>\$1,528</b>	<b>\$131</b>	<b>\$1,659</b>	<b>\$3,584</b>	<b>\$393</b>	<b>\$3,977</b>

- Based on November, 2010 weight estimate and technical data from SpaceX
- Represents DDT&E and one flight unit
- Both estimates represent cost plus fee acquisition approach (include fee, program support, and contingency)





# Falcon 9 Updated Cost Estimate

## (Cost Plus Fee Vs. Firm Fixed Price)

Elements	Weight (lbs)	Firm Fixed Price Acquisition			Cost Plus Fee Acquisition		
		DDT&E (FY2010 \$M)	2 Test Flt Units (FY2010 \$M)	Total (FY2010 \$M)	DDT&E (FY2010 \$M)	2 Test Flt Units (FY2010 \$M)	Total (FY2010 \$M)
Stage One (Including Engines)	39,080	\$188.7	\$109.3	\$298.0	\$370.6	\$218.3	\$588.9
Stage Two (Including Engine)	6,506	\$89.0	\$23.6	\$112.6	\$184.7	\$59.6	\$244.4
Fee (12.5%)		\$0.0	\$0.0	\$0.0	\$69.4	\$34.7	\$104.2
Program Support (10%)		\$0.0	\$0.0	\$0.0	\$62.5	\$31.3	\$93.7
Contingency (30% Vehicle, 10% Engine)		\$0.0	\$0.0	\$0.0	\$193.2	\$91.7	\$284.9
Vehicle Level Integration (8%)		\$22.2	\$10.6	\$32.8	\$44.4	\$22.2	\$66.7
<b>Total</b>	<b>45,586</b>	<b>\$299.9</b>	<b>\$143.6</b>	<b>\$443.4</b>	<b>\$924.9</b>	<b>\$457.9</b>	<b>\$1,382.7</b>



# Implications of CERs

- Launch Vehicles
  - Model range 3480-89,507 kg
  - Nonrecurring \$63K-\$273K / kg inert mass
  - 1st Unit \$5400-\$16.1K / kg inert mass
- Manned Spacecraft
  - Model range 231-69,638 kg
  - Nonrecurring \$201K-\$2.62M / kg inert mass
  - 1st Unit \$19.7K-\$136K / kg inert mass



# SVLCM – In-Space Systems

System Type	DDT&E Cost CER Coefficients		Flight Unit Cost CER Coefficients	
	k·a	b	k·a	b
Crew Capsule	285.57	0.2667	49.923	0.2409
Descent Stage (Cryogenic)	168.22	0.3152	6.8608	0.4146
Descent Stage (Storable)	168.22	0.3152	4.8935	0.4146
Ascent Stage (Cryogenic)	405.62	0.2151	92.715	0.1606
Ascent Stage (Storable)	405.62	0.2151	66.129	0.1606
Surface Habitat (4 crew)	751.64	0.1183	124.32	0.1402
In-Space Habitat (4 crew)	1457.7	0.0856	46.624	0.2146
Propulsive Stage (Cryogenic)	29.125	0.4554	2.6147	0.4782
Propulsive Stage (Storable)	29.125	0.4554	1.8650	0.4782
Propellant Depot	75.492	0.3566	11.487	0.3175

from Arney and Wilhite, “Rapid Cost Estimation for Space Exploration Systems” AIAA 2012-5183, *AIAA Space 2012*, Pasadena, California, Sept. 2012

# Costing Applied to Launch Vehicle Design

Optimization Approach	$\Delta V$ Distribution (m/sec)	Gross Mass (kg)	Inert Masses (kg)	NR Cost (\$M99)
Minimize Gross Mass	4600	134,800	2,937	576
	4600		<u>10,780</u>	<u>1177</u>
			13,721	1753
Minimize Inert Mass	3356	139,000	2,066	474
	5844		<u>11,123</u>	<u>1197</u>
			13,189	1672
Minimize Nonrecurring Cost	2556	147,000	1,666	421
	6644		<u>11,762</u>	<u>1235</u>
			13,428	1656
Single Stage to Orbit	9200	226,400	18,115	1566

5000 kg payload, LOX/LH2 engines



# The Learning Curve

- The effort (time, cost, etc.) to perform a test decreases with repetition
- Doubling the production run results in consistent fractional reduction of effort
  - “80% learning curve” - 2nd unit costs 80% of 1st, 4th is 80% of 2nd, 8th is 80% of 4th...

