OpenSatKit Mission FSW Guide Quick Start

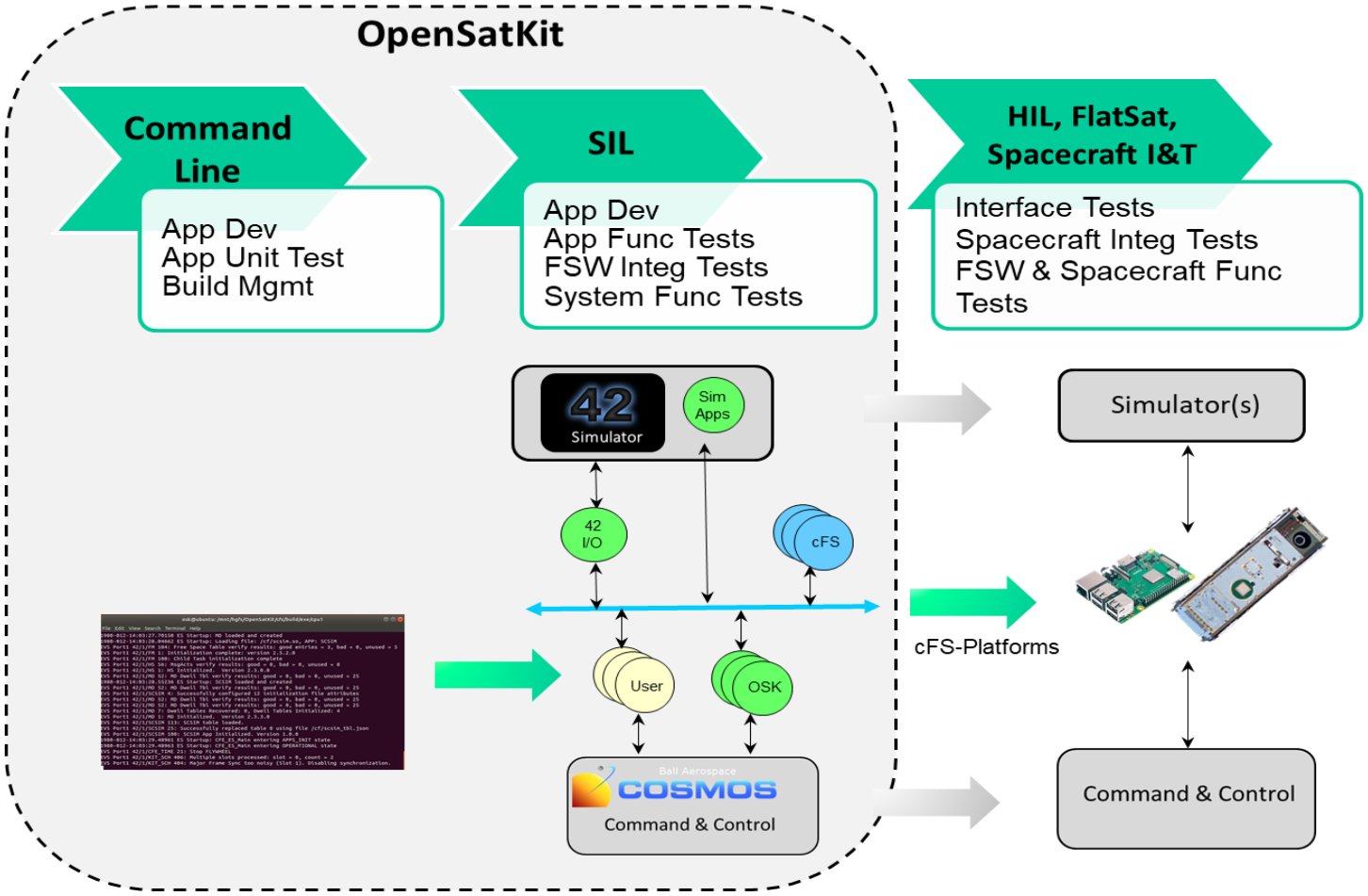
V3.0

May 2021

Table of Contents

Introduction (1 of 2)

Spacecraft FSW development phases



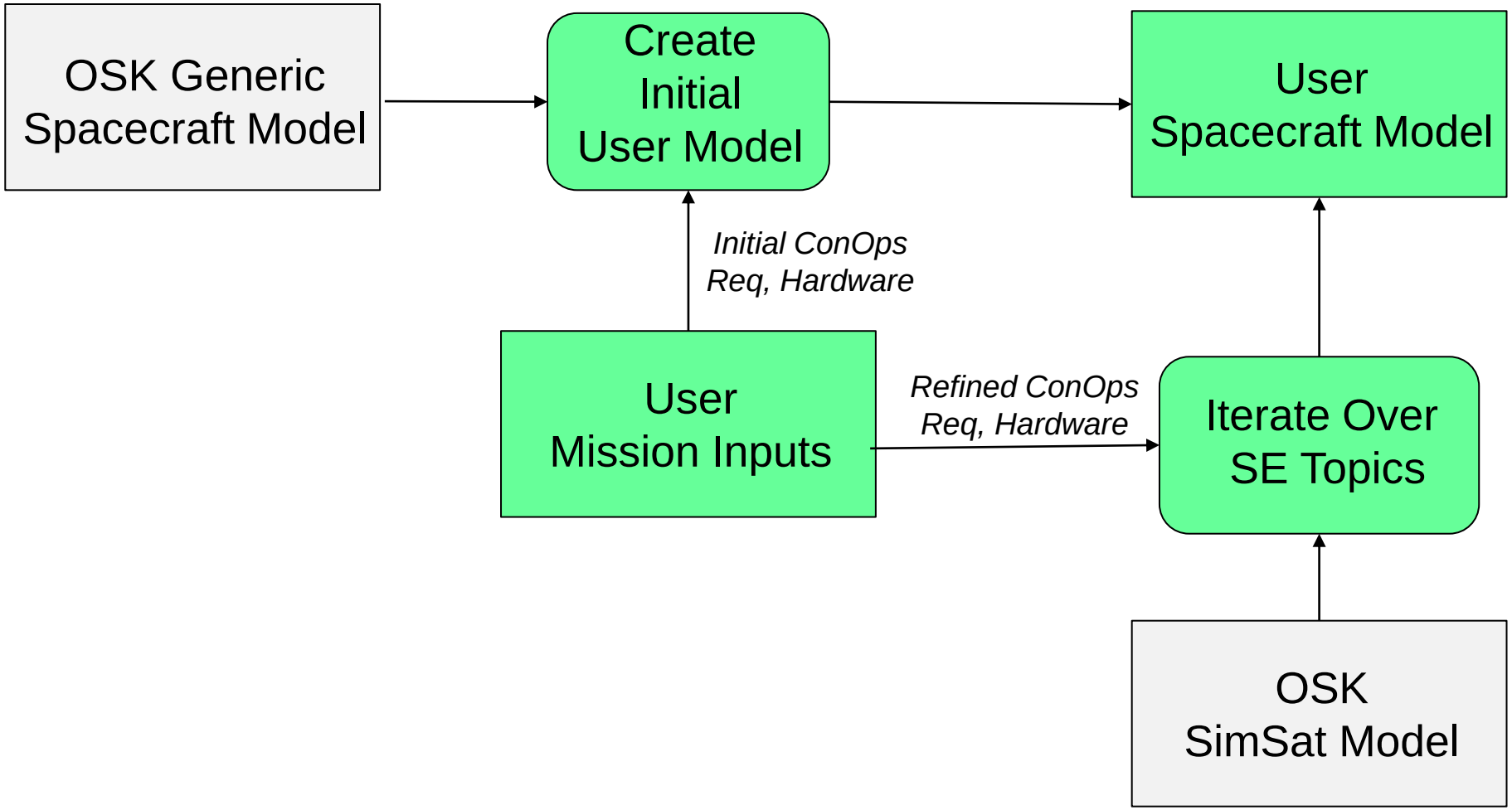
Introduction (2 of 2)

- OSK supports integrating and testing cFS community apps, OSK apps, and user mission-specific apps into a functional FSW system that runs within OSK's software-in-the-loop (SIL) environment
- Nothing precludes OSK from being used in later mission lifecycle phases, however, creating the hardware in-the-loop (HIL) interfaces, developing simulators, and migrating ground system artifacts (if COSMOS is not used) are not covered by OSK.
- These efforts are represented by the gray arrows. The green arrow pointing to the processor card is not within the OSK boundaries because porting the cFE to a hardware platform is not directly covered by OSK, however, a cFS community platform list https://github.com/OpenSatKit/cfs-platform-list is maintained by the OSK project and provides links to cFS porting resources.
- OSK is not required to develop cFS apps, however, note the following
  - You will eventually need a ground interface and test script environment
  - You can leave OSK's SimSat environment and develop new apps in a new mission or target or use OSK's Sandbox target

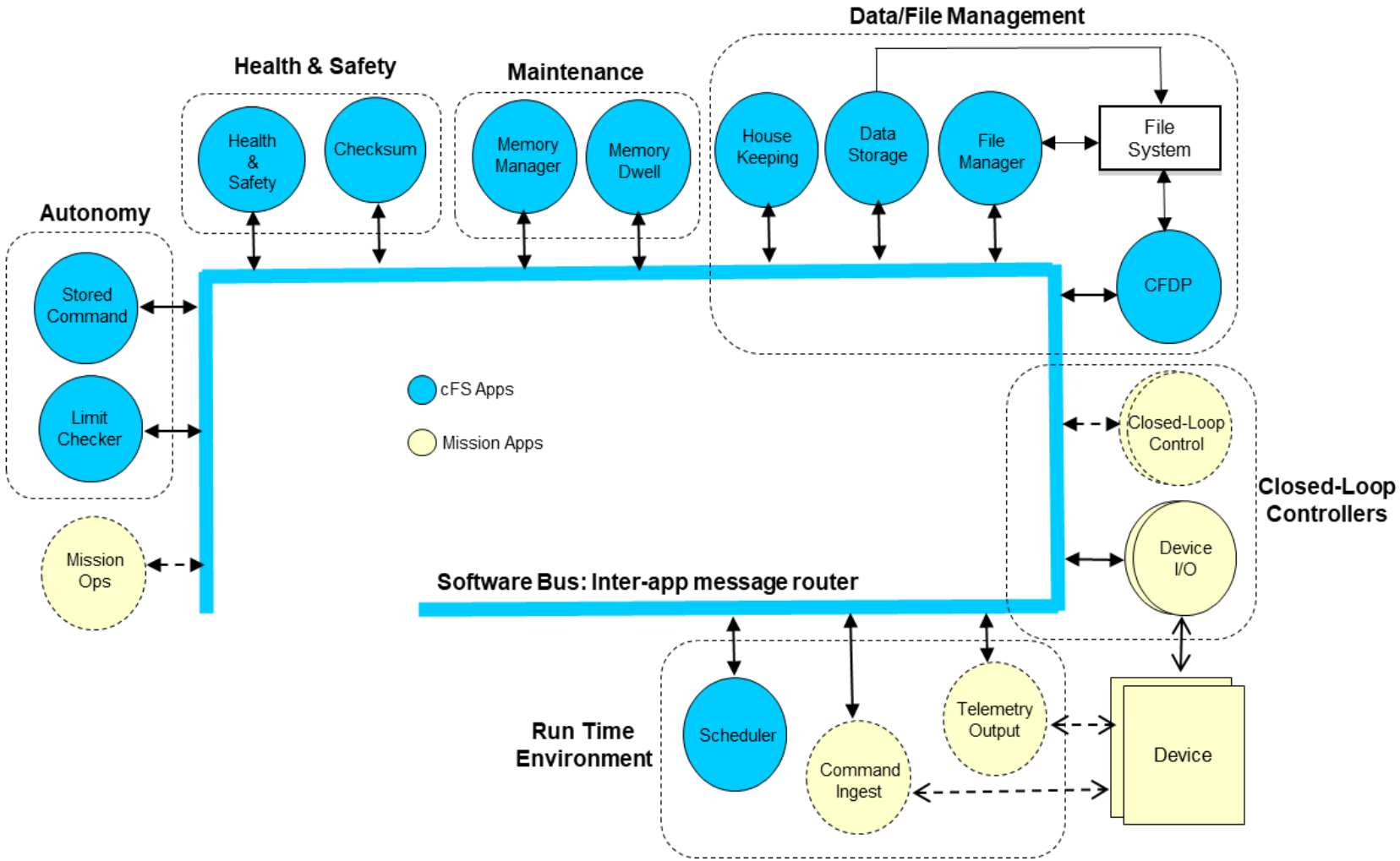
Mission FSW Systems Engineering Steps

1. **Create an initial app model from OSK's generic spacecraft model using mission concepts of operations, mission requirements, and the spacecraft hardware architecture often in the form of a block diagram**
   - Initial goal is to create a "good enough" architecture based on the maturity of the information at hand
   - Designing FSW is a very iterative process with top-down and bottom-up technical and non-technical forces at work
   - Trades are often made throughout the requirements analysis and spacecraft design phases that impact FSW. These forces are both technical and non-technical concerns may also influence decisions that impact the technical design
2. **Analyze OSK's SimSat mission app model to understand what capabilities exist within OSK**
3. **Work through system engineering topics and app groups to design new apps and understand how to configure cFS community apps**
4. **Work through spacecraft lifecycle to determine the need for**
   - Different versions of apps for different test environments
   - Simulation apps that can serve
5. **Determine how you want to use OSK in the spacecraft lifecycle**
   - Create OSK mission target
   - Plan migration to PIL and other environments
6. **If OSK will be used in a verification role then develop test artifacts as needed**
   - FSW validation should occur in a high-fidelity test environment

