

Objectivity Case History

Customer: Lockheed Astronautics D3 – Denver, Colorado

Status: (X) SOLD () Prospect () Integrator

Industry: Defense and Aerospace

Application Domain: Defense application

Status: Current Customer with huge potential

Platform: Silicon Graphics, Sun Solaris

Compiler: C++, looking now at Java

Other Tools: Replication and Fault Tolerance

Customer Background

Lockheed Martin Missiles & Space is a world leader in the design, production and integration of systems for space-based telecommunication defensive and strategic missiles, remote sensing and space science. The D3 Business Unit, focused on software development and integration, provides data development and dissemination for space, air, and ground systems that help our customers exploit their data requirements.

D3 is divided into multiple projects. The two where Objectivity/DB are currently being used are:

- War Goddess: A consolidation of all four D3 projects' data into one console in a single building. Prior to War Goddess the government had to look at data from multiple sources and then mentally try to consolidate it. This data was not always coming into the same physical building. The need for a project like War Goddess was that it was necessary to consolidate this multiple source data.
- L245 is a project that allows the US Government to listen in on ground and wireless conversations via satellite and airborne command centers. If Saddam Huesien talks to his sister, his ground troops or his mom we have the ability to hear every word he is saying. This gives our military a heads up on any type of hostile action he may be contemplating. (Don't give this info out).

Customer Environment

Lockheed D3 (data, development & dissemination) has been an Objectivity customer for over 4 years. Objectivity used as a repository mechanism for high speed data access applications for space defense systems. This portion of D3 uses mobile command centers located in trailers which can be moved from one location to another. Lockheed is committed to the Silicon Graphics environment and has appreciated our support of this platform. Development is done in C++. D3 is made up of multiple sub business units. This move should be complete by the end of January 1999.

Early deployment is just now starting to occur for D3. In June 99 full trials began in an effort to show the US military the full potential of L245 and War Goddess. As the government accesses the overall benefit of this system more and more deployments should begin to take place. Denver is the site of all development and maintenance of the deployed systems.

Buying Criteria

Lockheed chose Objectivity for a variety of reasons:

- Speed of the database
- Our replication strategy
- Ease of maintenance of deployed systems
- Reputation in the industry
- Commitment to the Silicon Graphics platform (very, very important)

Contact Information

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