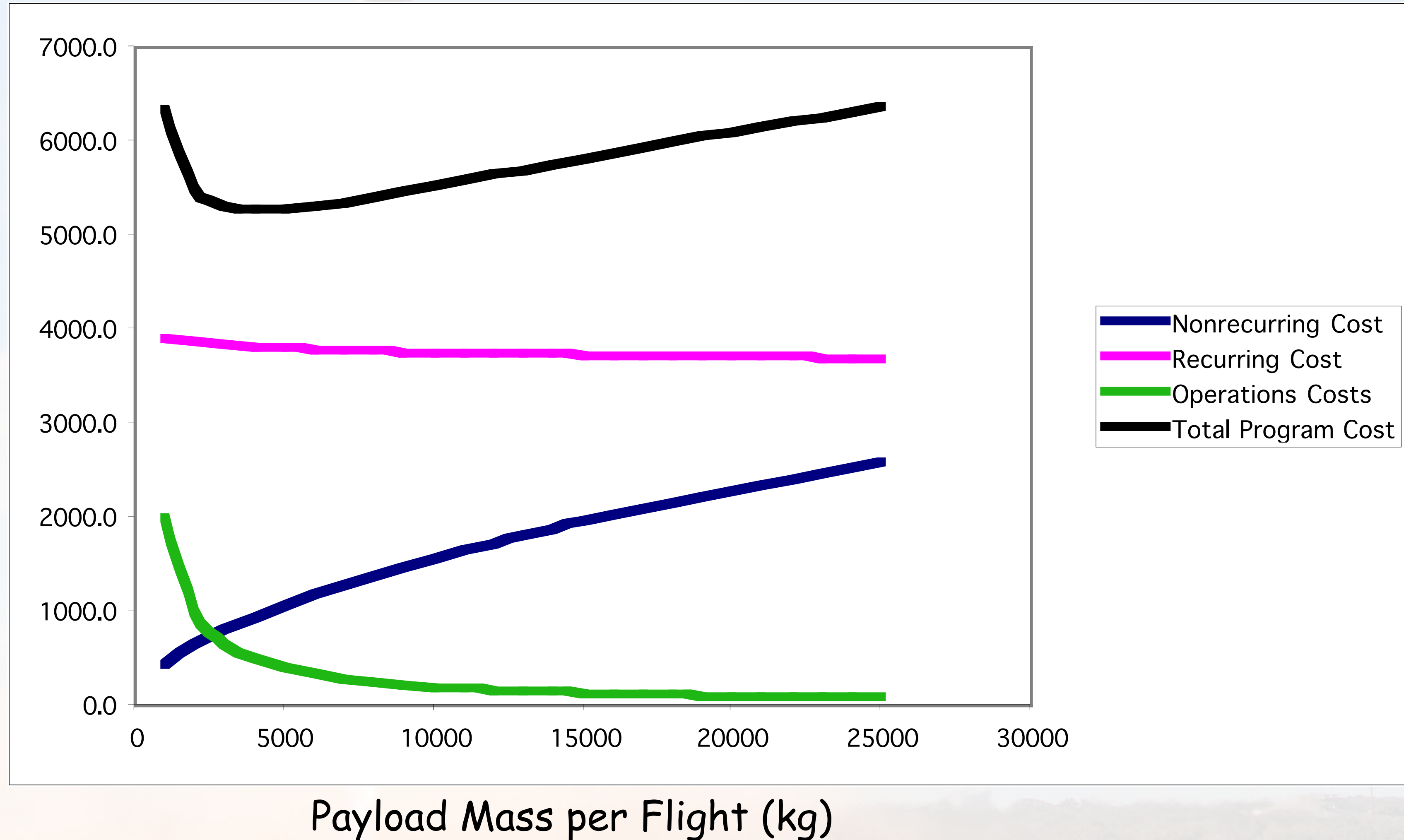
$$C_n = C_1 n^p$$

$$p = \frac{\log\left(\frac{C_2}{C_1}\right)}{\log(2)}$$

– Average cost:  $\bar{C}_n \approx C_1 \frac{n^p}{1-p}$

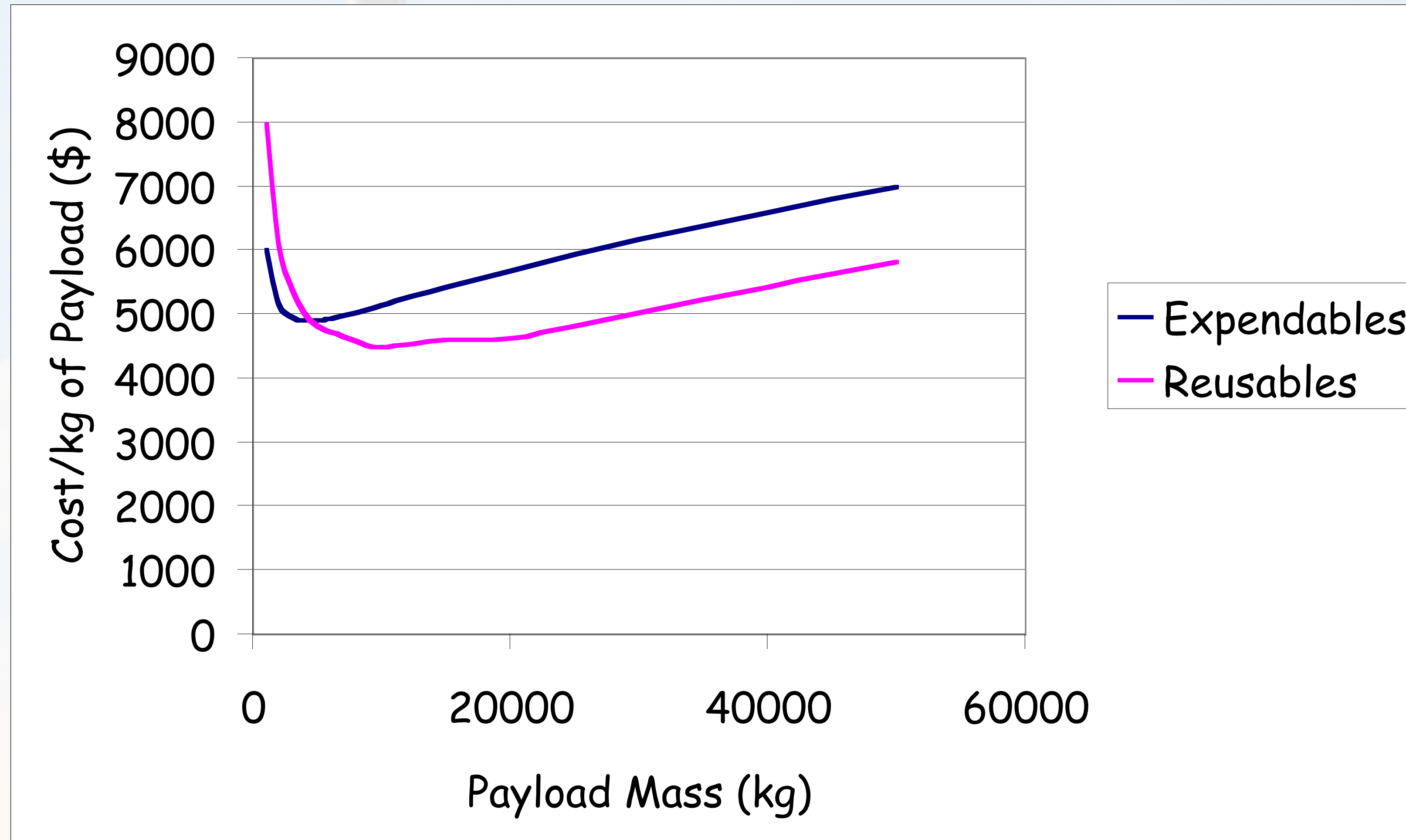
# Cost and Learning Effects

Total Program Payload Mass = 1,000,000 kg

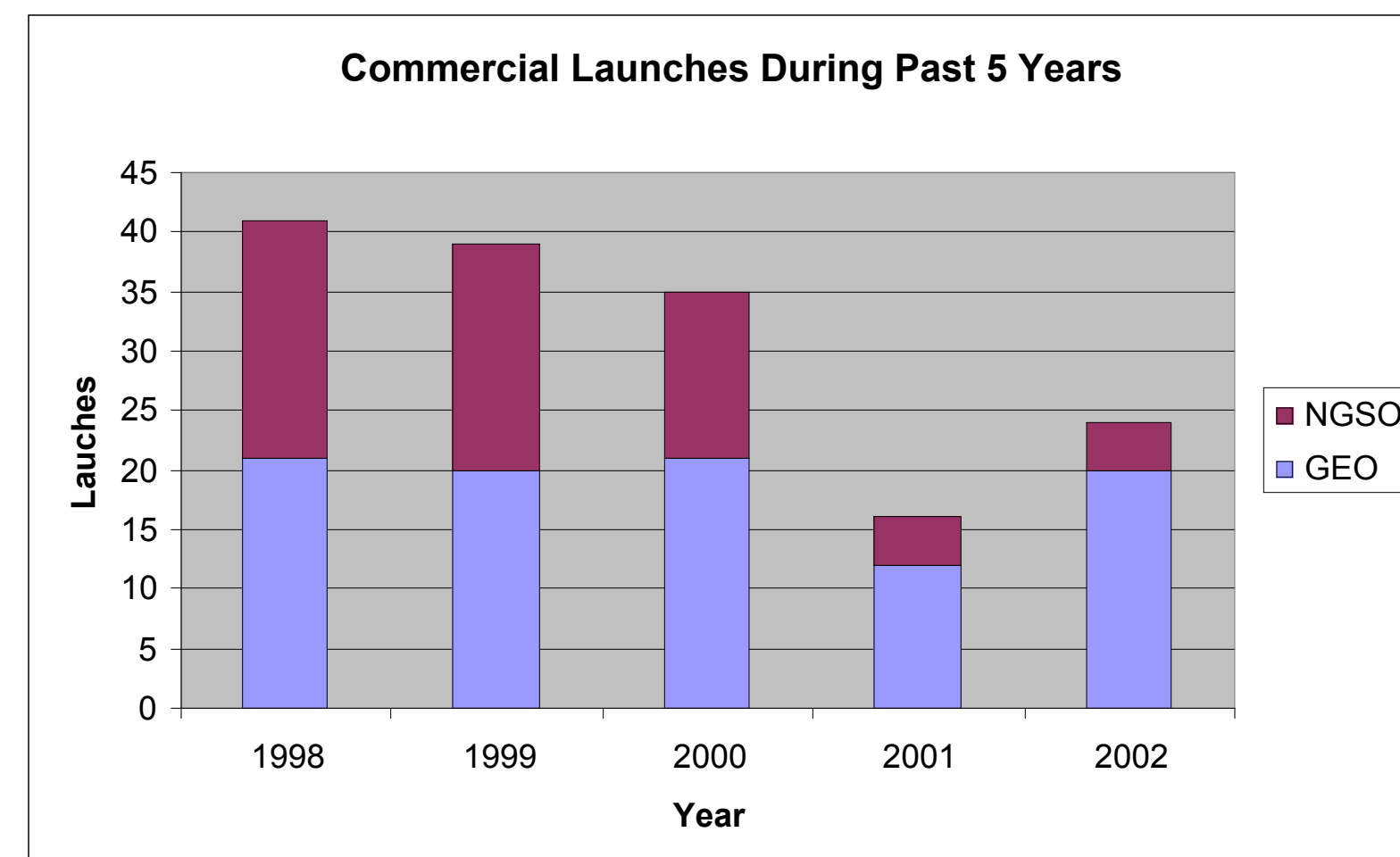
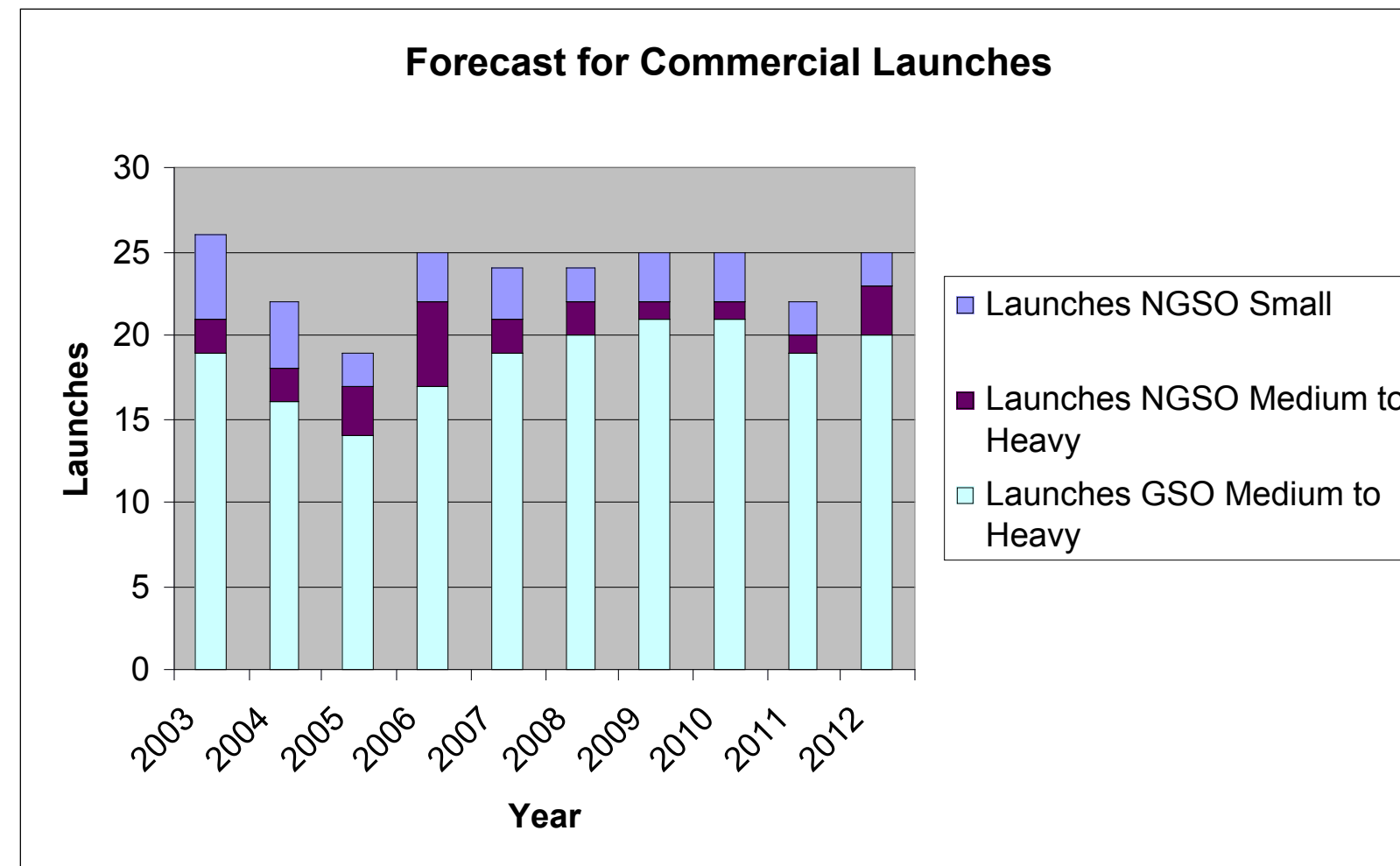


# Expendable/Reusable Trade Study

Total Market to Orbit=1,000,000 kg



# Cost Modeling



- At ~\$100M/launch, worldwide annual launch revenue is ~\$6-8 B
- Potential savings by cutting costs by factor of 2 is ~\$3-4 B
- Given a 10 year development program and a 10% discount rate (government support), maximum feasible program cost for new vehicle is ~\$2.5 B/yr
- At a 50% ROI (commercial), maximum yearly expenditure is ~\$70 M
- Only economically feasible as a government program
- Budget caps reduced if launch costs don't drop as much (e.g., 75% of current launch costs gives annual NTE of \$1.25 B)
- Incorporation of advanced technology is only justified insofar as it reduces launch costs
- *Design goal is effective, not efficient!!!*