FSW System Engineering Process



OSK Generic Spacecraft Model



OSK Generic Spacecraft Model

- **Show how generic model can be tailored for different missions. First focus on CubeSats, larger mission can extrapolate.**
- **Three main tailoring areas**
  - Device I/O
  - Closed loop control needs
  - Mission ops
- **Examples**
  - COTS vs inhouse ADCS
  - Payload control (closed vs open loop) and data management
  - Need for a mission manager app or ACS mode manager type app coupled with autonomy app group to achieve con ops
- **In order to work through the steps an example user mission is needed to show how to create a user model and then create a plan for how to migrate from SimSat to the user model needs**

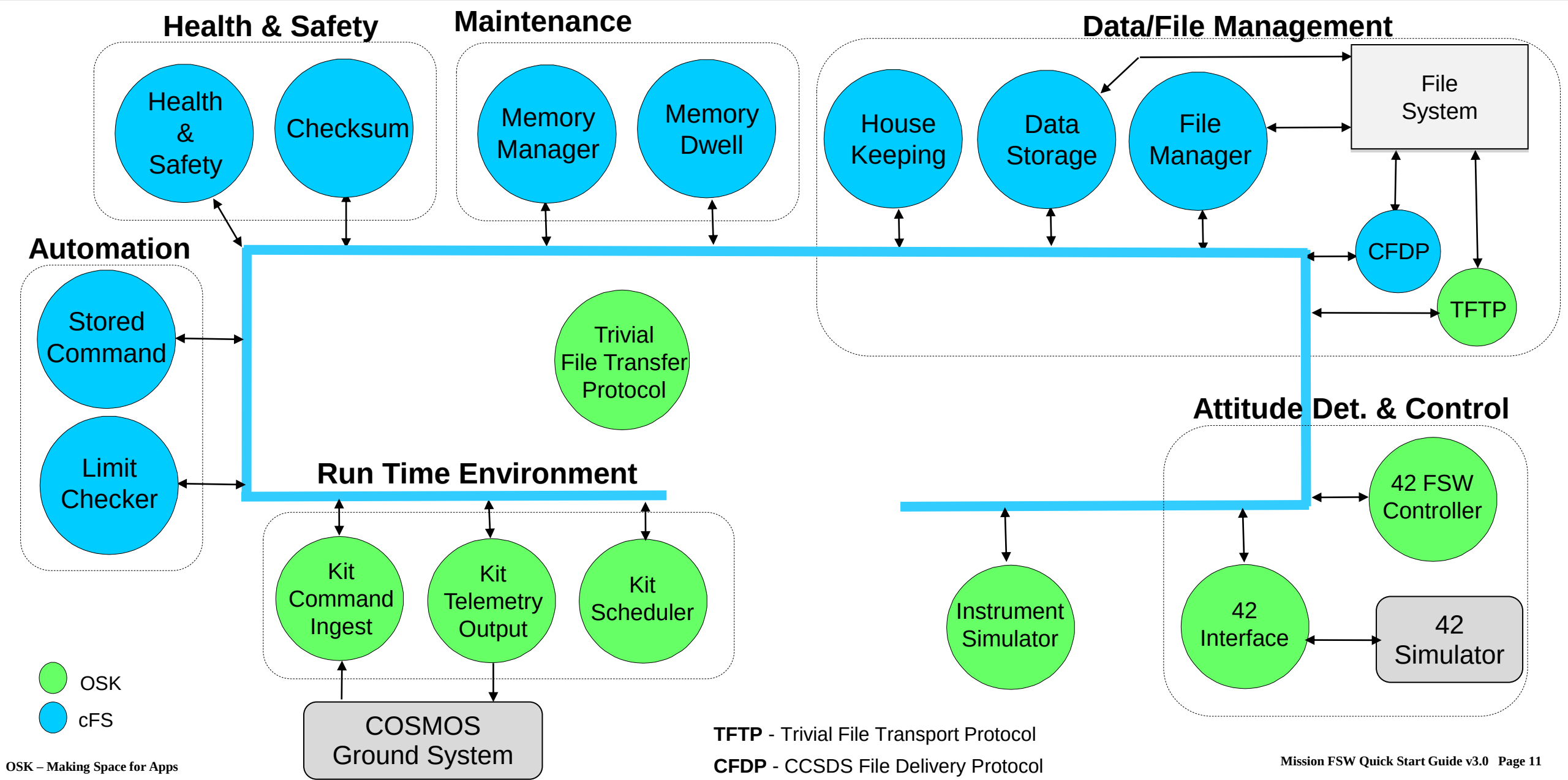
System Engineering Topics

- **System Engineering topics do not have a one-to-one correlation with app groups**
- **ConOps, mission requirements, and a hardware block diagram are required inputs**
  - This is an iterative process so reapply these inputs
  - Spacecraft lifecycle can be considered a process input and iteratively examined to determine what's needed
- **Goal is to manage complexity by working through topics**
  - Topics are not 100% orthogonal (non-overlapping)
  - Create a ConOps and show how it impacts different apps groups
- **SE Topics**
  1. Device I/O
  2. Close-loop control
  3. Mission Ops & autonomy
  4. Data-File management
  5. Runtime Environment
  6. FDIR
  7. Interface & control apps
  8. Maintenance
  9. Time
  10. Parameters and configuration
- **V&V Topics**
  1. Unit tests
  2. App functional tests
  3. Integration tests
  4. System and ops tests

Simple Satellite (SimSat)

- **Default OSK app configuration is for a fictitious satellite called SimpleSat (SimSat)**
  - The cFS can be used for many different types of embedded systems. A spacecraft was chosen due to the increased usage of the cFS on CubeSats
- **SimSat provides a reference mission to provide context to**
  - Illustrate what applications are required and how they are configured and integrated as a system to meet the requirements
  - Demonstrate an example integration test script
  - Demonstrate an operational script
- **This does not include**
  - Porting SimSat to a new platform
  - Integrating hardware devices
- **SimSat is a**
  - Low Earth Orbit (LEO) satellite with one nadir-pointing science instrument
  - The instrument has
    - A detector that produces 10 bytes of data per second
    - A power the following sequence: Apply power, wait for instrument initialization (~20s), and command to enable science
  - The science team requires

SimSat Applications (1 of 4)



TFTP - Trivial File Transport Protocol

CFDP - CCSDS File Delivery Protocol

SimSat Applications (2 of 4)

- **The previous slide shows a cFS "bubble" chart where each app is a bubble and they communicate via messages on the software bus.**
  - The blue cFS apps are reusable open source apps that are available on https://github.com/nasa/xx where 'xx' is the abbreviated app name
  - The green OSK apps were written specifically for OSK
  - The external COSMOS and 42 interfaces use UDP and TCP respectively
- **Apps are designed to perform a dedicated function with clear interfaces and they operate in groups to achieve higher level mission objectives**

- **Runtime Environment Apps**
  - **Kit Command Ingest (KIT_CI)** receives CCSDS command packets from COSMOS and sends them on the Software Bus
  - **Kit Telemetry Output (KIT_TO)** reads CCSDS telemetry packets from the Software Bus and sends them to COSMOS
  - **Kit Scheduler (KIT_SCH)** contains tables that define when to send messages on the Software Bus
    - Apps can use these messages to perform synchronous activities, e.g. sending their housekeeping status packet

SimSat Applications (3 of 4)

- **Data/File Management**
  - **File Manager (FM)** provides a ground interface for performing common directory and file operations
  - **Data Storage (DS)** reads packets from the software bus and writes them to files according to table-defined
  - **Housekeeping (HK)** creates new telemetry packets from pieces of other telemetry packets. The new packets are written to the SB and can be stored and/or telemetered.
  - **Trivial File Transfer Protocol (TFTP)** transfers files between the flight and ground COSMOS. There's an open source CCSDS File Delivery Protocol (CFDP) app that will be added in a future release.

- **Autonomy**
  - **Limit Checker (LC)** monitors one or more telemetry values and start stored command relative time sequences (RTSs) in response to limit violations
  - **Stored Command (SC)** Provides services to execute preloaded, table-defined command sequences at predetermined absolute or relative time intervals

SimSat Applications (4 of 4)

- **Attitude Determination and Control Apps**
  - **42 Interface (I42)** manages a TCP/IP connection to 42 and transfers actuators/sensor packets to/from 42
  - **42 FSW (F42)** Implements the "ThreeAxisFsw" attitude control algorithm defined in 42

- **Maintenance**
  - **Memory Dwell (MD)** creates telemetry packets containing contents of memory location specified in dwell tables
  - **Memory Manager (MM)** provides read/write access to memory

- **Health & Safety**
  - **Checksum (CS)** monitors checksums across table-defined static code/data regions and reports errors
  - **Health & Safety (HS)** monitors table-defined application check-in and event messages and reporting errors and/or starting a RTS to address the issue

Apply the System Engineering Development Processes

System Engineering Topics

- **SE Topics**
  1. Device I/O
  2. Close-loop control
  3. Mission Ops & autonomy
  4. Data-File management
  5. Runtime Environment
  6. FDIR
  7. Interface & control apps
  8. Maintenance
  9. Time
  10. Parameters and configuration
- **V&V Topics**
  1. Unit tests
  2. App functional tests
  3. Integration tests
  4. System and ops tests

1. What data must be downlinked to meet mission goals?

2. What are the contact frequencies, durations, and data rates?

3. What parts of operations need to be automated?

4. What level of fault detection, isolation, and recovery (FDIR) is necessary?

- Bottom-up

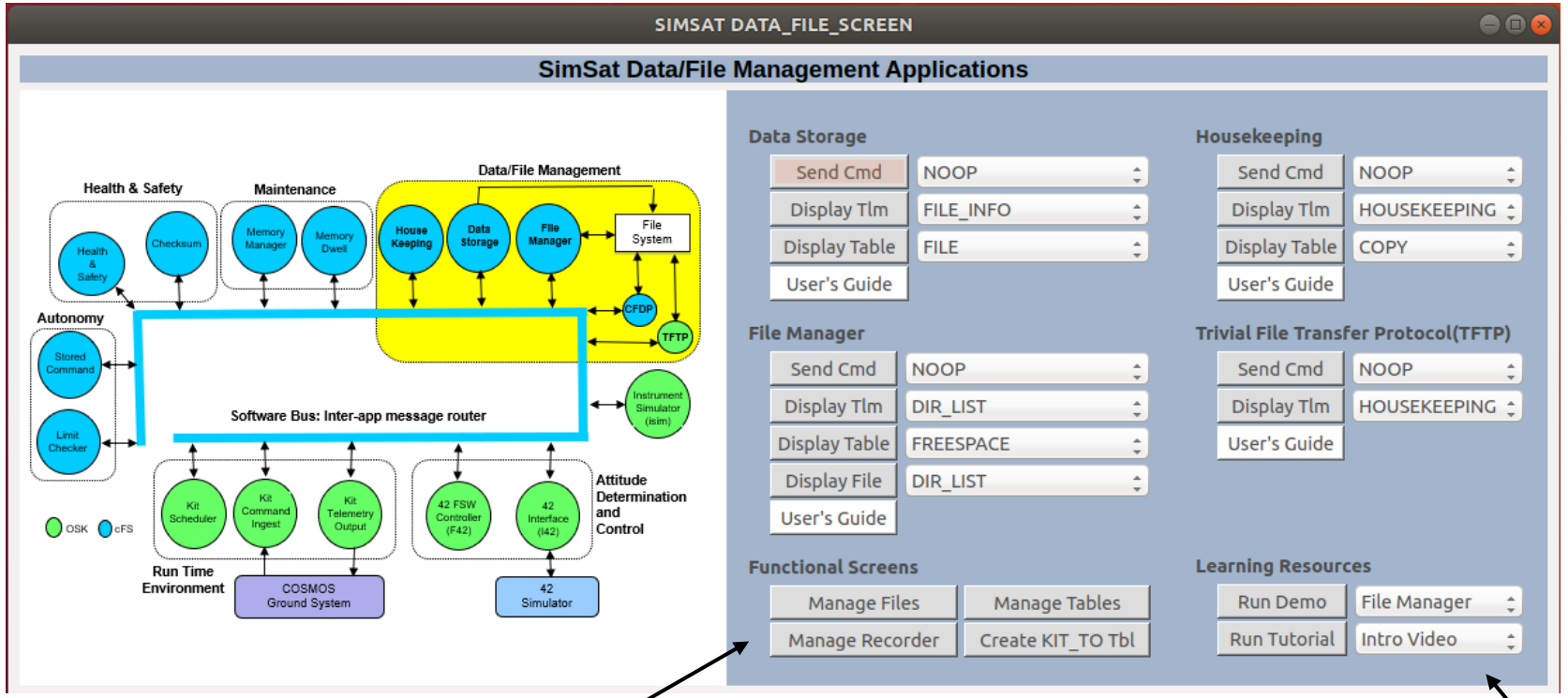
1. What processor card is being used and is a realtime operating system required?