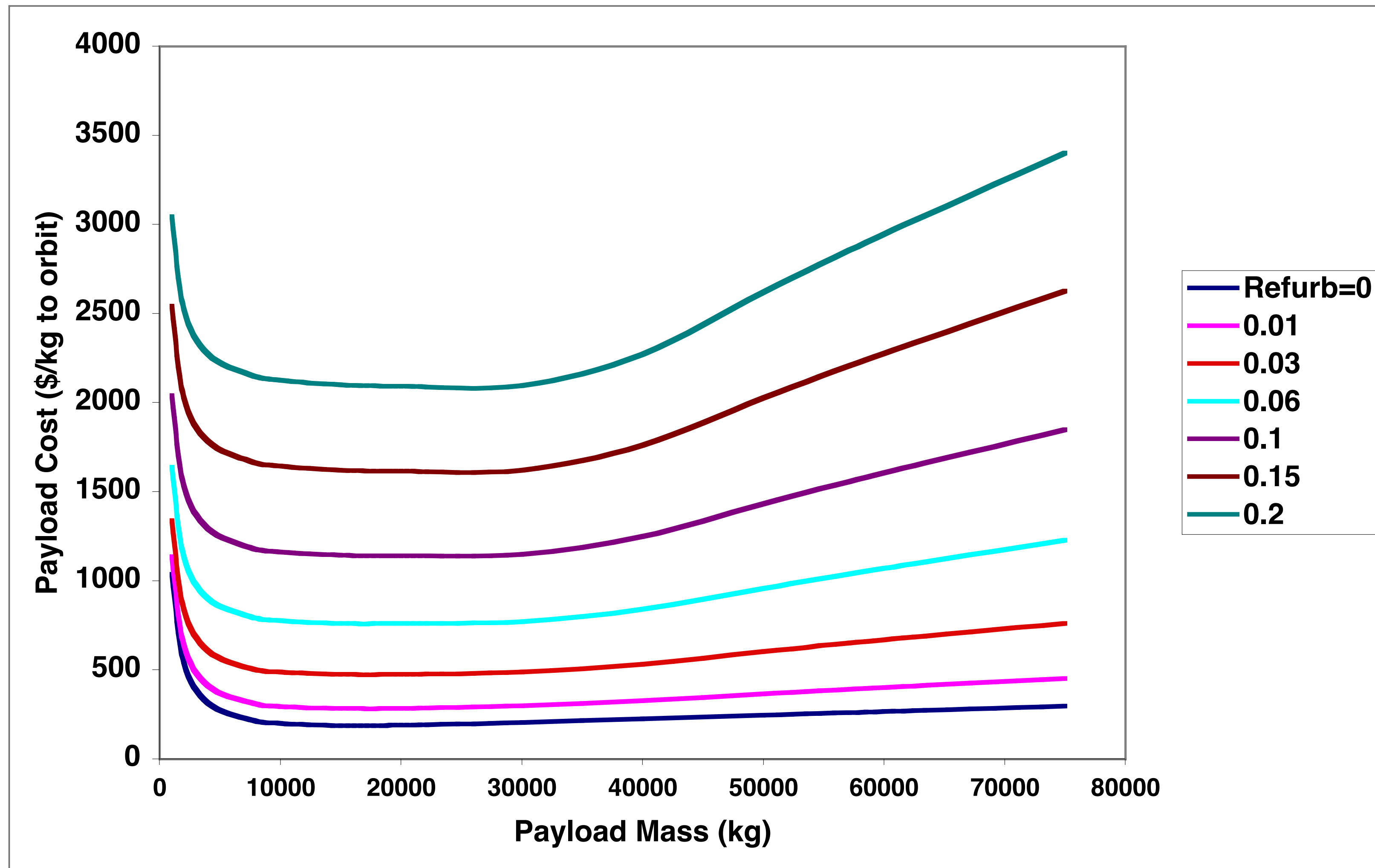
# Parametric Cost Analysis

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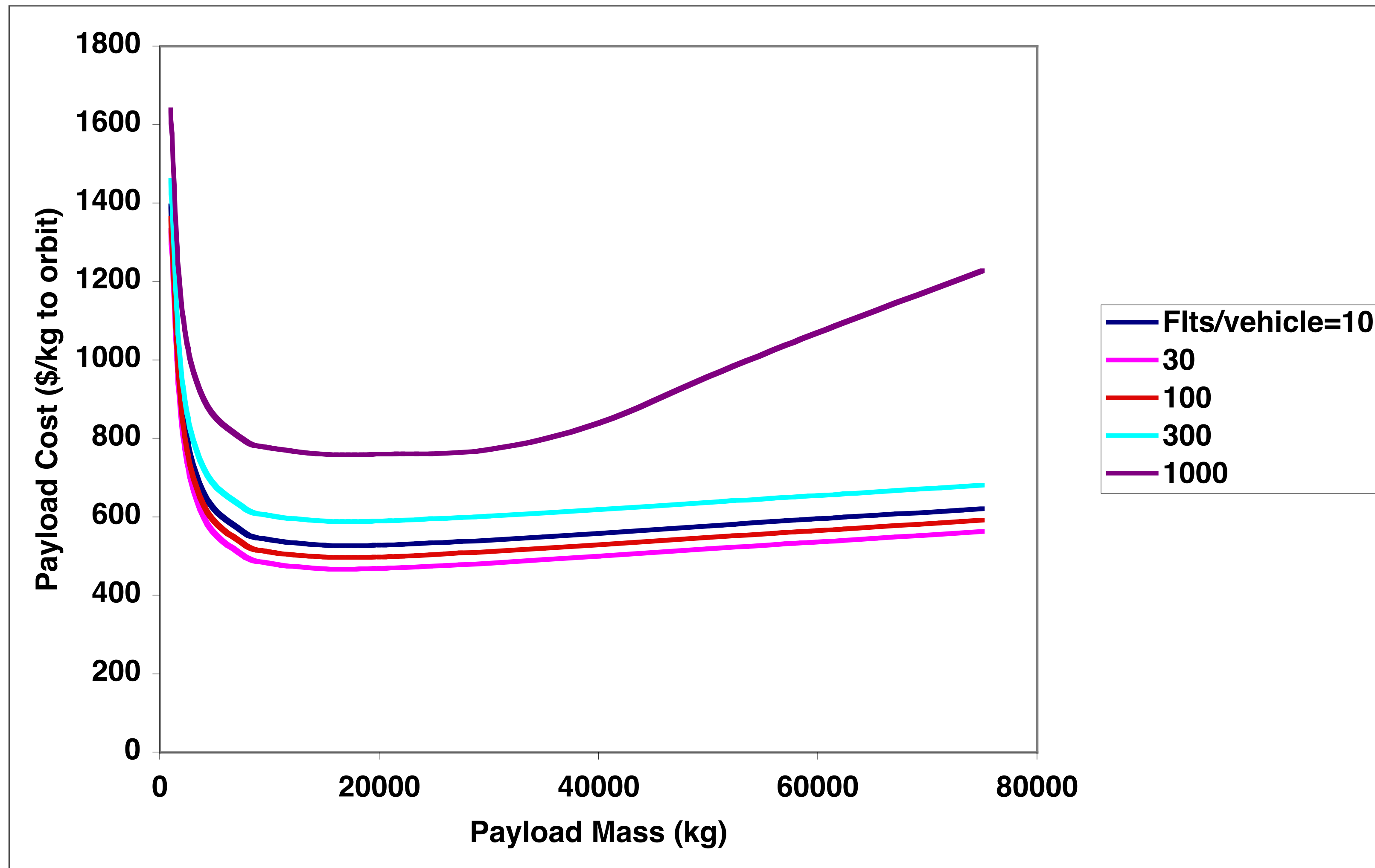


- Preliminary model developed to bound problem, identify critical parameters
- Assumptions:
  - Total program launch mass 20,000 MT
  - Program lifetime 20 years
  - NASA SLVLC model for cost estimates
  - 80% learning curve
  - Vehicle modeled as LOX/LH2 SSTO ( $\delta=0.08$ ;  $I_{sp}=420$  sec avg.)