2. What device interfaces does the FSW need to manage and how are they connected?

3. Make versus buy decisions. Some top-down decisions impact bottom-up design.

SimSat App Screens

Each functional application group screen uses the following layout



Complete interface to each app

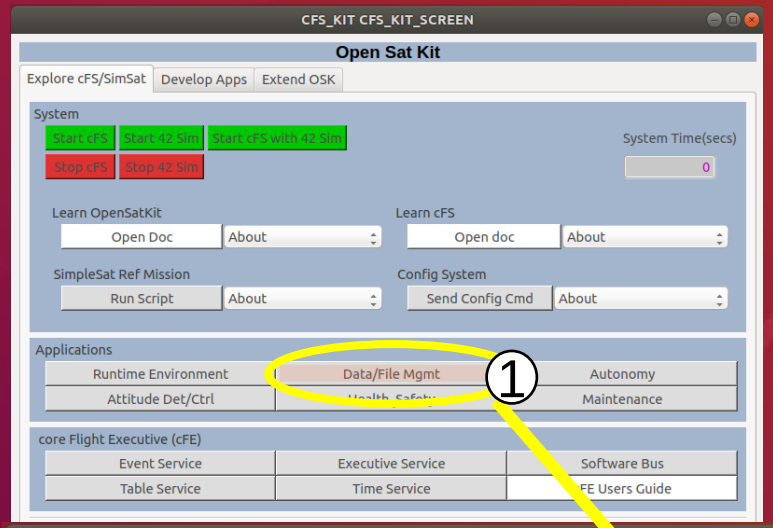
- All commands
- All telemetry packets
- "Display Table" – Dump, transfer and display table in COSMOS Table Manager
- "Display File" – Issue app's command to create a file, then transfer and display binary file in COSMOS Table Manager

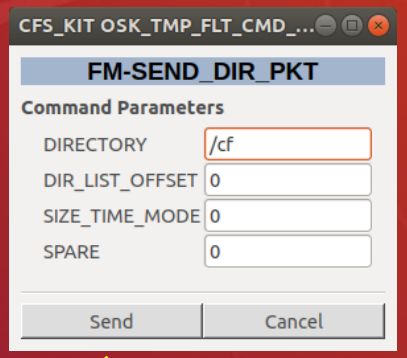
Functional screens combine commands and telemetry from one or more apps that work together to perform a related tasks.

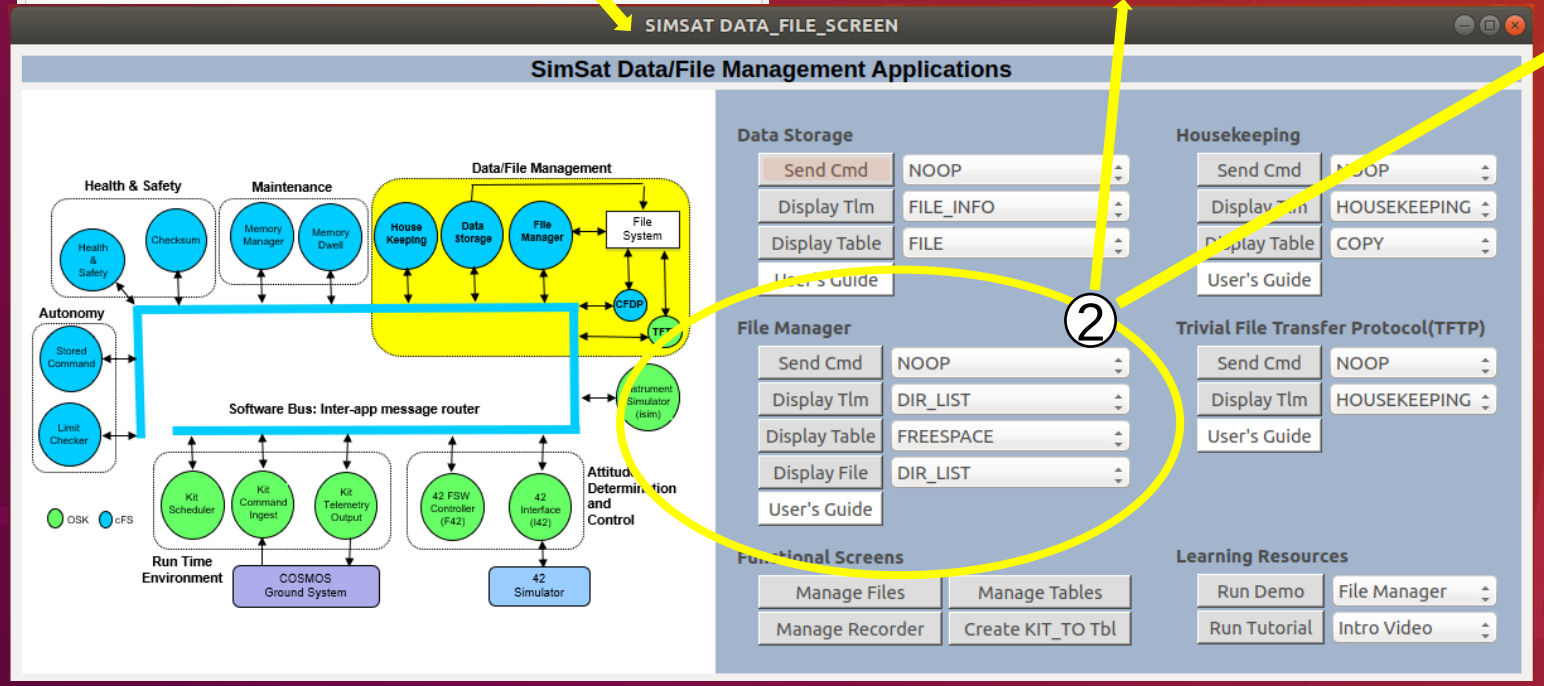
Launch videos, demos (pre-defined screen sequences) and tutorials (slides and/or scripts)

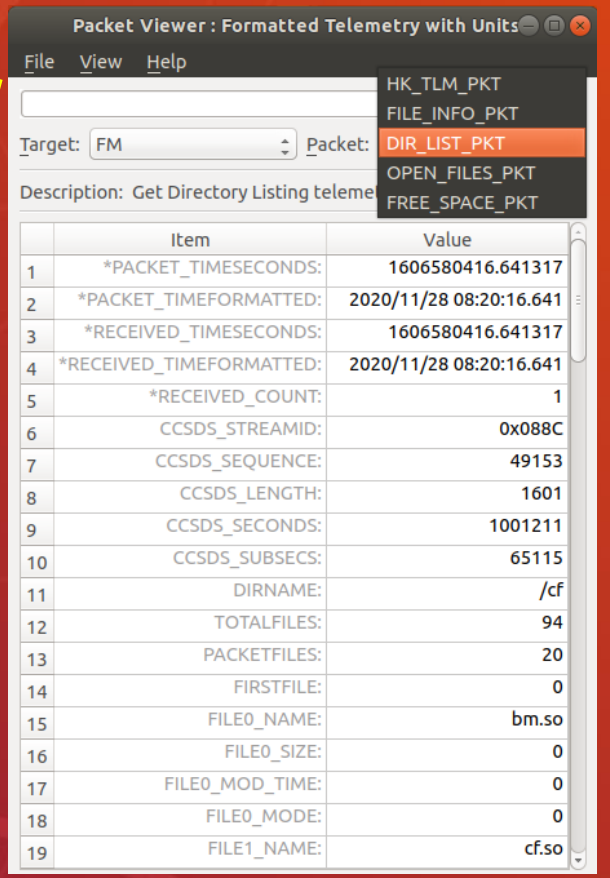
App Interactive Resources (1 of 2)

1. Launch Data/File Management Screen from OSK main screen
2. Access FM commands, telemetry, tables, files and users guide.

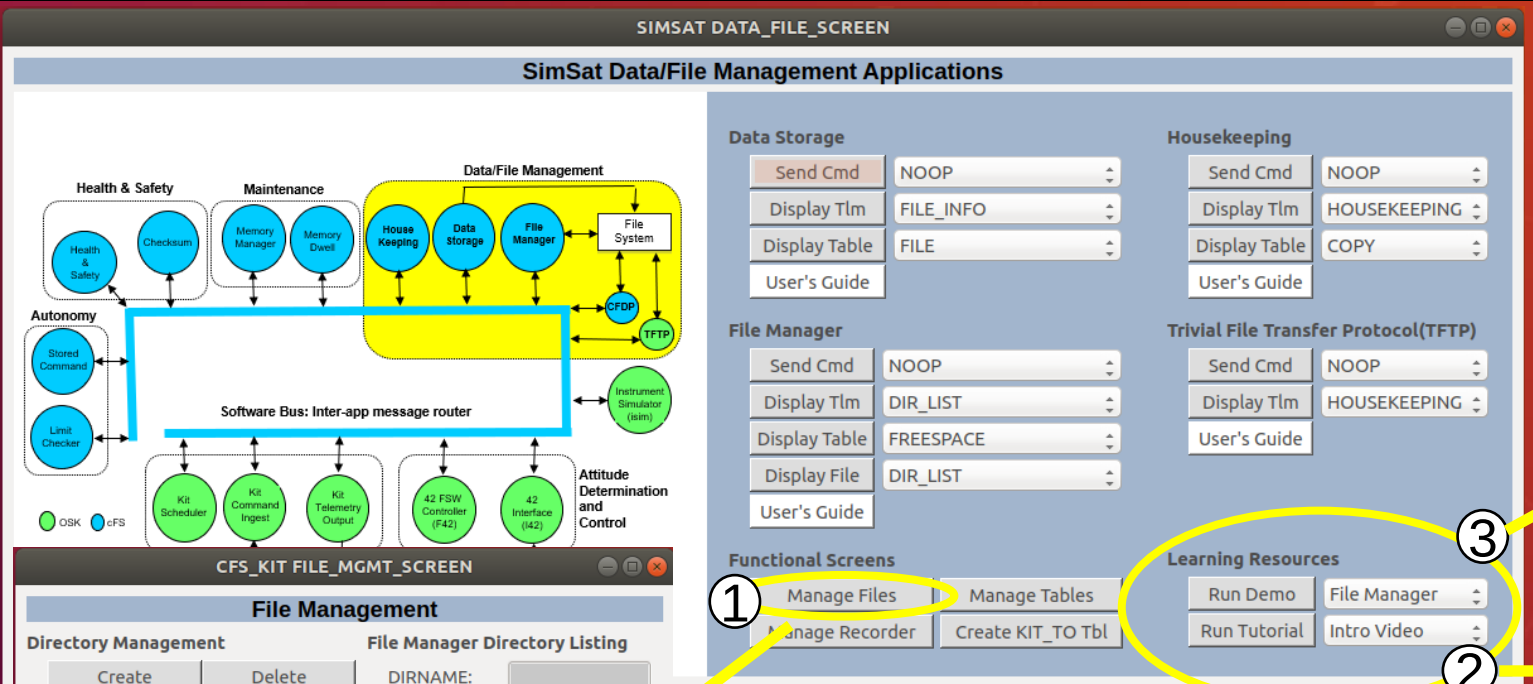


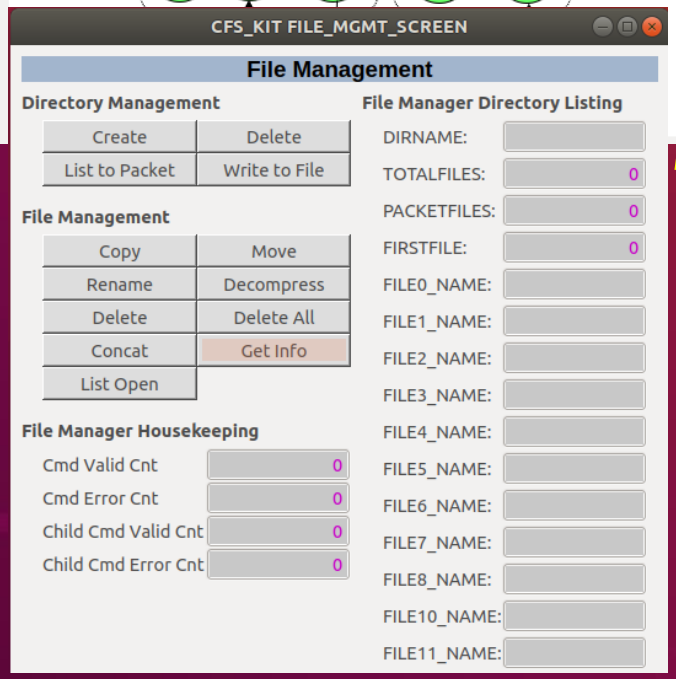


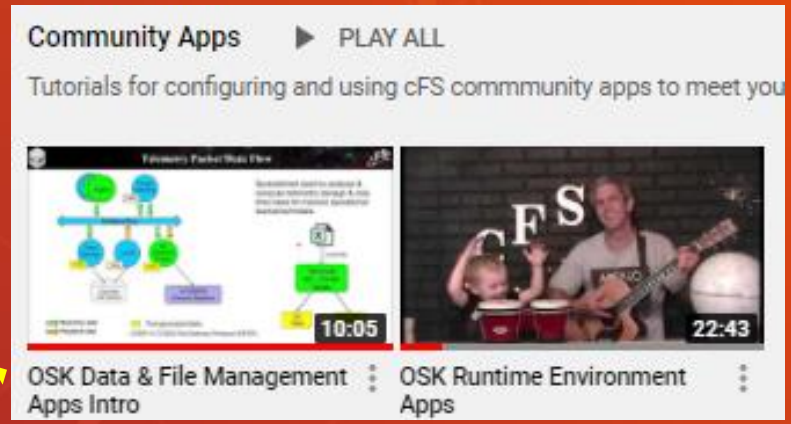


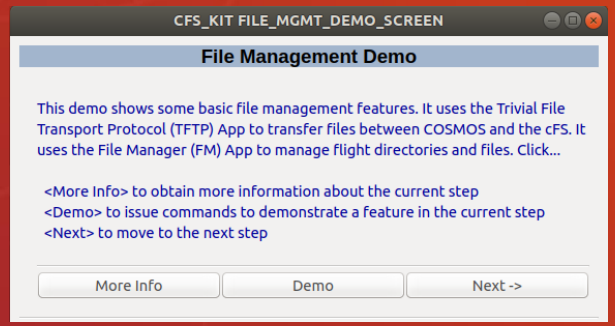


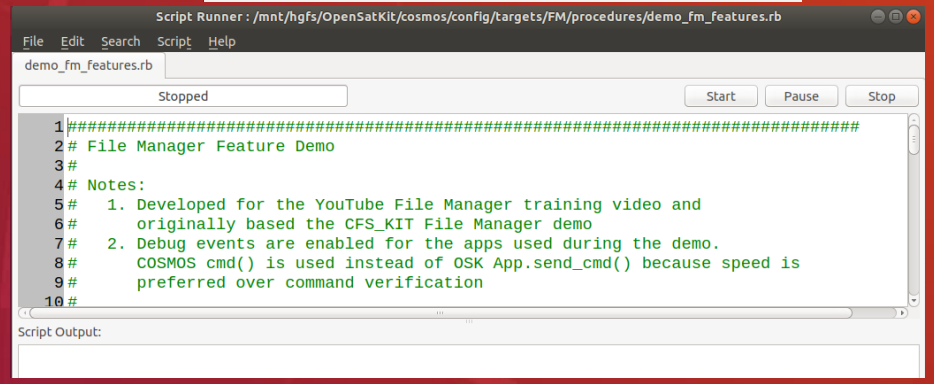
App Interactive Resources (2 of 2)





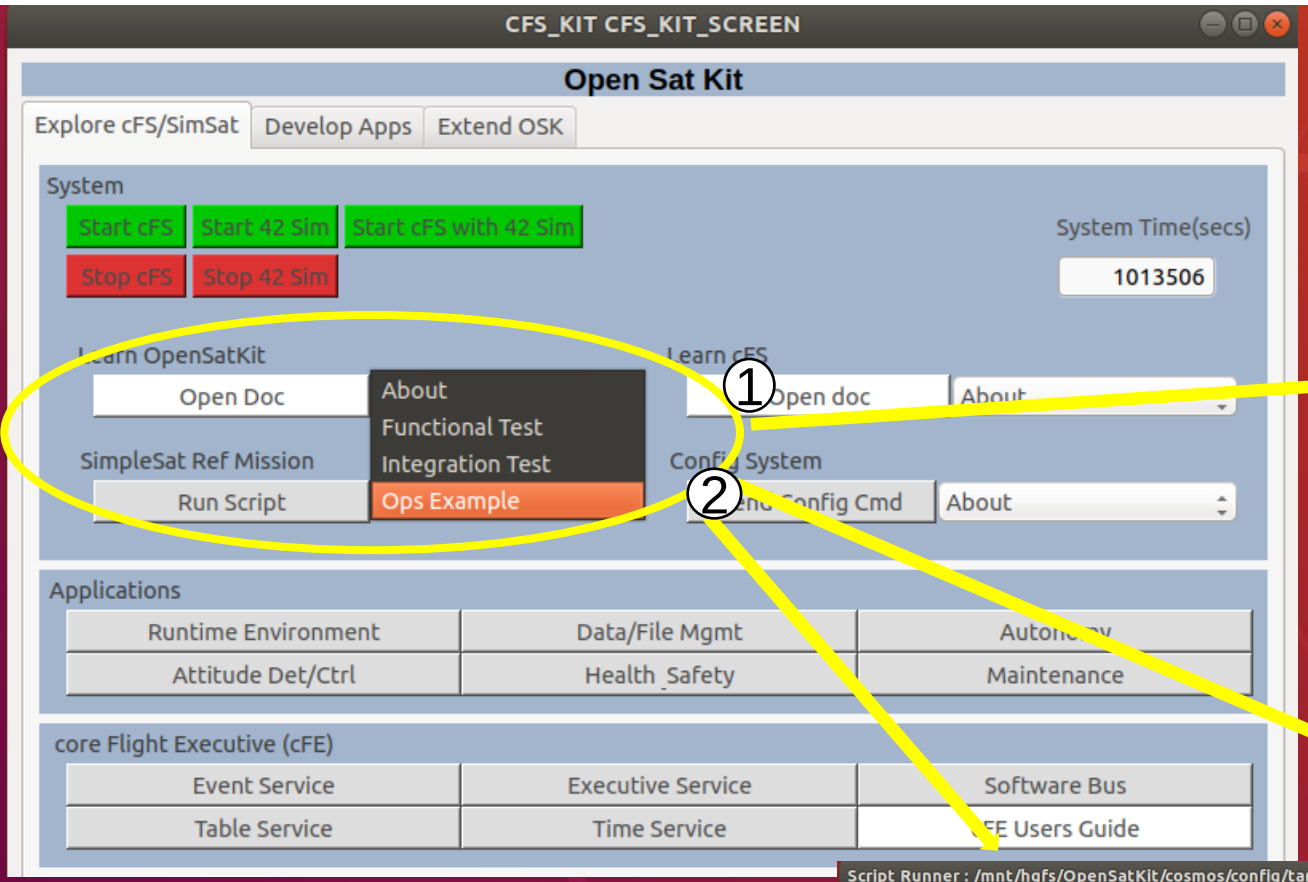




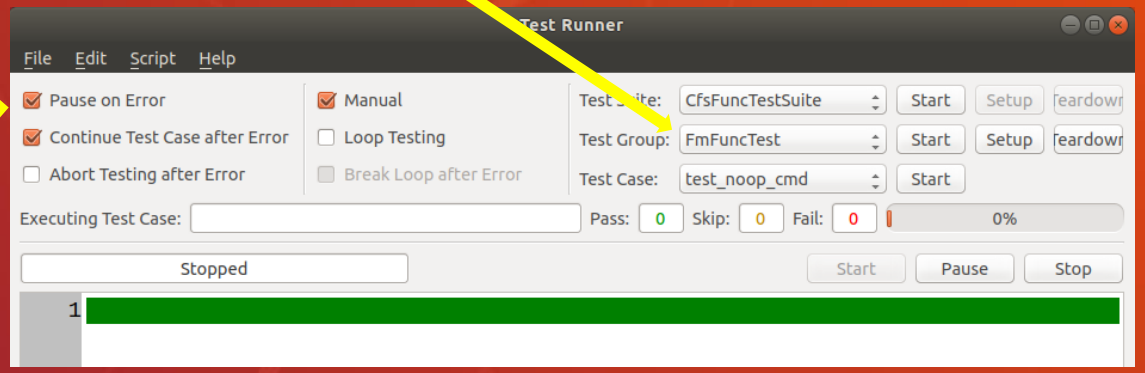


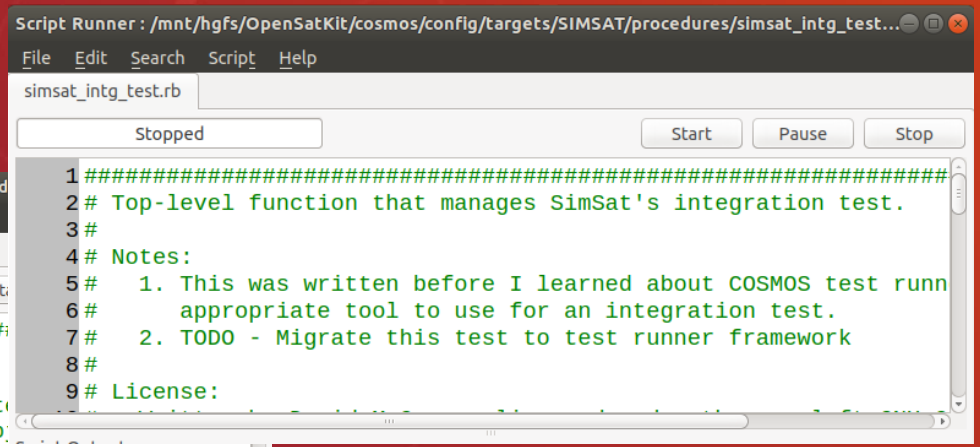
1. FM summary page with HK and directory listing
2. FM feature demo
3. YouTube Tutorials