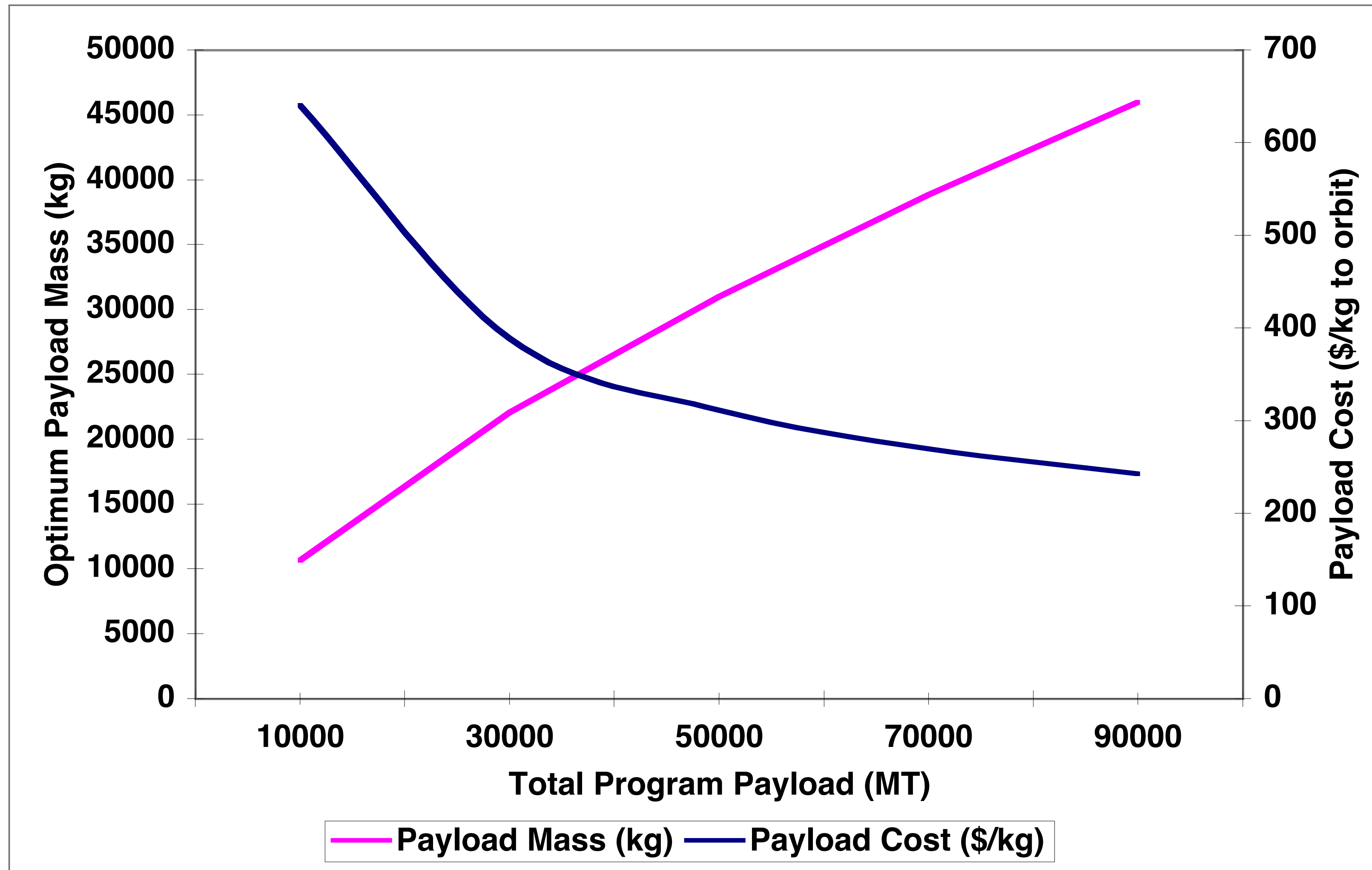
# Effect of Refurbishment Rate



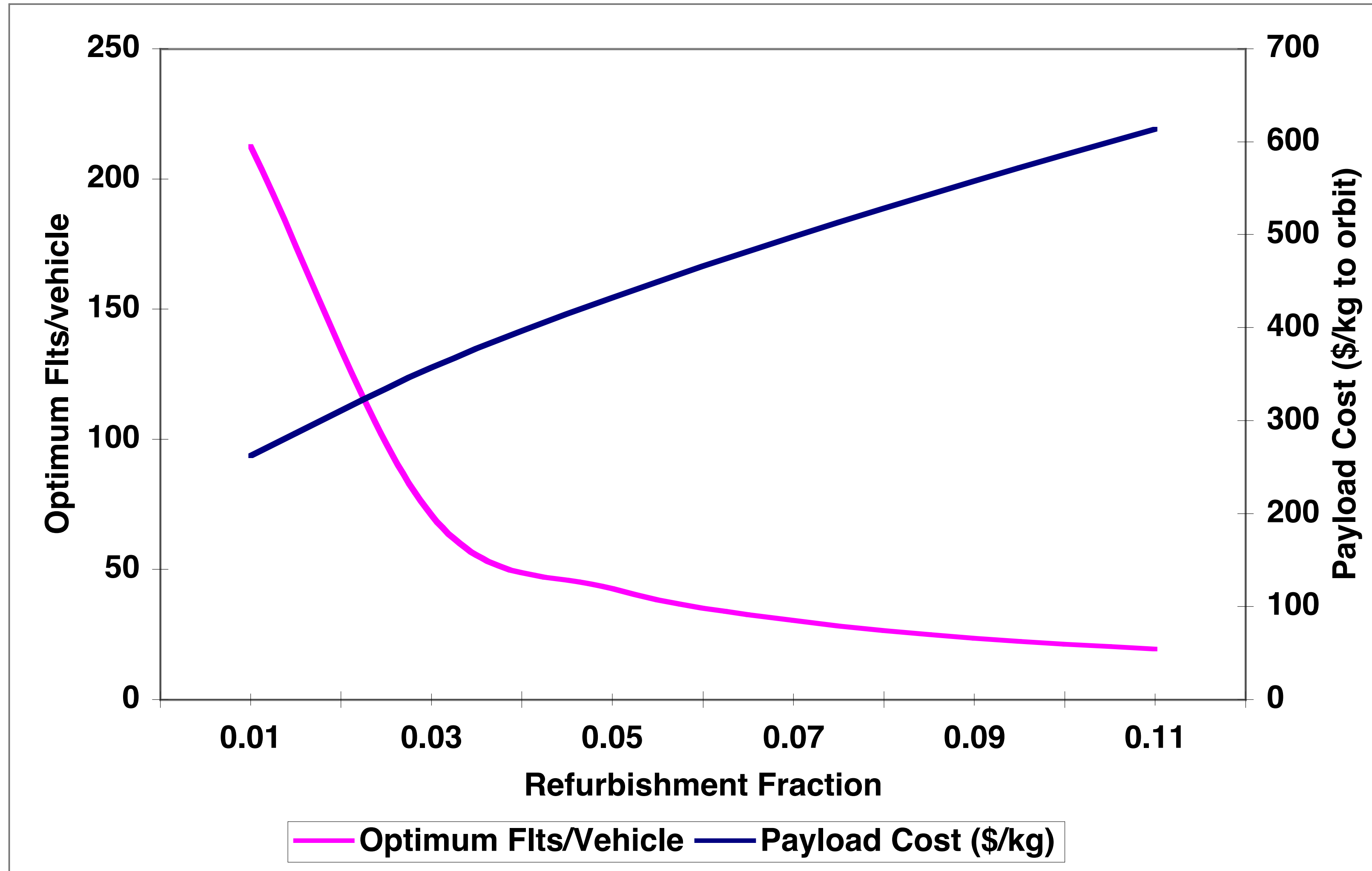
# Effect of Vehicle Lifetime



# Effect of Total Launch Mass



# Effect of Refurbishment Fraction



# Costing Conclusions

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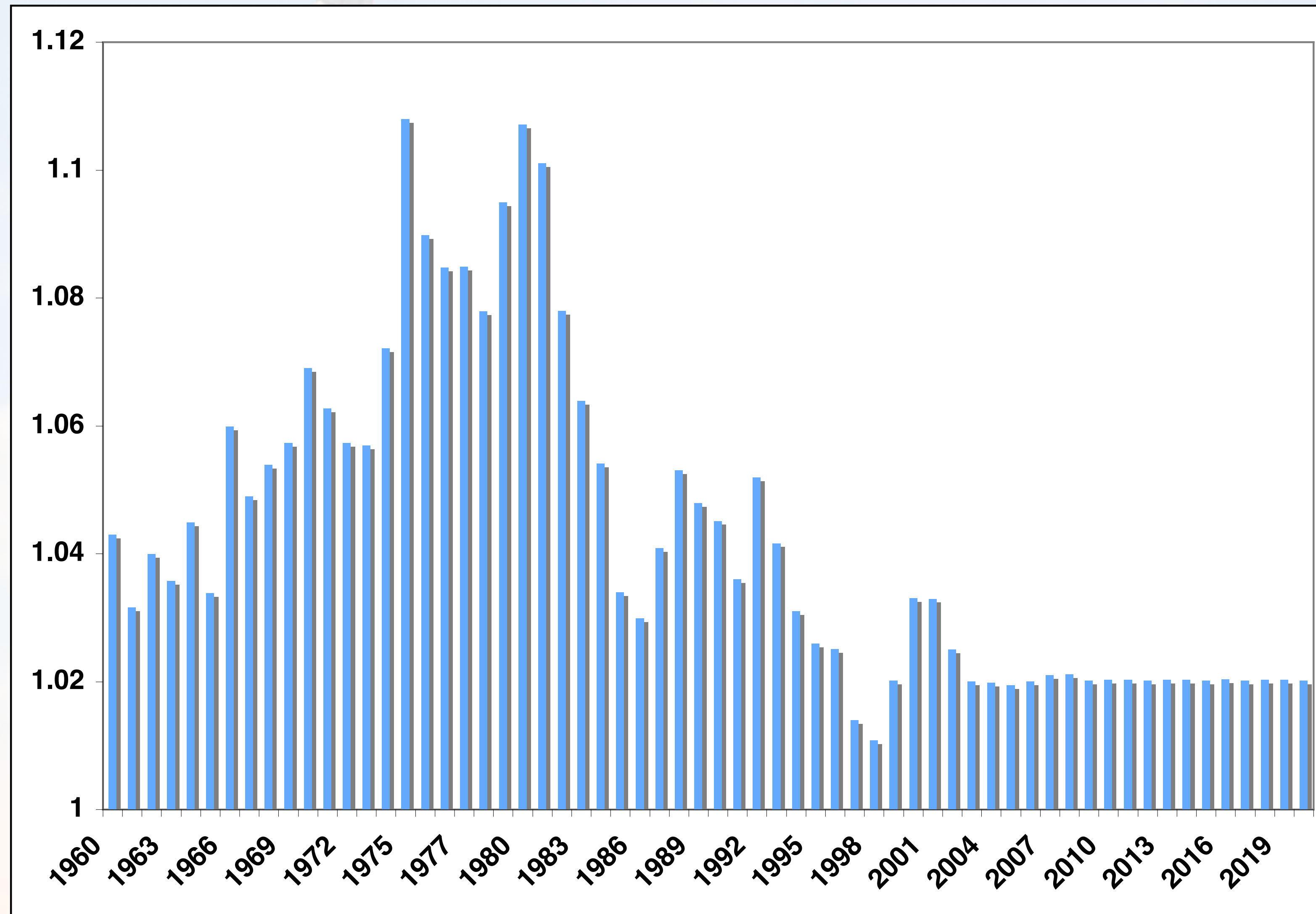


- Primary cost drivers are refurbishment and mission operations costs
  - Keep flight rate *and* production rates high to take advantage of learning curve
  - Strong sensitivity to fleet size
- Prediction: effects will be *worse* with RLV
  - Smaller fleet sizes
  - Higher (inert mass)/(payload mass) ratios
  - Effects of vehicle losses on program resiliency
- Need to add cost discounting
- Bottom line: compare cost of airbreathing RLV vs. rocket RLV vs. expendable launch vehicle (*not* a foregone conclusion!)

# Inflation

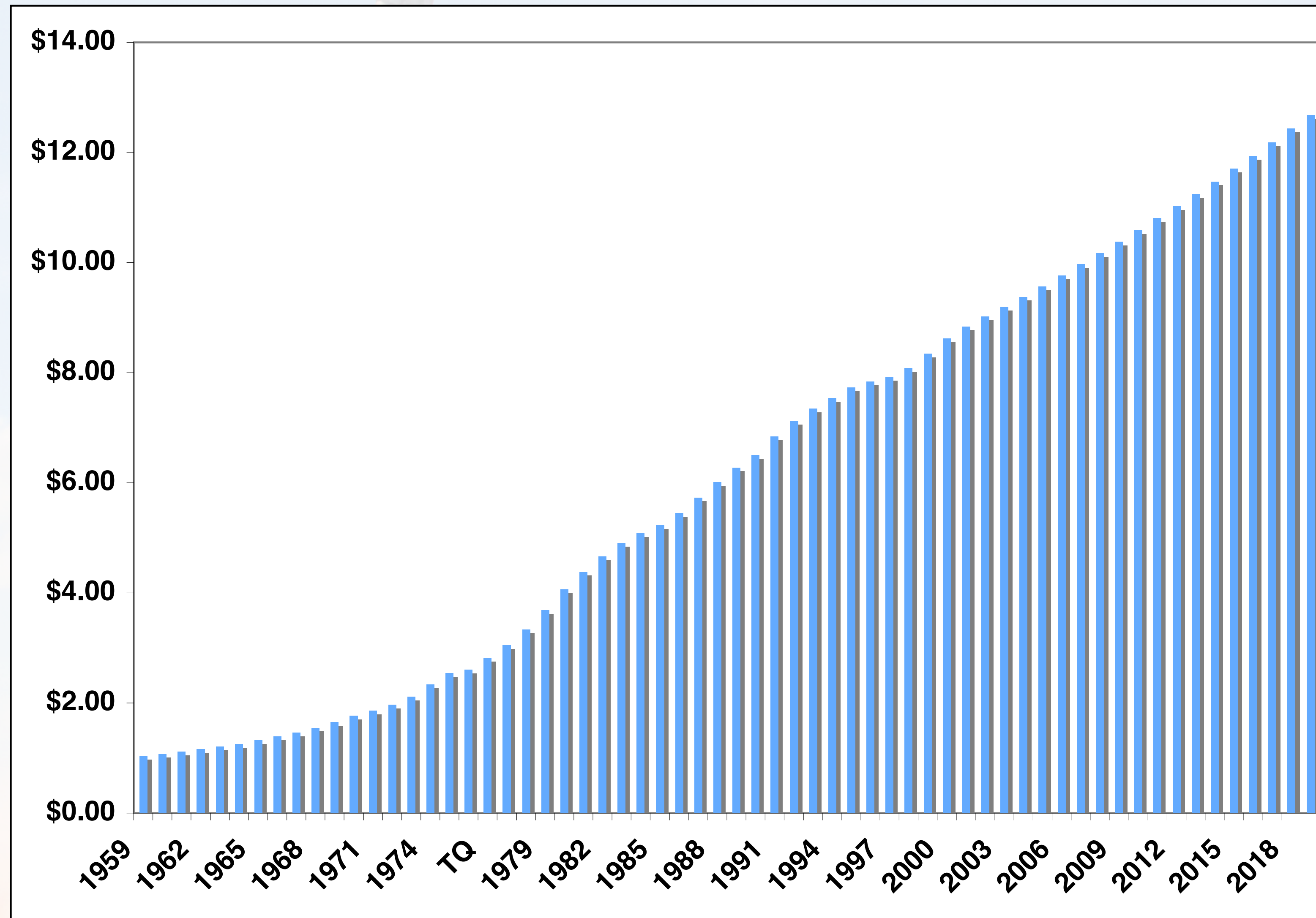
- As money supply and economy expand, buying power of money decreases
- A fixed sum of money is worth less from year to year
- “Real year dollars” - what specific year the money is quoted for (e.g., “\$M2000”)
- “Constant year dollars” - costing multiyear program based on buying power in single specified year (inflation added later)

# Annual NASA Inflation Rates 1960-2020





# Cost of Comparable NASA Components



# NASA Inflation Factors 1959-1987

Year	1959=1	2008=1	Year	1959=1	2008=1	Year	1959=1	2008=1
1959	1	0.1003	1969	1.551	0.1556	1978	3.044	0.3053
1960	1.043	0.1046	1970	1.658	0.1663	1979	3.333	0.3343
1961	1.076	0.1079	1971	1.762	0.1767	1980	3.69	0.3701
1962	1.119	0.1122	1972	1.863	0.1868	1981	4.063	0.4075
1963	1.159	0.1162	1973	1.969	0.1975	1982	4.38	0.4393
1964	1.211	0.1215	1974	2.111	0.2117	1983	4.66	0.4674
1965	1.252	0.1256	1975	2.339	0.2346	1984	4.912	0.4926
1966	1.327	0.1331	1976	2.549	0.2556	1985	5.079	0.5094
1967	1.392	0.1396	TQ	2.603	0.2611	1986	5.231	0.5246
1968	1.467	0.1471	1977	2.824	0.2832	1987	5.445	0.5461



# NASA Inflation Factors 1988-2020

Year	1959=1	2008=1	Year	1959=1	2008=1	Year	1959=1	2008=1
1988	5.734	0.5751	1999	8.083	0.8107	2010	10.378	1.0408
1989	6.009	0.6027	2000	8.35	0.8374	2011	10.588	1.0619
1990	6.28	0.6298	2001	8.625	0.865	2012	10.802	1.0834
1991	6.506	0.6525	2002	8.841	0.8867	2013	11.021	1.1053
1992	6.844	0.6864	2003	9.018	0.9044	2014	11.244	1.1277
1993	7.129	0.715	2004	9.197	0.9224	2015	11.471	1.1505
1994	7.35	0.7372	2005	9.376	0.9403	2016	11.704	1.1738
1995	7.541	0.7563	2006	9.5636	0.9592	2017	11.94	1.1975
1996	7.73	0.7753	2007	9.7646	0.9793	2018	12.182	1.2218
1997	7.838	0.7861	2008	9.9708	1	2019	12.429	1.2465
1998	7.923	0.7946	2009	10.172	1.0202	2020	12.68	1.2717



# Example: Saturn V Development Costs

Year	Real-Year \$M	\$M2023
1964	763.4	9239
1965	964.9	11,296
1966	1177.3	13,007
1967	1135.6	11,961
1968	998.9	9985
1969	534.5	5051
1970	484.4	4284
1971	189.1	1574
1972	142.5	1122
1973	26.3	195.9
<b>Totals (\$M)</b>	<b>6417</b>	<b>67,716</b>

# Cost Discounting

- Opportunity costs of money
- Analogous to compound interest at a bank
- Not the same thing as inflation
- Basic Definitions:
  - Net Present Value (NPV) - value of future sum today
  - Net Future Value (NFV) - value of sum today in the future
  - Discount Rate (  $r$  ) - annual interest rate
- Provides a method of comparing costs across multiple years

# Basic Equations of Cost Discounting

- Net Present Value (NPV)

$$C_i = C_{i+n}(1+r)^{-n}$$

- Net Future Value (NFV)

$$C_{i+n} = C_i(1+r)^n$$

- NPV of constant annual payments of R

$$C_i = R \frac{1 - (1+r)^{-n}}{r}$$

- NFV of constant annual payments of R

$$C_{i+n} = R \frac{(1+r)^n - 1}{r}$$



# Cost Discounting Example: Saturn V Costs

Year	\$M2000	NPV (2000) ( $r=0.10$ )	NFV (2010) ( $r=0.10$ )
2001	3255.4	2959.4	7676.0
2002	4045.8	3343.6	8672.5
2003	4831.0	3629.6	9414.3
2004	4515.3	3084.0	7999.1
2005	3830.1	2378.2	6168.5
2006	1962.0	1107.5	2872.6
2007	1687.9	866.2	2246.6
2008	626.2	292.1	757.7
2009	450.1	190.9	495.1
2010	79.5	30.6	79.5
Totals	25283.4	17882.3	46382.0



# Cost Discounting and Breakeven

Year	\$M2000	Flights	Revenue	NPV (2000)	
				Costs	Revenue
2001	3255			2959.4	
2002	4046			3343.6	
2003	4831		\$8428/lb	3629.6	
2004	4515			3084.0	
2005	3830			2378.2	
2006	1962	3	5057	1107.5	2854.4
2007	1688	3	5057	866.2	2594.9
2008	626	3	5057	292.1	2359.0
2009	450	3	5057	190.9	2144.5
2010	79	3	5057	30.6	1949.6
Totals	25283	15	25283	17882.3	11902.3