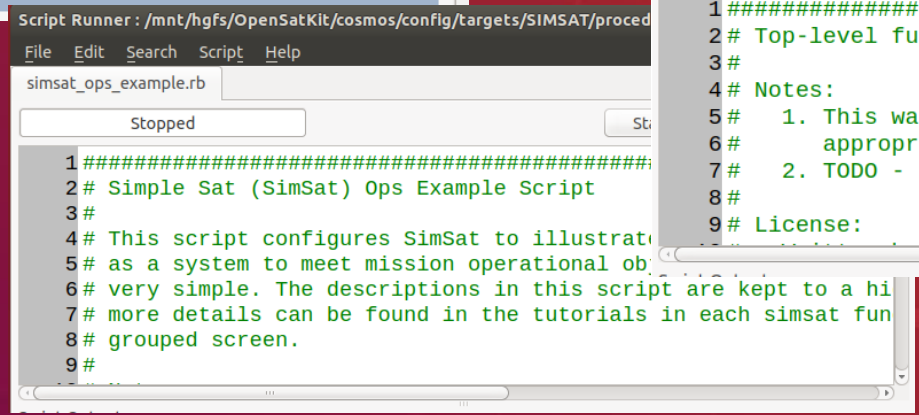
App System Scripting Resources



1. Functional Test Suites contain Test Groups for each app that run in the COSMOS Test Runner



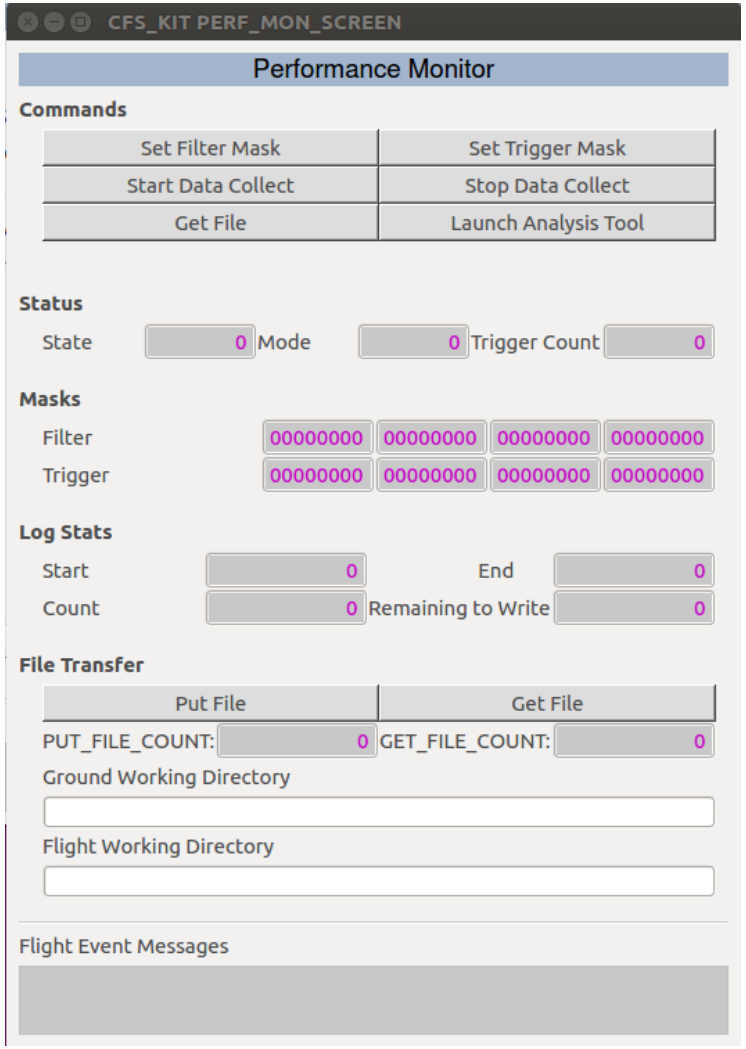




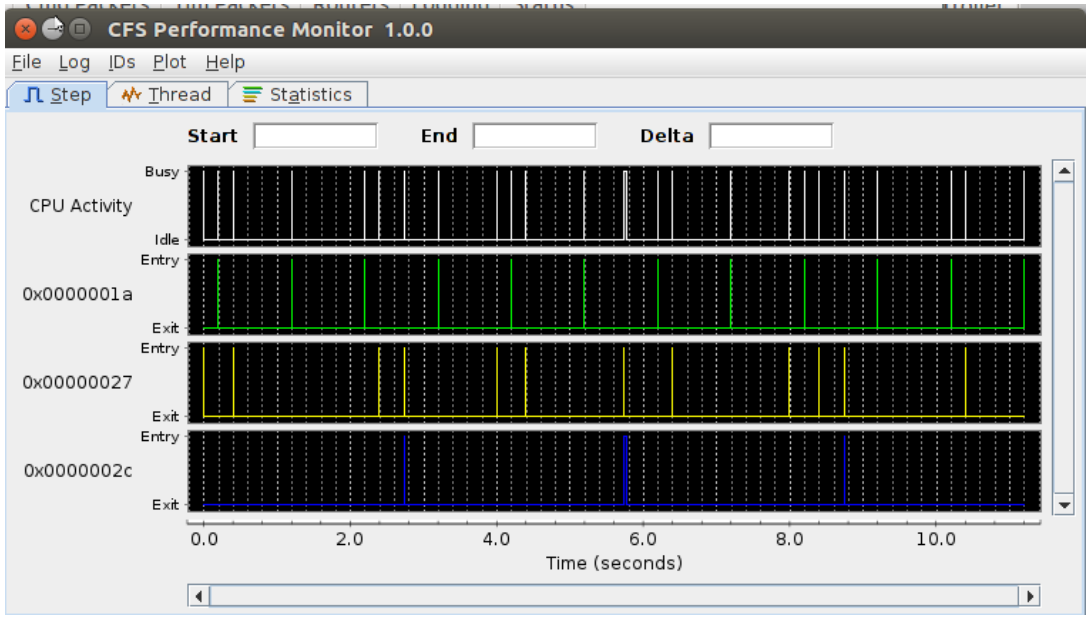
2. The Integration Script and Ops Example use the COSMOS Script Runner

Tune, Verify, & Validate

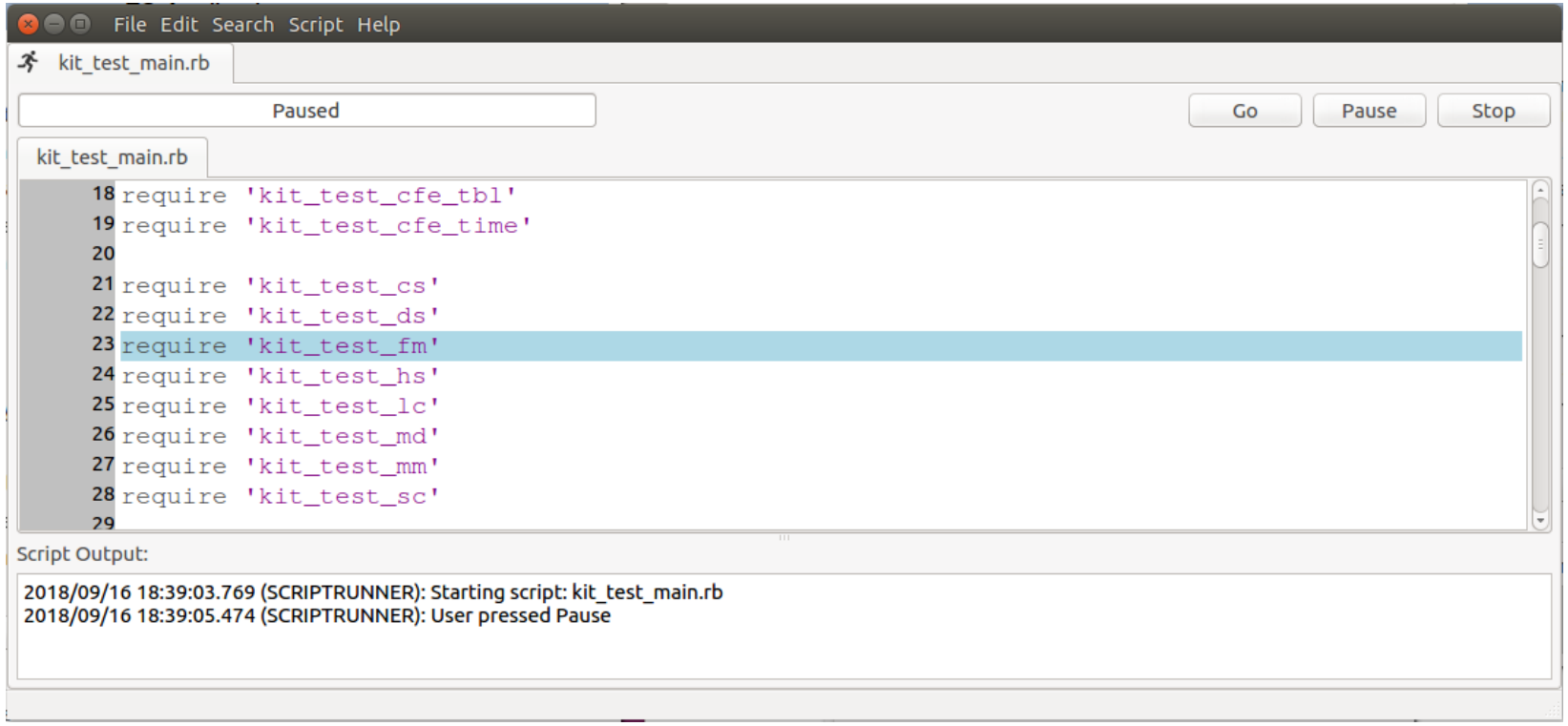
Performance Monitor Tool



- Capture FSW performance data using screen
- Download file and <Launch Analysis Tool>

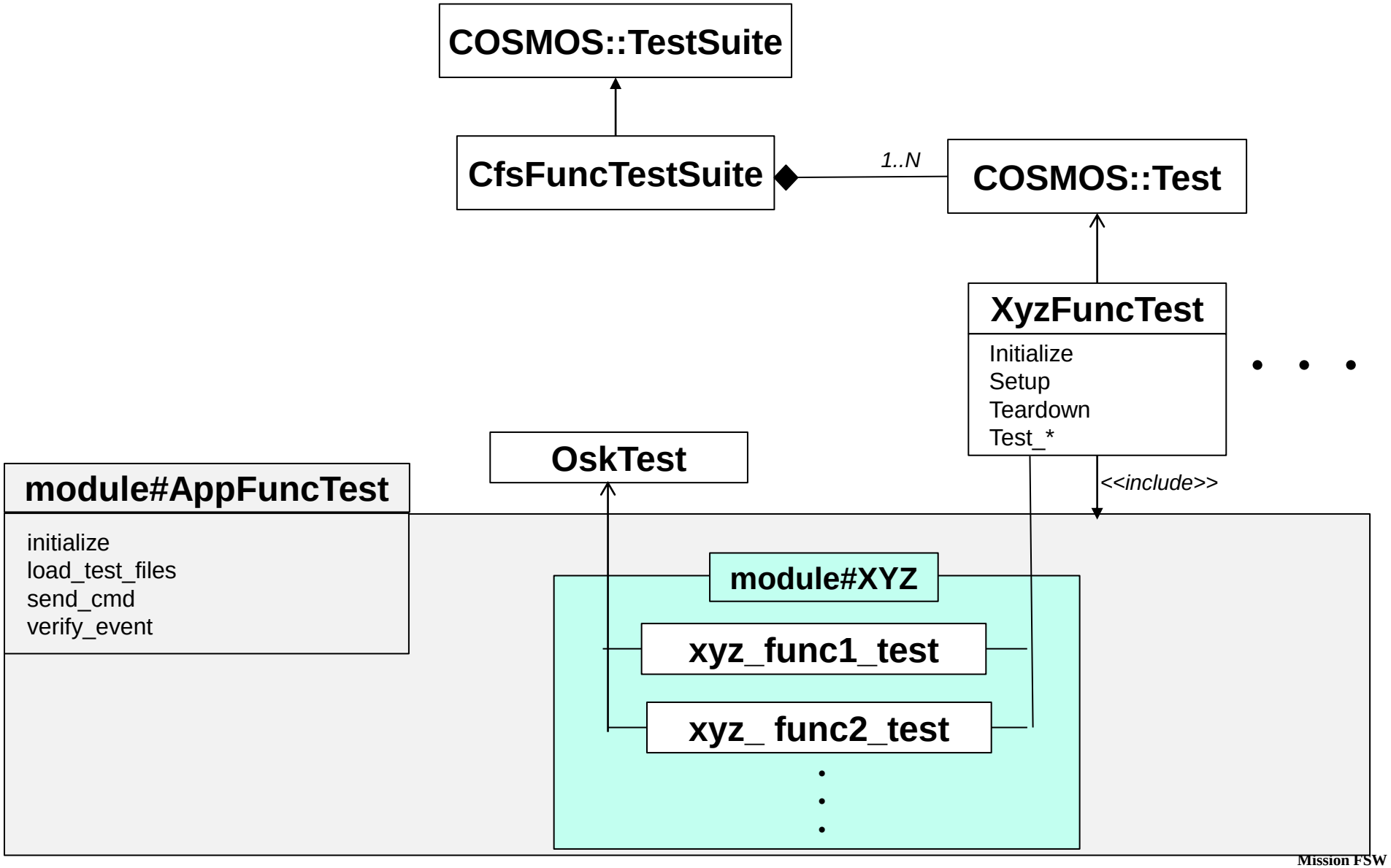


SimSat Integration Script



- Runs test script using Script Runner
- Issues Noop command to every application and verifies telemetry response