# Breakeven with Discounting

Year	\$M2000	Flights	Revenue	Costs	Revenue
2001	3255			2959	
2002	4046			3344	
2003	4831		\$12,660/lb	3630	
2004	4515			3084	
2005	3830			2378	
2006	1962	3	7597	1108	4288
2007	1688	3	7597	866	3899
2008	626	3	7597	292	3544
2009	450	3	7597	191	3222
2010	79	3	7597	31	2929
Totals	25283	15	37986	17882	17882

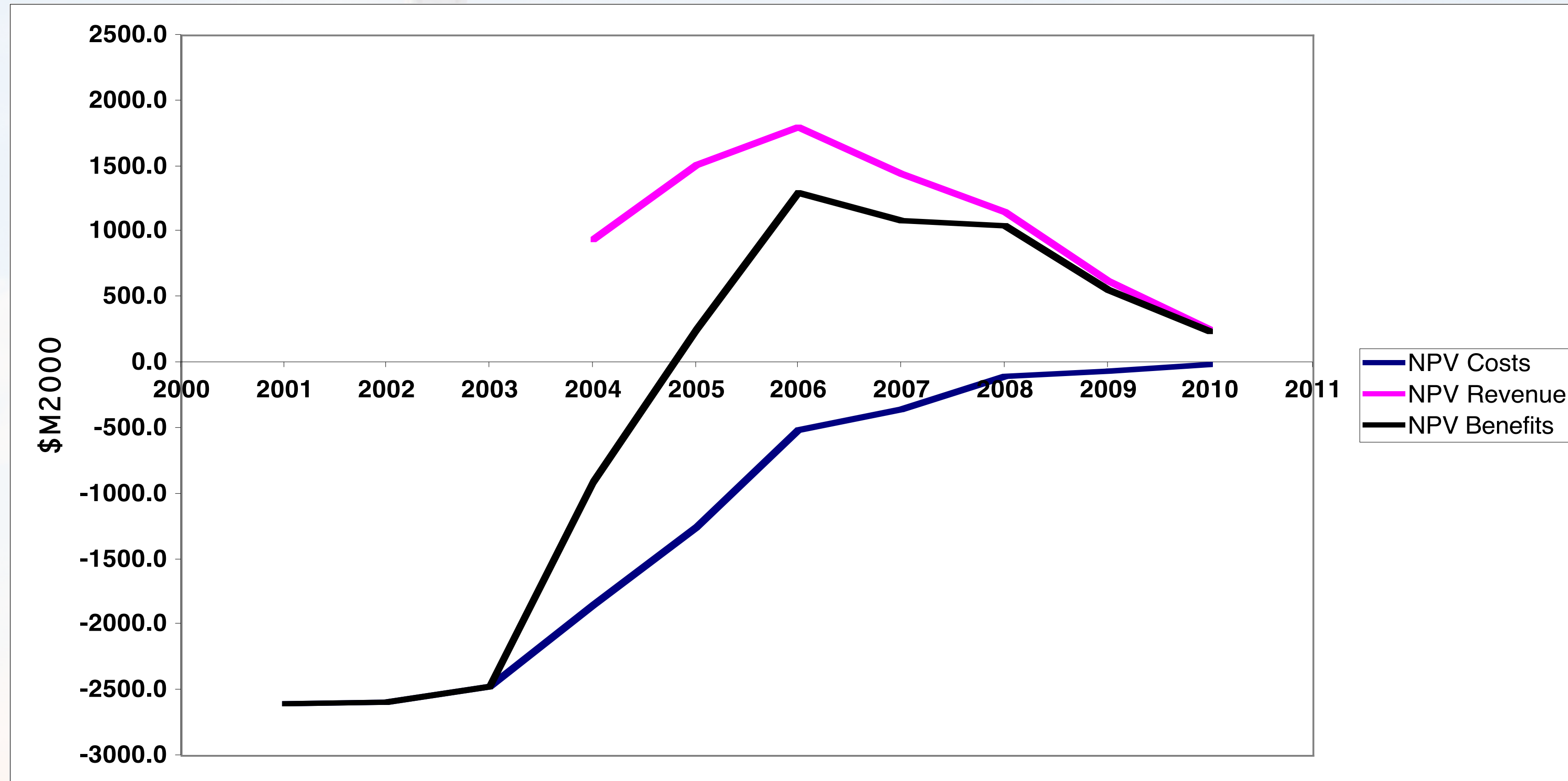


# Effect of Moving Revenue Forward

Year	\$M2000	Flights	Revenue	NPV (2000)	
				Costs	Revenue
2001	3255			2959.4	
2002	4046	\$11,480/lb		3343.6	
2003	4831			3629.6	
2004	4515		1	2295.2	3084.0
2005	3830	2	4590.5	2378.2	2850.3
2006	1962	3	6885.7	1107.5	3886.8
2007	1688	3	6885.7	866.2	3533.5
2008	626	3	6885.7	292.1	3212.2
2009	450	2	4590.5	190.9	1946.8
2010	79	1	2295.2	30.6	884.9
Totals	25283	15	34429	17882.3	17882.3

# Internal Rate of Return

- Discount rate that produces breakeven



# Effect of IRR Targets

- Investors generally require specific minimum values of IRR
- Have to increase revenue stream to achieve IRR
- Saturn V launch case:
  - 10% IRR    \$11,480 / lb
  - 25% IRR    \$17,580 / lb
  - 50% IRR    \$32,700 / lb
- Venture capitalists general look for 70-100% IRR with 18-month payback



# In-line SDLV Assumptions



- **\$8.4B nonrecurring (published estimate)**
- **6 year development cycle**
- **\$400M first unit production (shuttle parallel)**
- **10 units at 85% learning curve**
- **\$285M average flight cost**

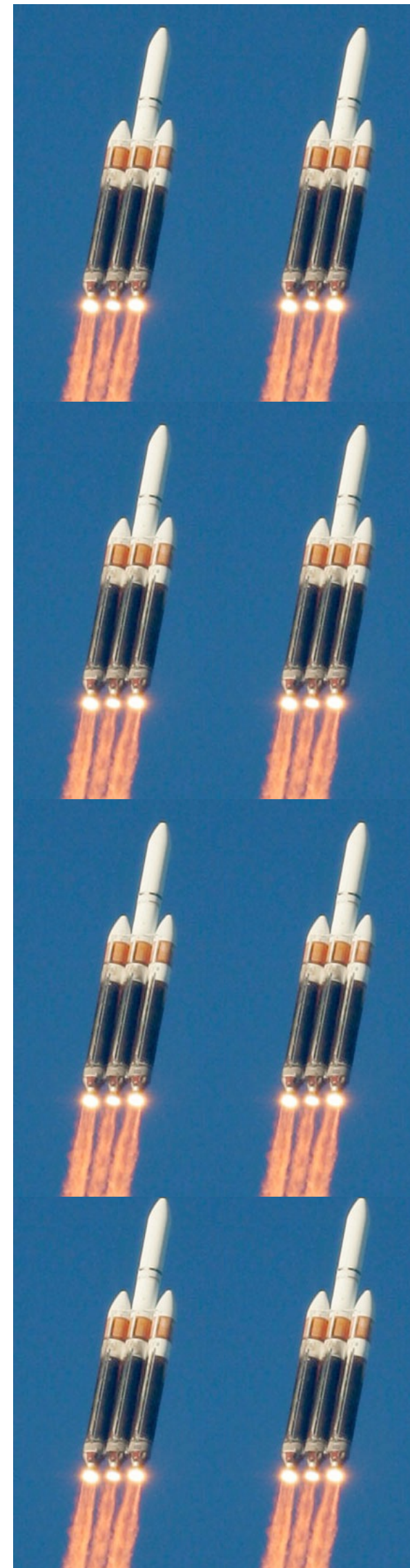
Unit	Cost (\$M)	Unit	Cost (\$M)
1	400	6	263
2	340	7	253
3	309	8	246
4	289	9	239
5	274	10	233



Low-Cost Return to the Moon



# Head-to-Head Launch Comparison



<b>2000</b>	Nonrecurring cost (\$M)	<b>10,200</b>
<b>829</b>	Average production cost per mission (\$M)	<b>429</b>
<b>1096</b>	Average amortized cost per mission (\$M)	<b>1449</b>
<b>85</b>	Total production run	<b>10+10</b>
<b>432</b>	NPV discounted cost per mission (\$M)	<b>878</b>

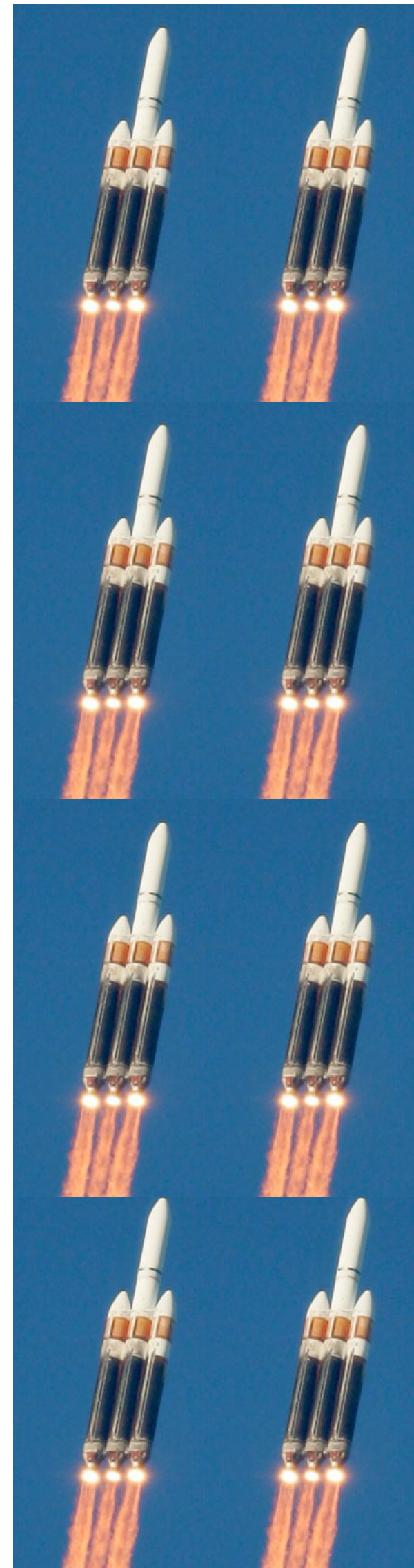




Low-Cost Return to the Moon



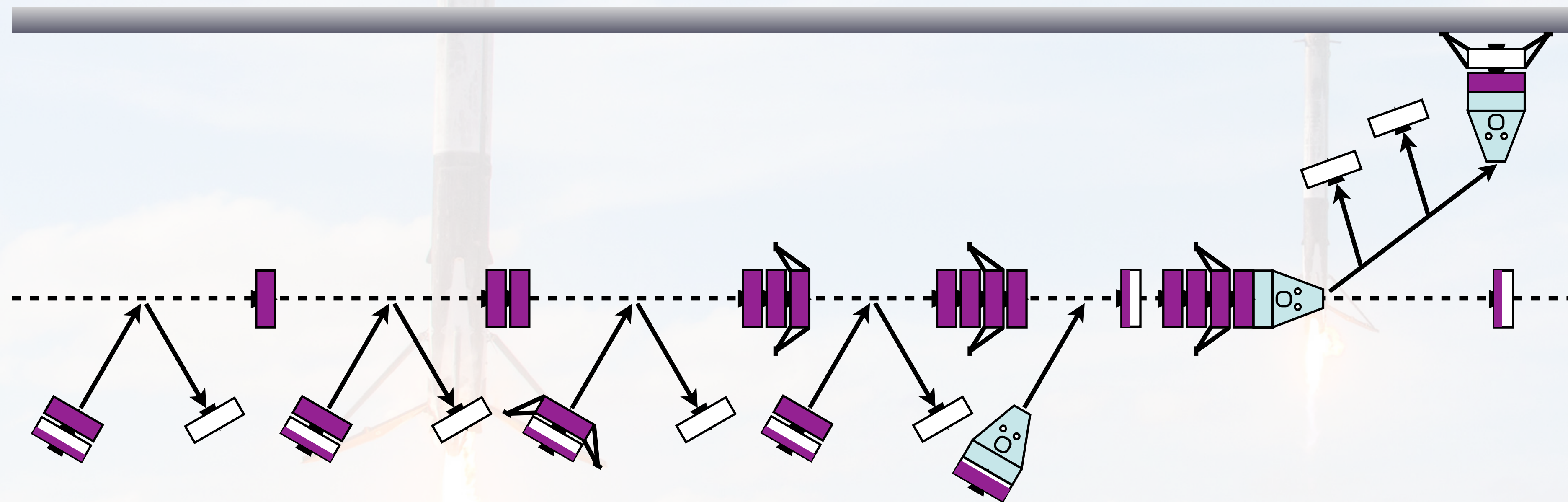
# Sensitivity to Monolithic Costing



<b>\$432M</b>	Baseline NPV discounted cost per mission	<b>\$878M</b>
<b>\$432M</b>	Development costs cut in half	<b>\$508M</b>
<b>\$432M</b>	Production costs cut in half	<b>\$809M</b>
<b>\$432M</b>	Production is free	<b>\$740M</b>
<b>\$432M</b>	All costs cut in half	<b>\$439M</b>



# Minimum Cost Lunar Architecture







# Vehicle Inert Masses

<b>Component</b>	<b>Direct Flight</b>	<b>Lunar Orbit Rend.</b>
<b>Boost Module</b>	<b>2300</b>	<b>2300</b>
<b>Descent Stage</b>	<b>3450</b>	<b>3450</b>
<b>Ascent Stage</b>	<b>2159</b>	<b>1738</b>
<b>Lunar Crew Mod</b>		<b>3849</b>
<b>Mini-Boost Mod</b>		<b>1419</b>
<b>TEI Stage</b>		<b>233</b>
<b>Earth Return Mod</b>	<b>3579</b>	<b>6000</b>

*All masses in kg*



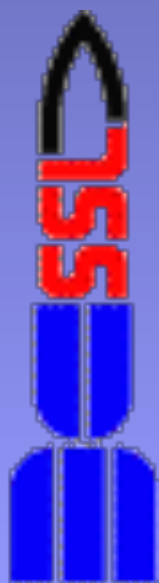
# Vehicle Nonrecurring Costs

<b>Component</b>	<b>Direct Flight</b>	<b>Lunar Orbit Rend.</b>
<b>Boost Module<sup>1</sup></b>	<b>611</b>	<b>611</b>
<b>Descent Stage<sup>1</sup></b>	<b>765</b>	<b>765</b>
<b>Ascent Stage<sup>1</sup></b>	<b>591</b>	<b>524</b>
<b>Lunar Crew Mod<sup>2</sup></b>		<b>2058</b>
<b>Mini-Boost Mod<sup>1</sup></b>		<b>469</b>
<b>TEI Stage<sup>1</sup></b>		<b>173</b>
<b>Earth Return Mod<sup>2</sup></b>	<b>1977</b>	<b>2627</b>
<b><i>Totals</i></b>	<b><i>3944</i></b>	<b><i>7227</i></b>

<sup>1</sup>Costed as LV stage

<sup>2</sup>Costed as manned S/C

All costs in \$M2008



# Vehicle 1st Unit Production Costs

<b>Component</b>	<b>Direct Flight</b>	<b>Lunar Orbit Rend.</b>
<b>Boost Module<sup>1</sup></b>	<b>32.5</b>	<b>32.5</b>
<b>Descent Stage<sup>1</sup></b>	<b>42.5</b>	<b>42.5</b>
<b>Ascent Stage<sup>1</sup></b>	<b>31.2</b>	<b>27</b>
<b>Lunar Crew Mod<sup>2</sup></b>		<b>153.5</b>
<b>Mini-Boost Mod<sup>1</sup></b>		<b>23.6</b>
<b>TEI Stage<sup>1</sup></b>		<b>7.1</b>
<b>Earth Return Mod<sup>2</sup></b>	<b>146.3</b>	<b>205.9</b>
<b><i>Totals</i></b>	<b><i>252.5</i></b>	<b><i>492.1</i></b>

<sup>1</sup>Costed as LV stage

<sup>2</sup>Costed as manned S/C

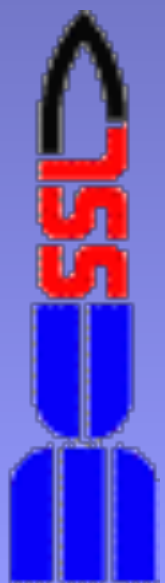
All costs in \$M2005



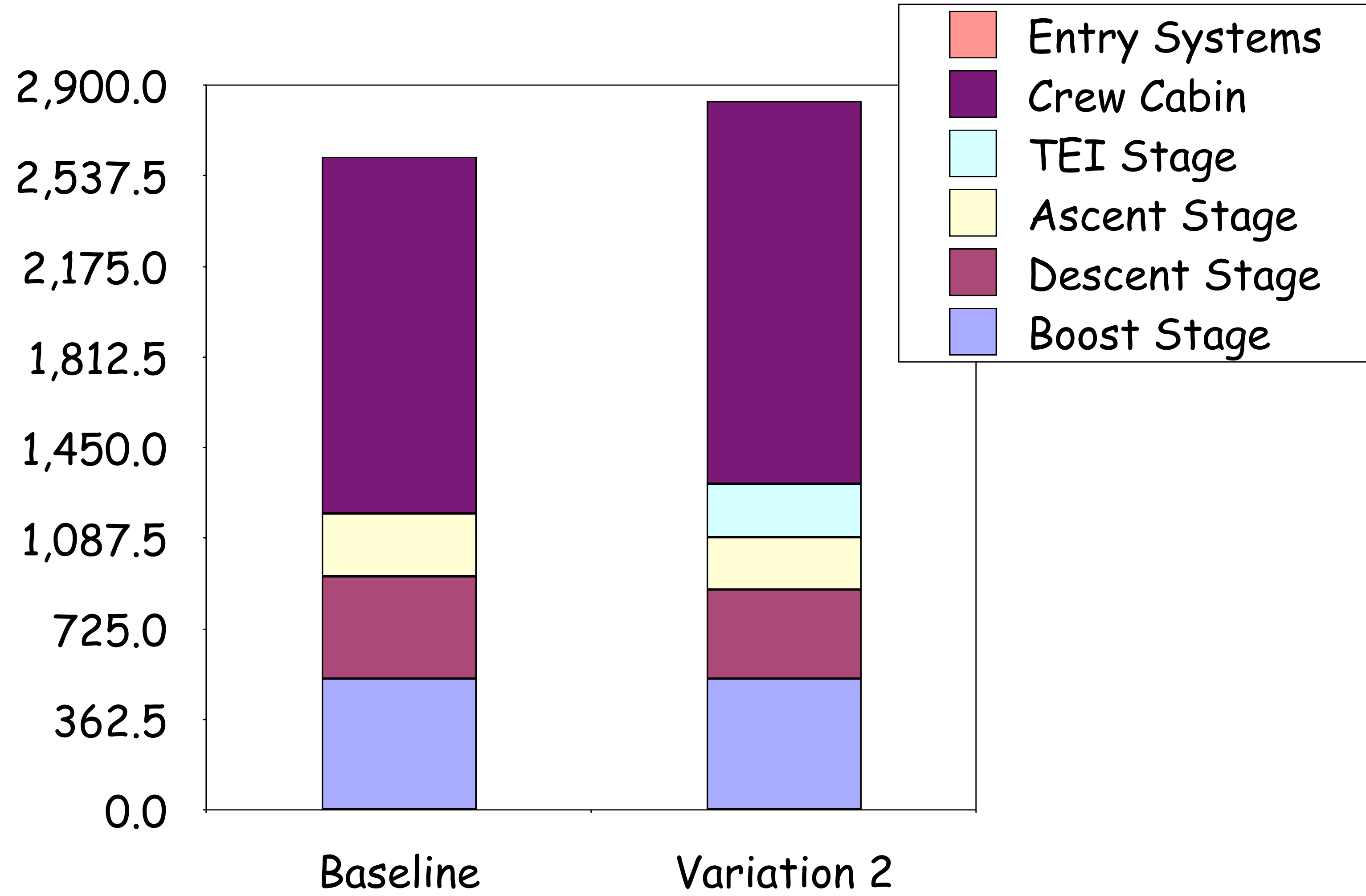
# Nonrecurring Costs

	Baseline	LLO Case	
Boost Stage	503.2	503.2	
Descent Stage	549.6	526.0	
Ascent Stage	332.7	317.0	
TEI Stage		244.2	
Crew Cabin	1537	1756	
Entry Systems			
Totals	2923	3347	

All costs in \$M



# Nonrecurring Cost Comparison





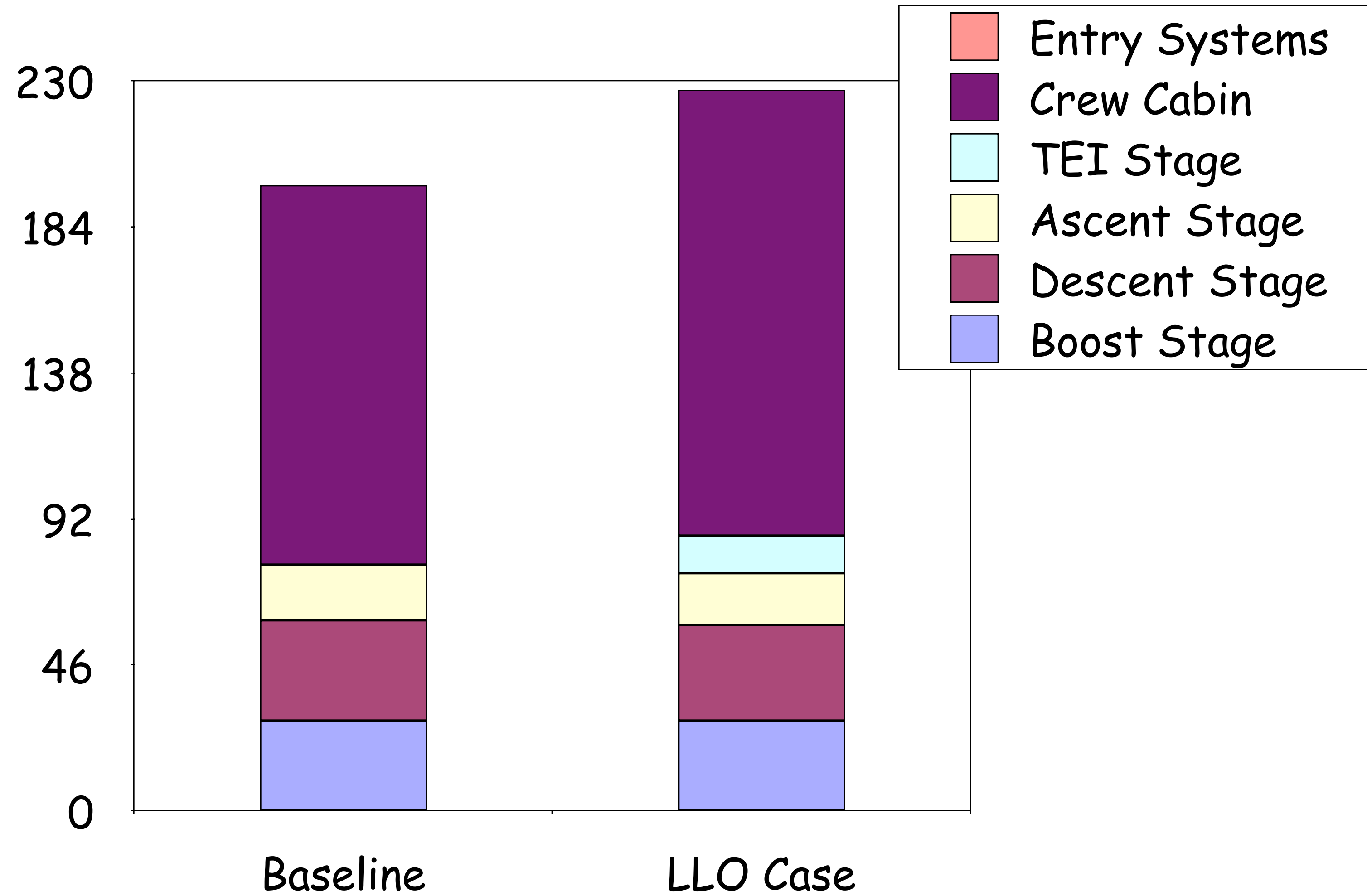
# First Unit Production Costs

	Baseline	LLO Case	
Shuttle Launch	300	300	
Delta IVH	150	150	
Boost Stage	28.5	28.5	
Descent Stage	31.6	30.0	
Ascent Stage	17.3	16.3	
TEI Stage		11.9	
Crew Cabin	119.6	140.4	
Totals	647	677	