Functional Test Scripts



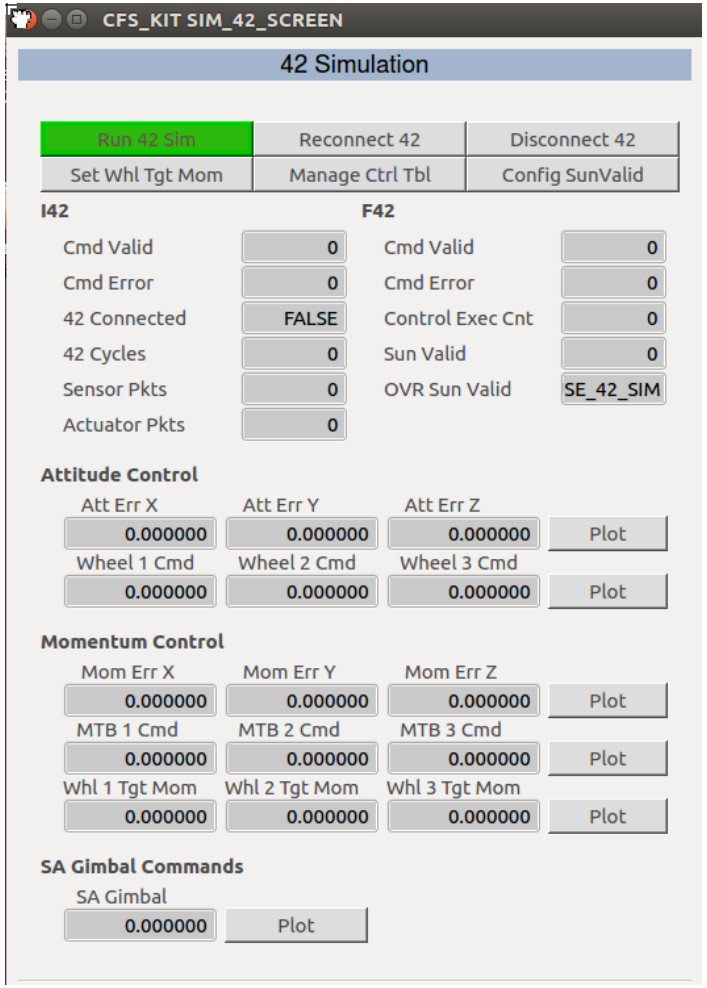
SimSat Operation Script Example

Running with 42 Simulator

Needs updates since v2.4

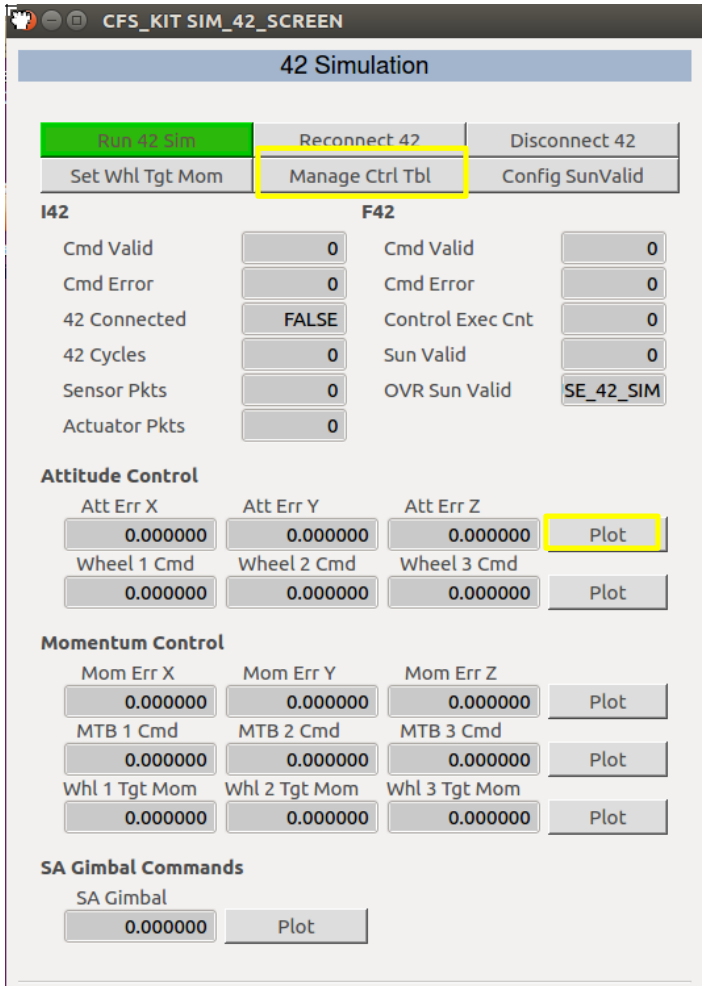
Merge with apply systems engineering processes

Starting the Simulation



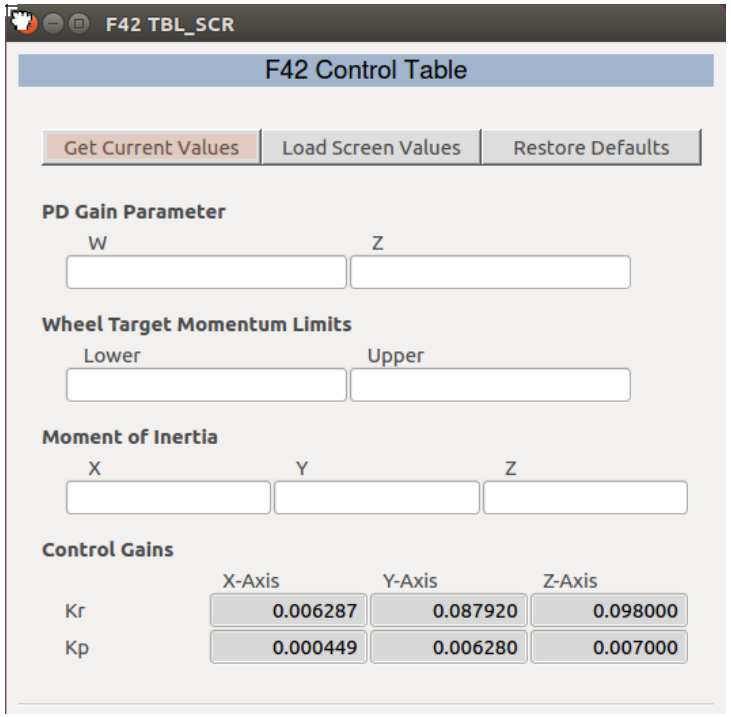
- Select <***Run 42 Sim***> which will start the 42 simulator in a new terminal window.
- The 42 configuration files used in the simulation are located in directory ***OpenSatKit/42/OSK***
- The simulation takes a while to initialize

Preparing 42 Simulation

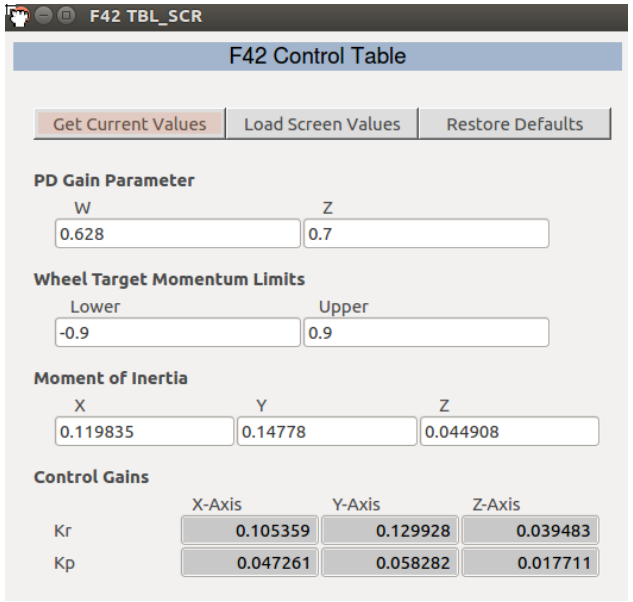


- **From the kit main page on the previous slide select <42 Simulator> and the screen to the left will appear.**
- **The 2nd row of buttons allow you to change the behavior of the control algorithms running in the FSW and are described on the next slides**
- **Before running the sim you will open some additional windows that will be used for your class exercise**
  - Manage Control Table
  - Plot Attitude Errors

Managing Control Table

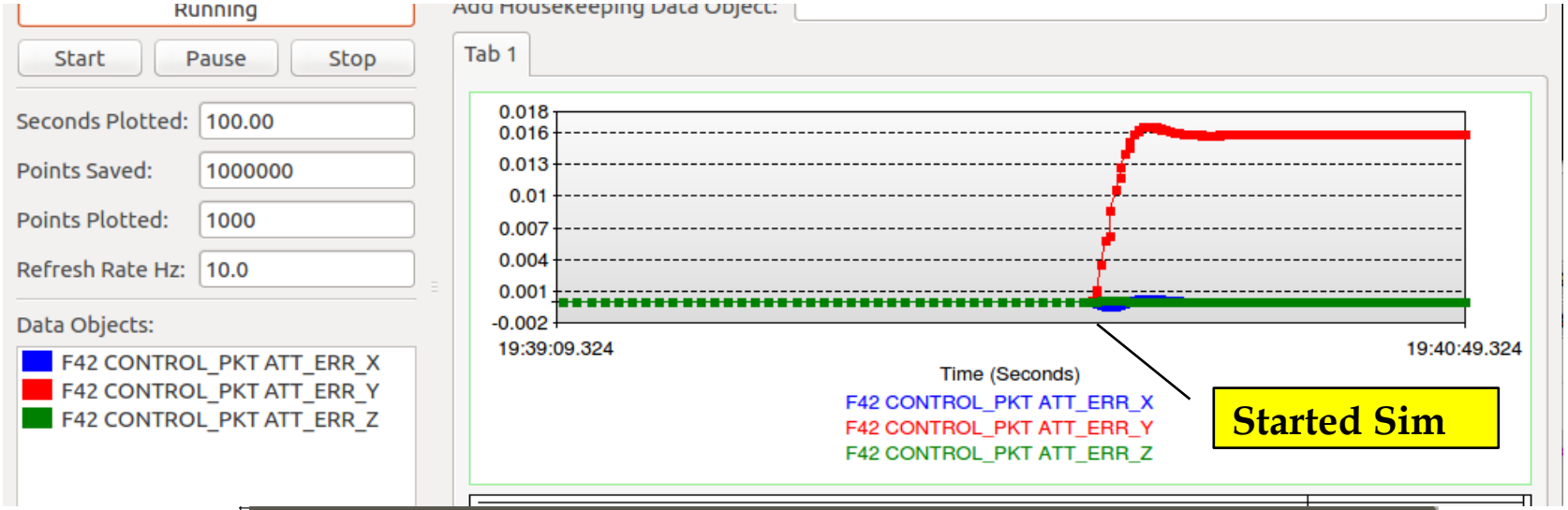


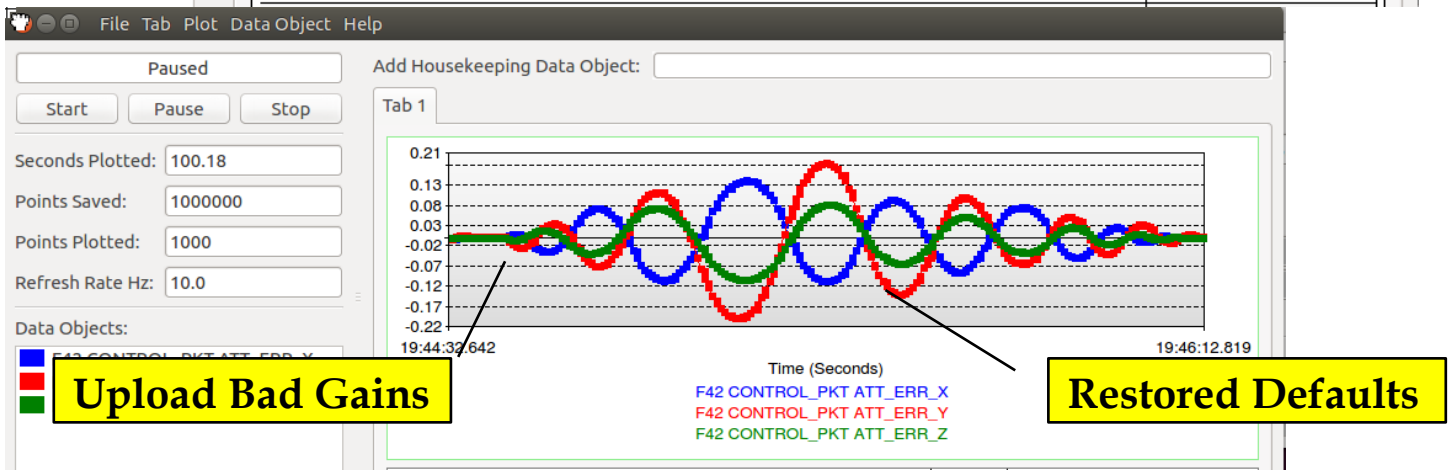
- Selecting <***Manage Control Table***> on the 42 Sim screen produces the screen to the left.
- Select <***Get Current Values***> and it will populate the screen with the current control table values. This takes a little time because it is transferring a file from flight to ground
- Edit the screen as desired and click <***Load Screen Values***> to replace the current control table values
- The defaults can be restored by clicking <***Restore Defaults***>



Plot Attitude Errors

- Selecting <Plot> button next to the attitude errors produces the screen below



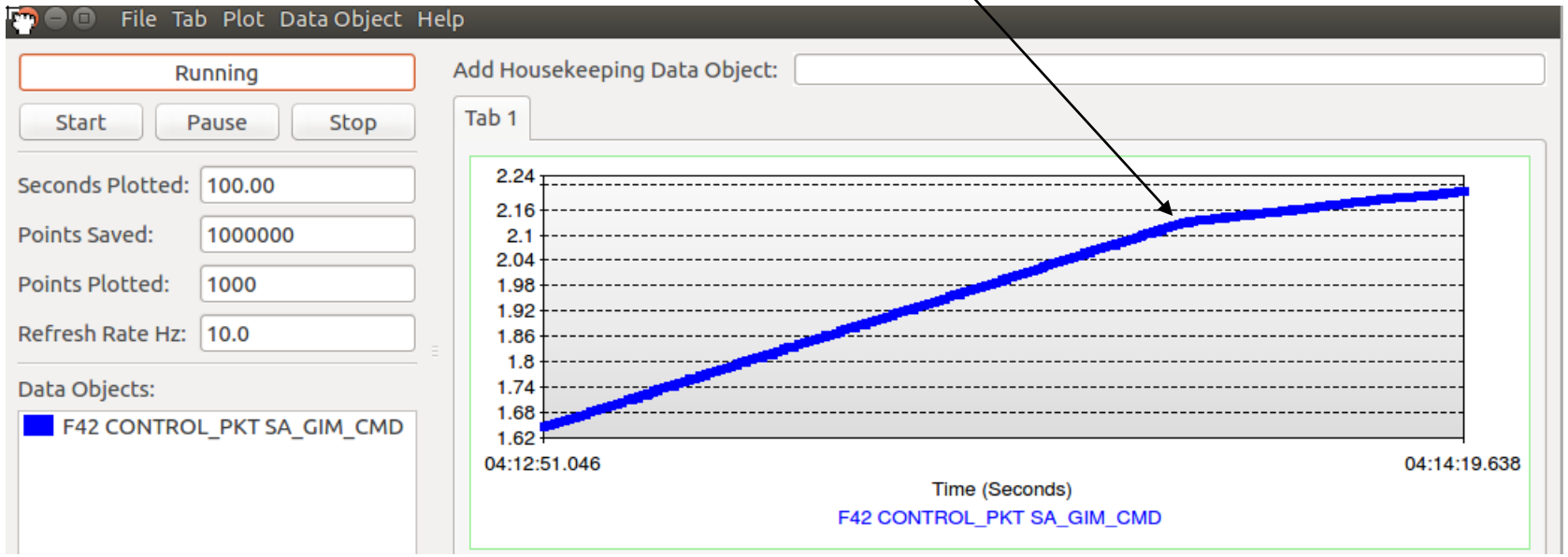


Additional Configuration Options

- **The kit includes two additional configuration options that can be manipulated**
  1. Wheel target Momentum
  2. Sun Valid Configuration

Configure Sun Valid

- Selecting <*Config SunValid*> to override the current sun valid flag
- The plot below shows gimbal command
  - The linear portion had a valid sun and the bend occurred when the SunValid was overridden to false.

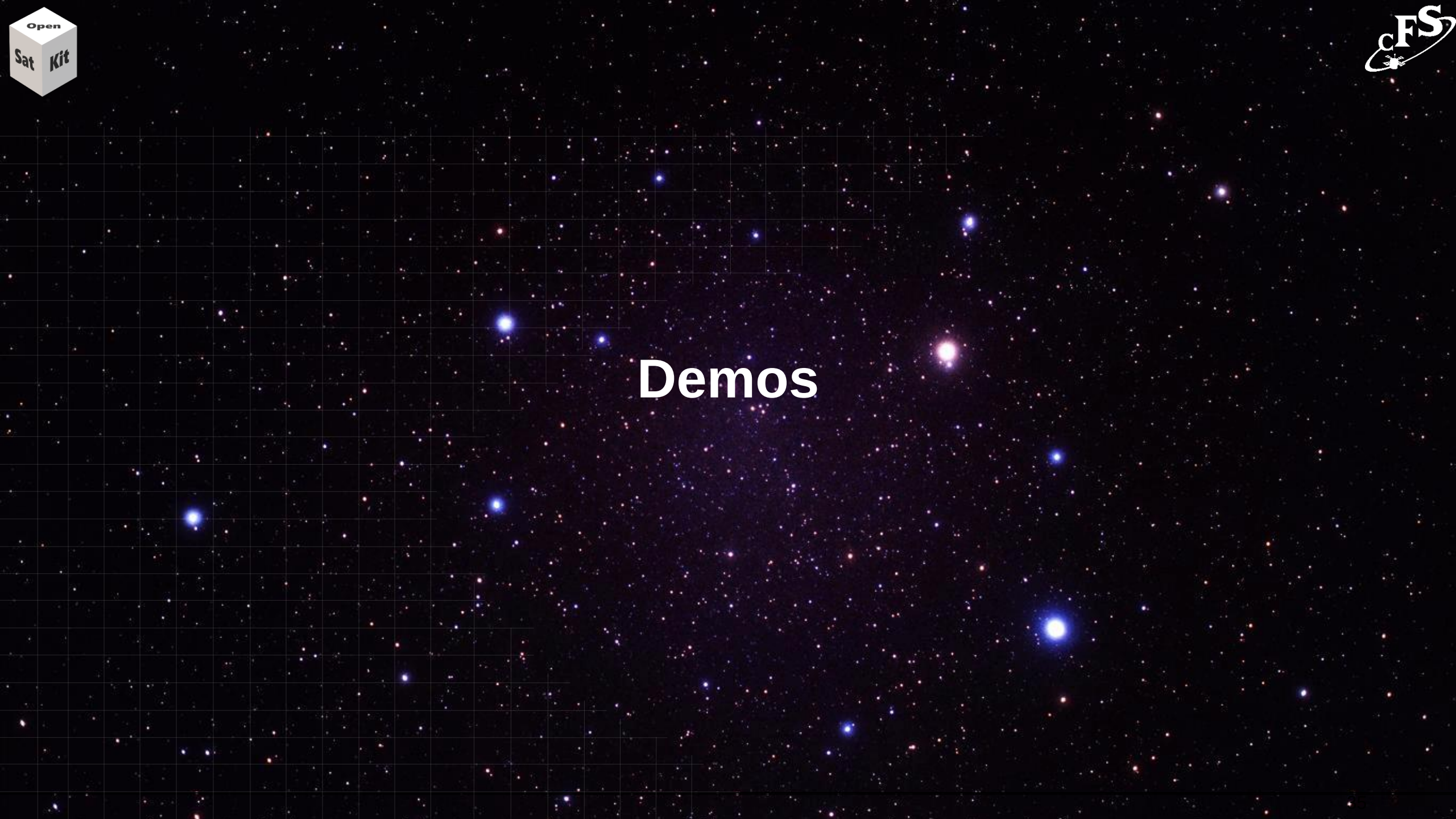


Sim Termination

1. Click **<*Disconnect 42*>** to end a 42 simulation that is running with the FSW

2. To terminate the flight software click on the terminal window with the FSW messages and then enter ctrl-c

3. Each of the cosmos windows will need to be closed individually. If you close the COSMOS TlmViewer window first it prompt you to close all of the telemetry screens at once.

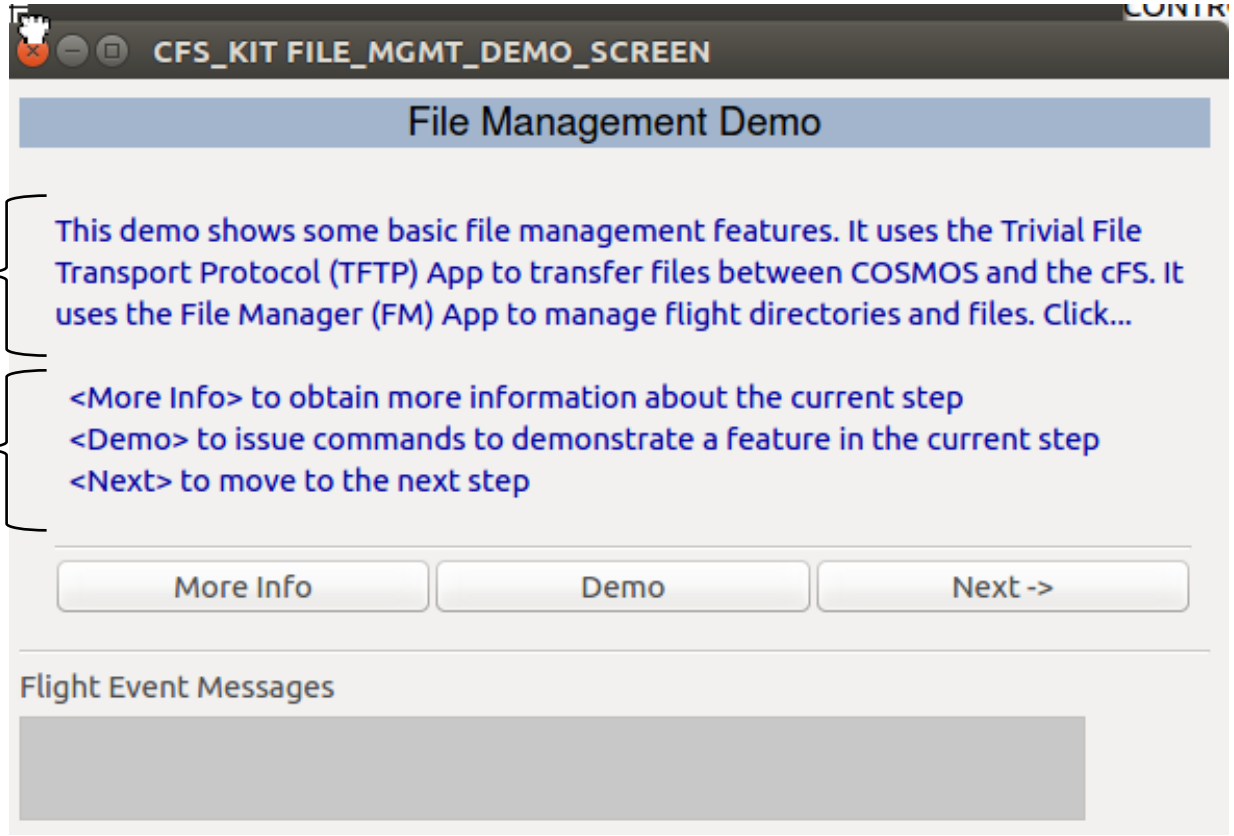

Demos

Screen-based Demos: FM Example (1 of 2)