All costs in \$M



# First Unit Cost Comparison

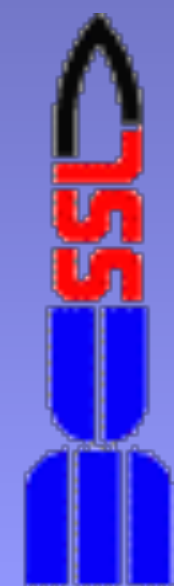




# UMd EI Mission Models

- **Single Mission Model**
  - One all-up lunar flight
  - Single crew cabin, ascent/descent stages
  - Three boost stages, four launch vehicles
- **Apollo Comparison Model**
  - One orbital test flight (crew module, ascent/descent stages)
  - One high orbital mission (above + one boost stage)
  - One lunar orbital rehearsal mission
  - Seven lunar landing missions

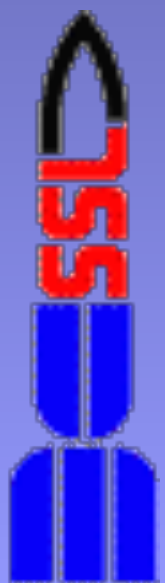




# Single Mission Model Cost Summary

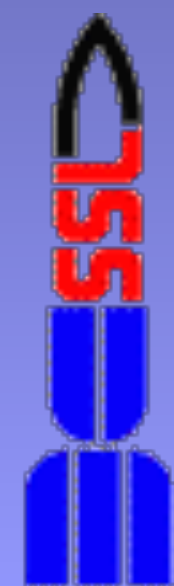
## Baseline Case

	Number	Nonrecurring Cost (\$M)	First Unit Cost (\$M)	Recurring Cost (\$M)	Totals
Shuttle Launch	1		300	300	300
Delta IVH	4		150	600	600
Boost Stages	4	503.2	28.45	71.26	574.5
Descent Stage	1	549.6	31.64	31.64	581.2
Ascent Stage	1	332.7	17.29	17.29	350
TEI Stage	1	0.0	0.00	0.00	0
Crew Cabin	1	1537	120	120	1657
Totals		2923	647	1140	4062



# Production for Apollo Case

	Earth Orbit	High Orbit	Lunar Orbit	Lunar Landing	Totals
Shuttle Launch	1	1	1	7	10
Delta IVH	0	1	4	28	33
Boost Stages	0	1	4	28	33
Descent Stage	1	1	1	7	10
Ascent Stage	1	1	1	7	10
TEI Stage	1	1	1	7	10
Crew Cabin	1	1	1	7	10



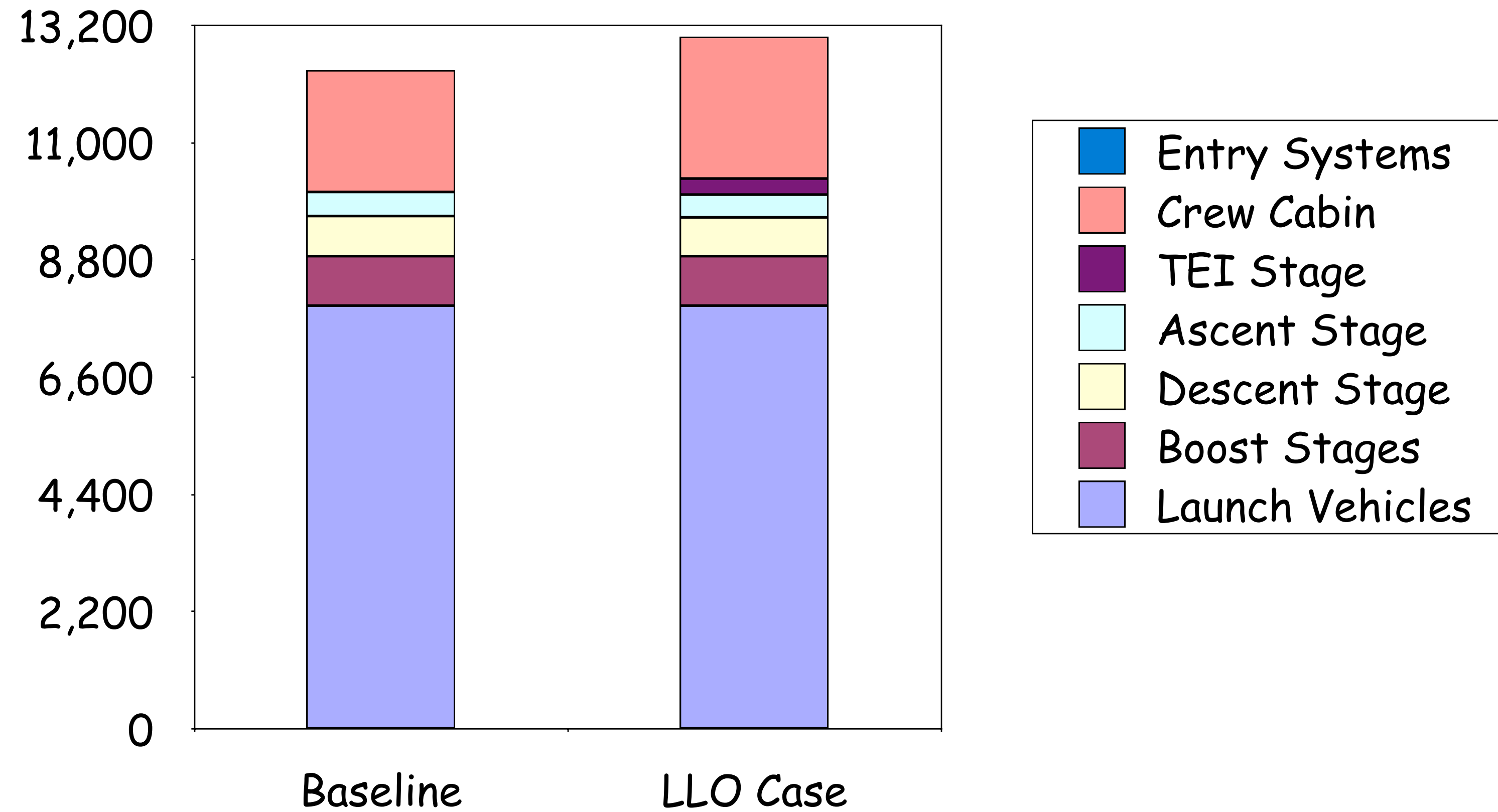
# Apollo Mission Model Cost Summary

## Baseline Case

	Number	Nonrecurring Cost (\$M)	First Unit Cost (\$M)	Recurring Cost (\$M)	Totals
Shuttle Launch	10		300	3000	3000
Delta IVH	33		150	4950	4950
Boost Stages	33	503.2	28.45	428.8	932
Descent Stage	10	549.6	31.64	200.3	750
Ascent Stage	10	332.7	17.29	109.5	442
TEI Stage	0	0.0	0.00	0.0	0
Crew Cabin	10	1537	119.6	757.4	2295
Totals		2923	647	9446	12369



# Apollo Model Cost Comparisons



# Cost Spreading Estimation

- Programs very seldom occur in a single funding year
- Costs are not constant from year to year
  - Low start-up costs
  - High costs during vehicle development and fabrication
  - Low end-of-life costs
- Costs are estimated using a beta function
- Calculation worksheet at <http://cost.jsc.nasa.gov/beta.html>

# Beta Function for Cost Spreading

- Cumulative normalized cost function

$$C(\tau) = 10\tau^2(1-\tau)^2(A+B\tau) + \tau^4(5-4\tau)$$

where

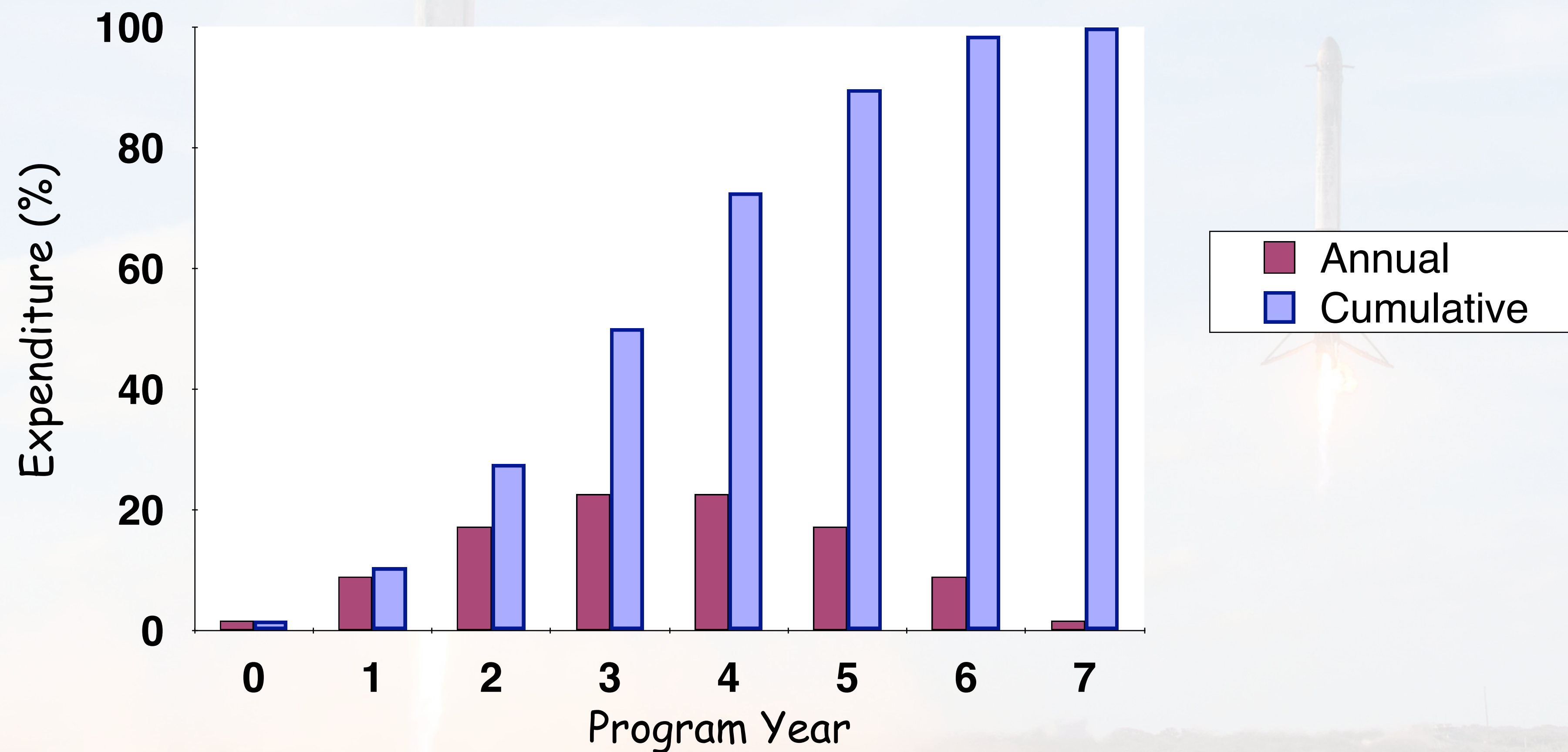
- C = fraction of total program cost ( $0 \leq C \leq 1$ )
- $\tau$  = fraction of total program time ( $0 \leq \tau \leq 1$ )
- A and B = shape parameters ( $0 \leq A+B \leq 1$ )
- Can also define equivalent parameters  $c_f$  (location of maximum) and P (width of peak)

$$0 \leq P \leq 1; 0.1875 \leq c_f \leq 0.8125$$

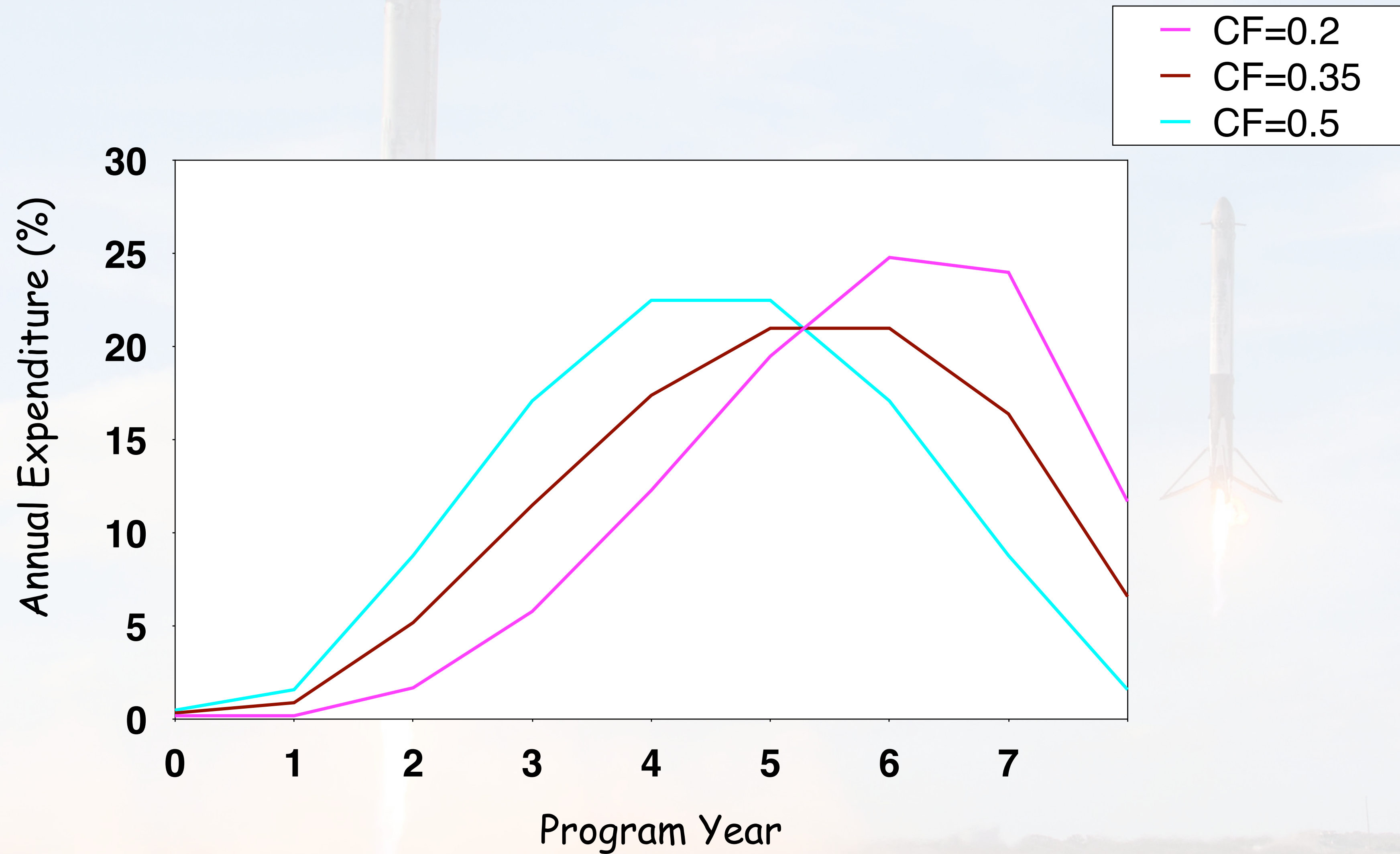
$$c_f < 0.5 : A = \frac{(1-P)(c_f - 0.1875)}{0.625}; B = P \frac{c_f - 0.1875}{0.3125}$$

$$c_f \geq 0.5 : A = \frac{P(c_f - 0.8125) + (c_f - 0.1875)}{0.625}; B = P \frac{0.8125 - c_f}{0.3125}$$

# Sample of Beta Function

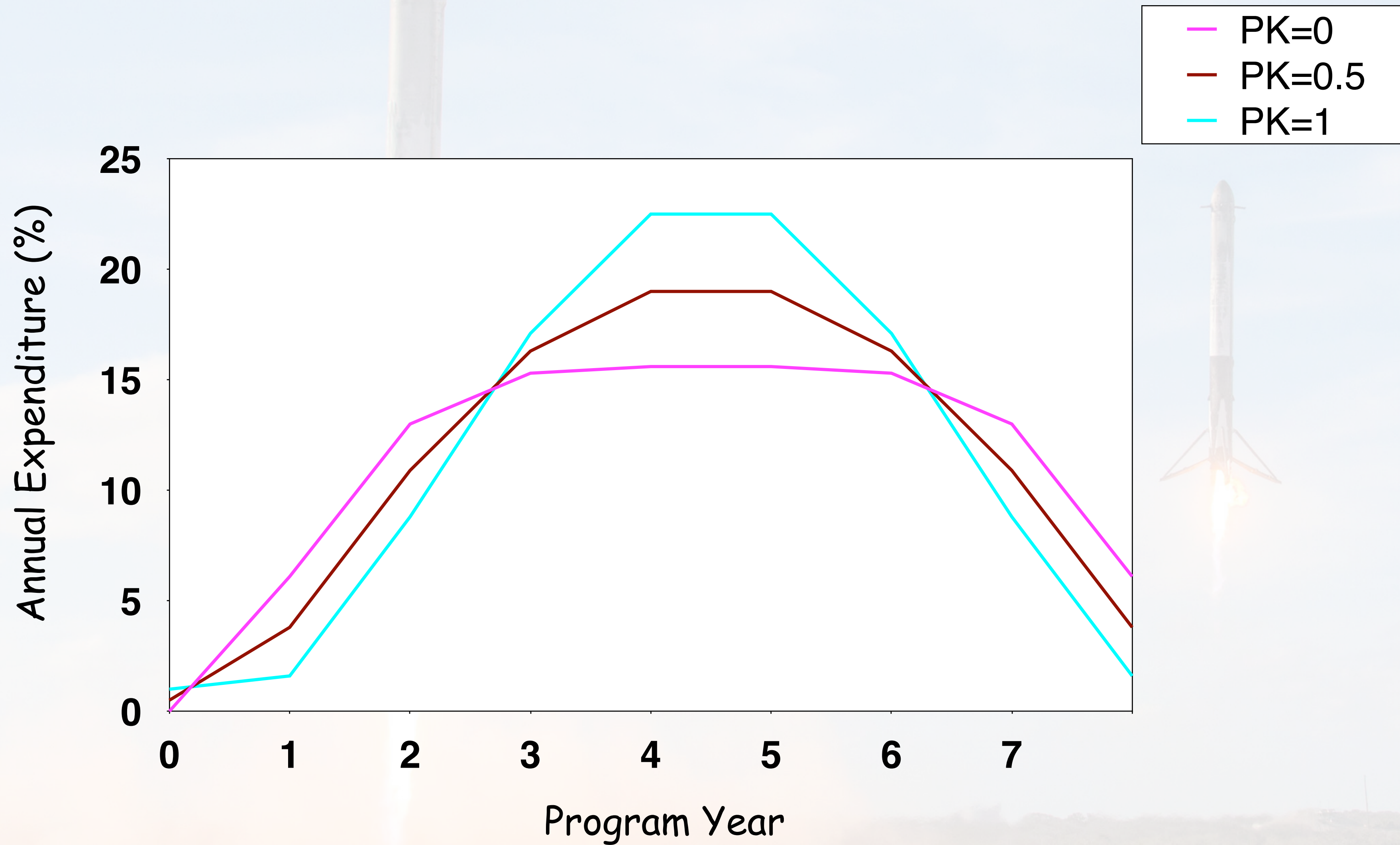


# Cost Fraction in Beta Function

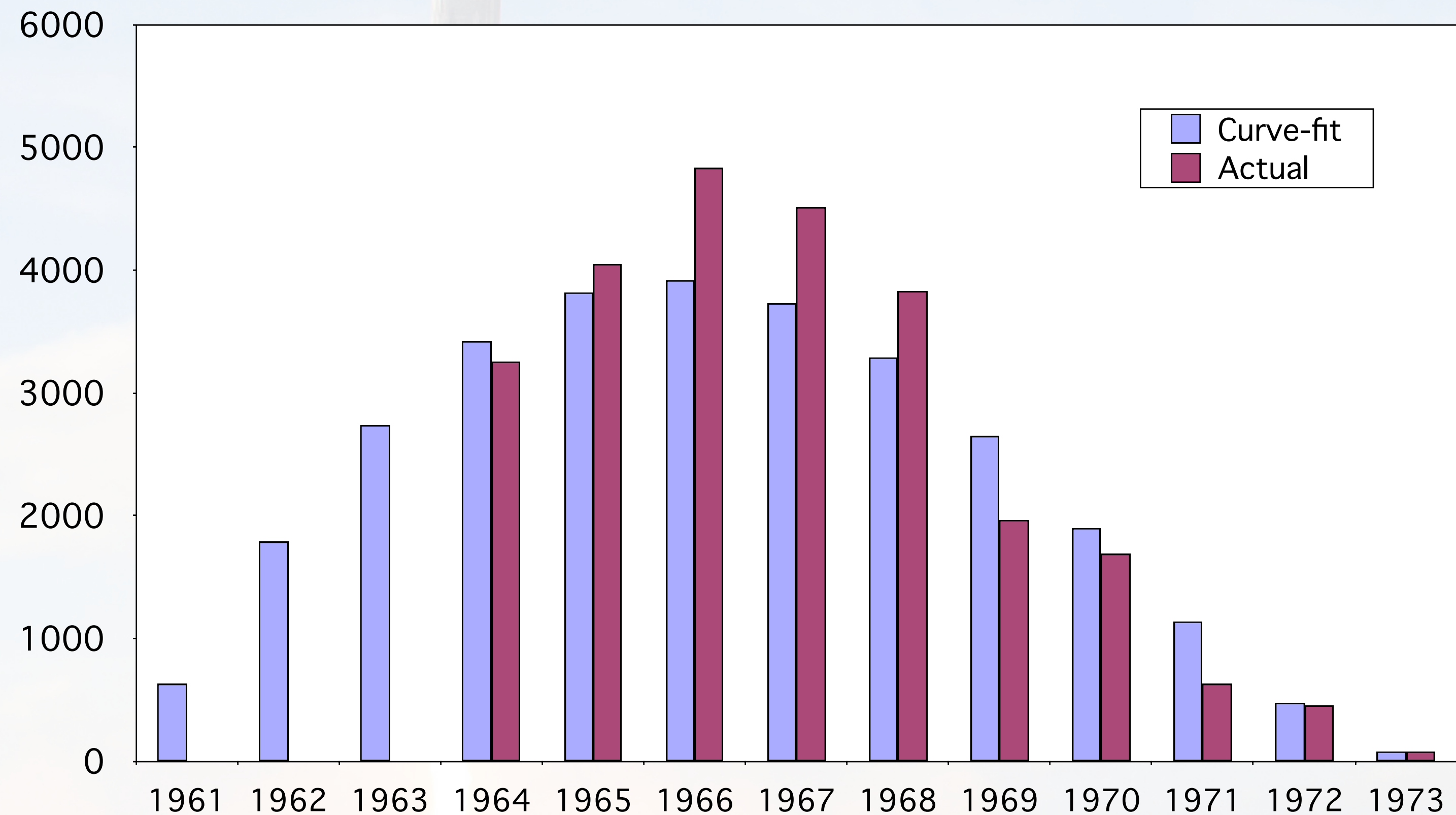




# Peakedness in Beta Function



# Beta Curve Fit to Saturn V Data



$A=0.371; B=0.629$



# References

- Richard de Neufville and Joseph H. Stafford, *Systems Analysis for Engineers and Managers* McGraw-Hill, 1971



# Web-Based Costing References

- NASA Cost Estimation Web Site  
<http://cost.jsc.nasa.gov/index.htm>
- Vehicle-Level Costing Models  
<http://cost.jsc.nasa.gov/SVLCM.html>
- Inflation Adjustment  
<http://cost.jsc.nasa.gov/inflate.html>
- Learning Curves  
<http://cost.jsc.nasa.gov/learn.html>