Each demo follows a common user screen configuration

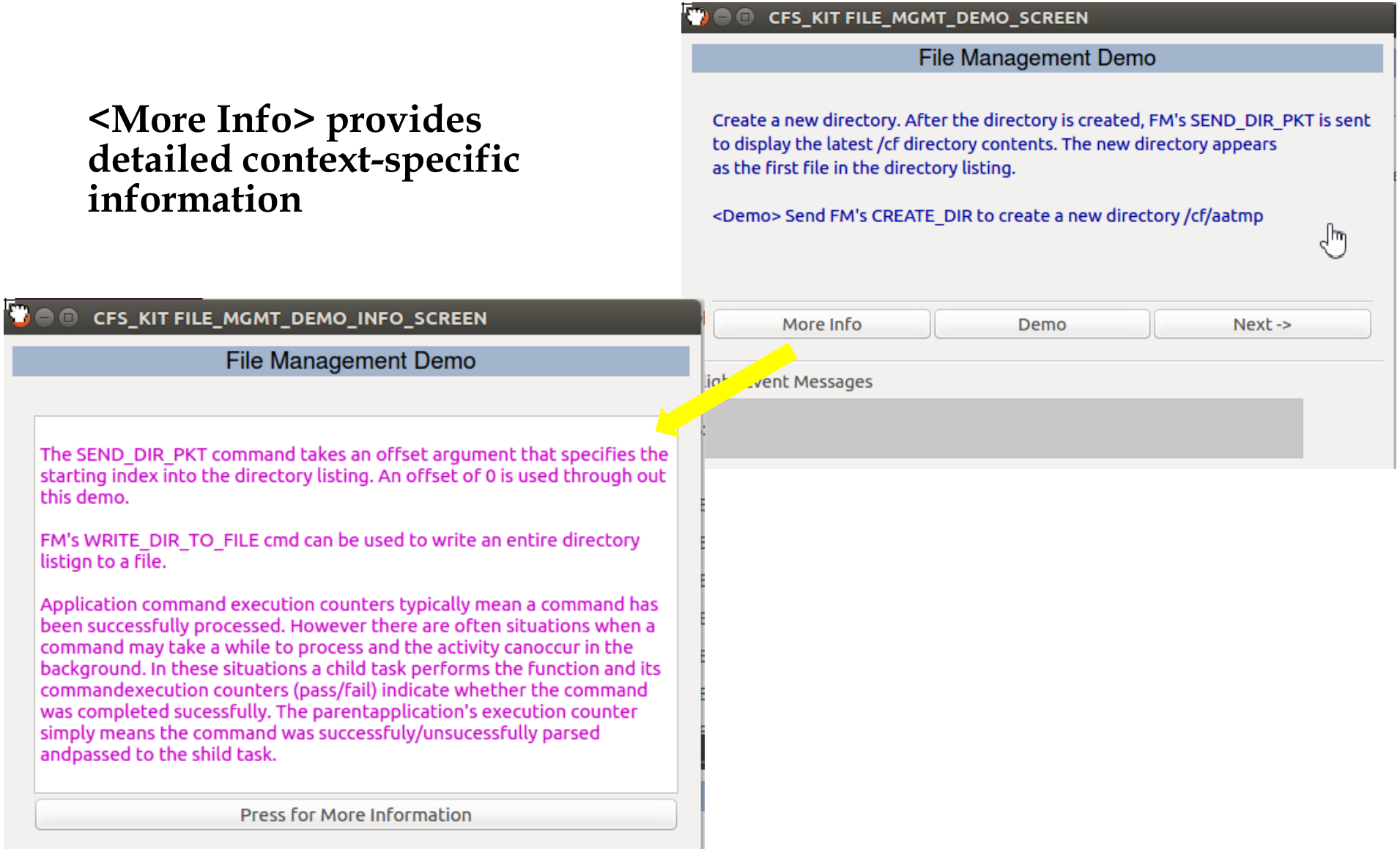
Description of current step

Button usage description



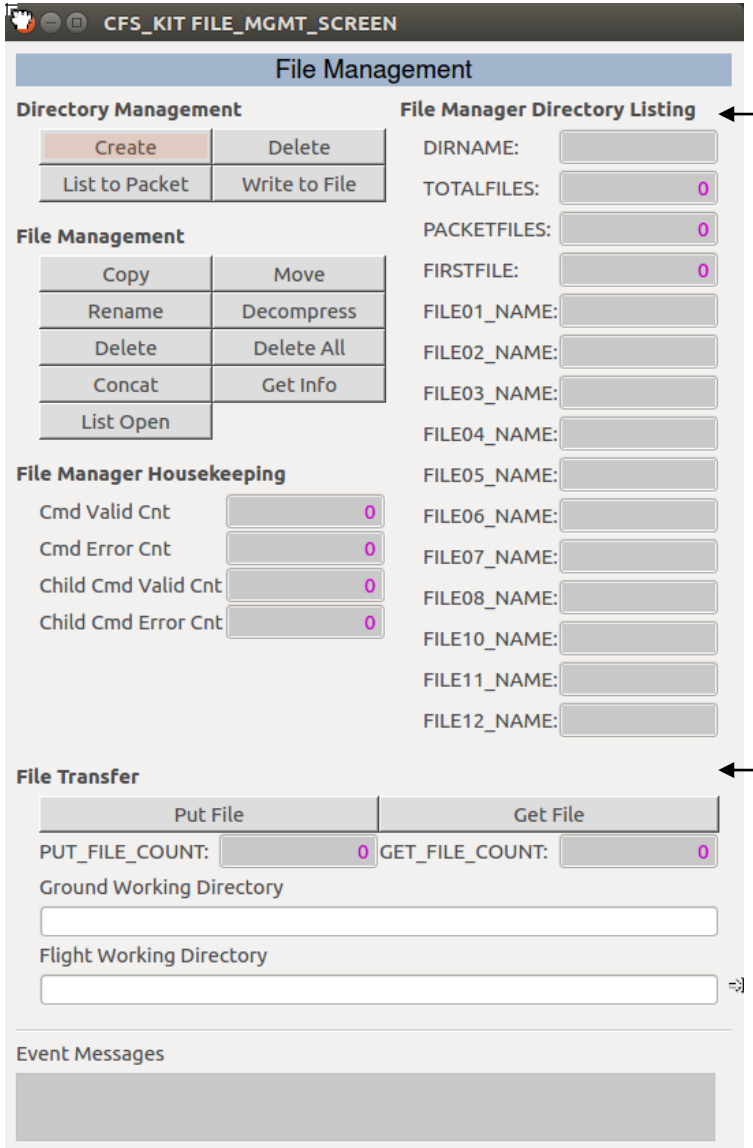
Screen-based Demos: FM Example (2 of 2)

<More Info> provides detailed context-specific information



Application Functional Screens

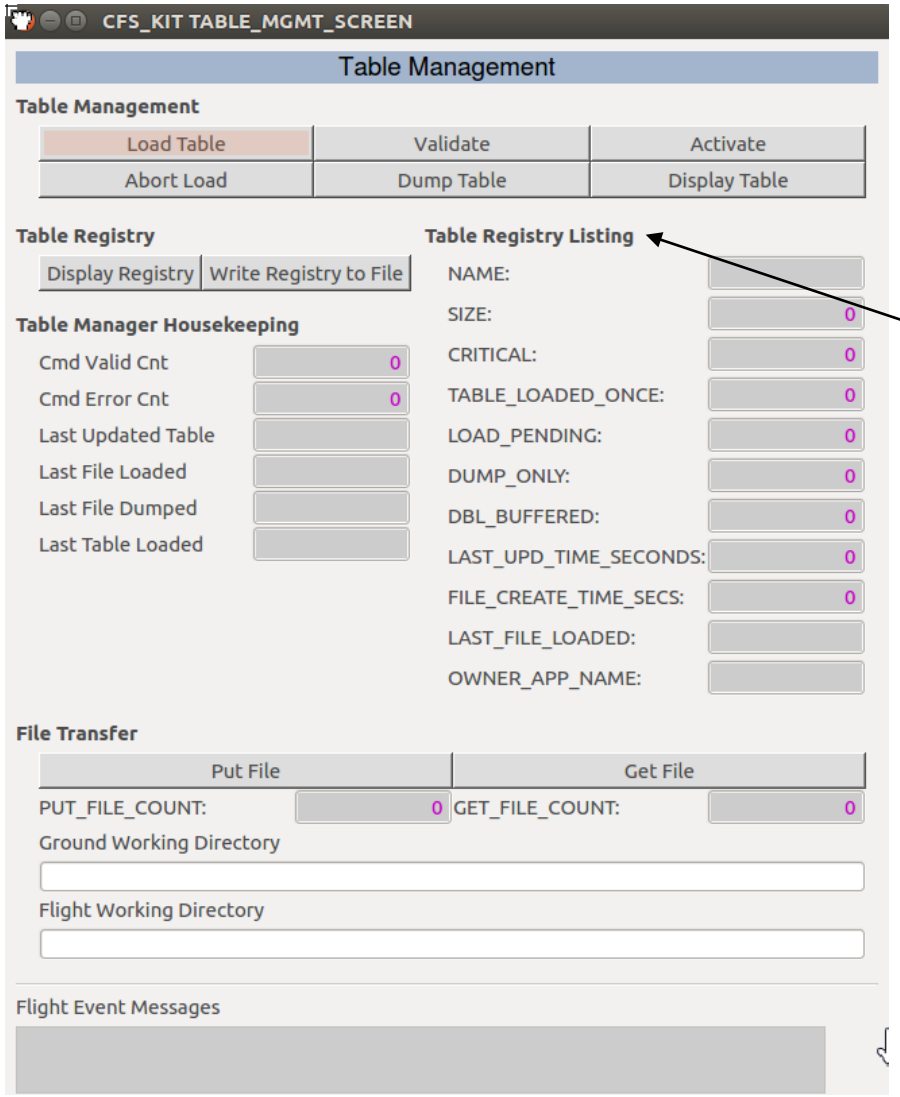
File Management



- <List to Packet> commands File Manage (FM)
  - To send a directory listing
  - The command uses a directory listing alphabetical "offset" to determine which file to start with in the listing
- OSK uses the verbs ***list*** and ***send*** to indicate information is sent in a telemetry packet.
- ***Write*** is used when information is written to a file

- <List to Packet> commands File Manage (FM)
  - To send a directory listing
  - The command uses a directory listing alphabetical "offset" to determine which file to start with in the listing

Table Management

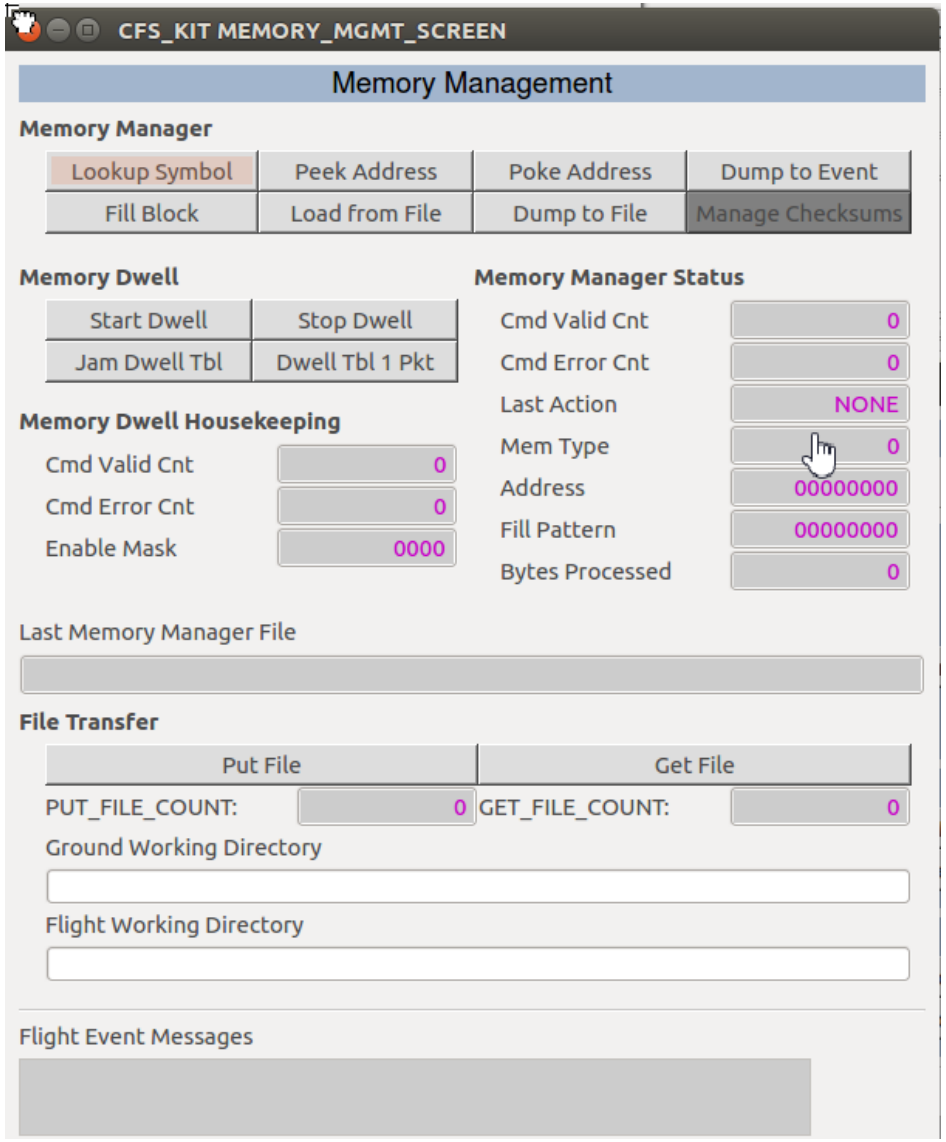


- Load a new FSW table
  <***Put File***> transfers file from ground to flight
  <***Load Table***> into table buffer
  <***Validate***> table via app validation function
  <***Activate***> new table

- <***Display Registry***> sends a table's registry information in a telemetry packet

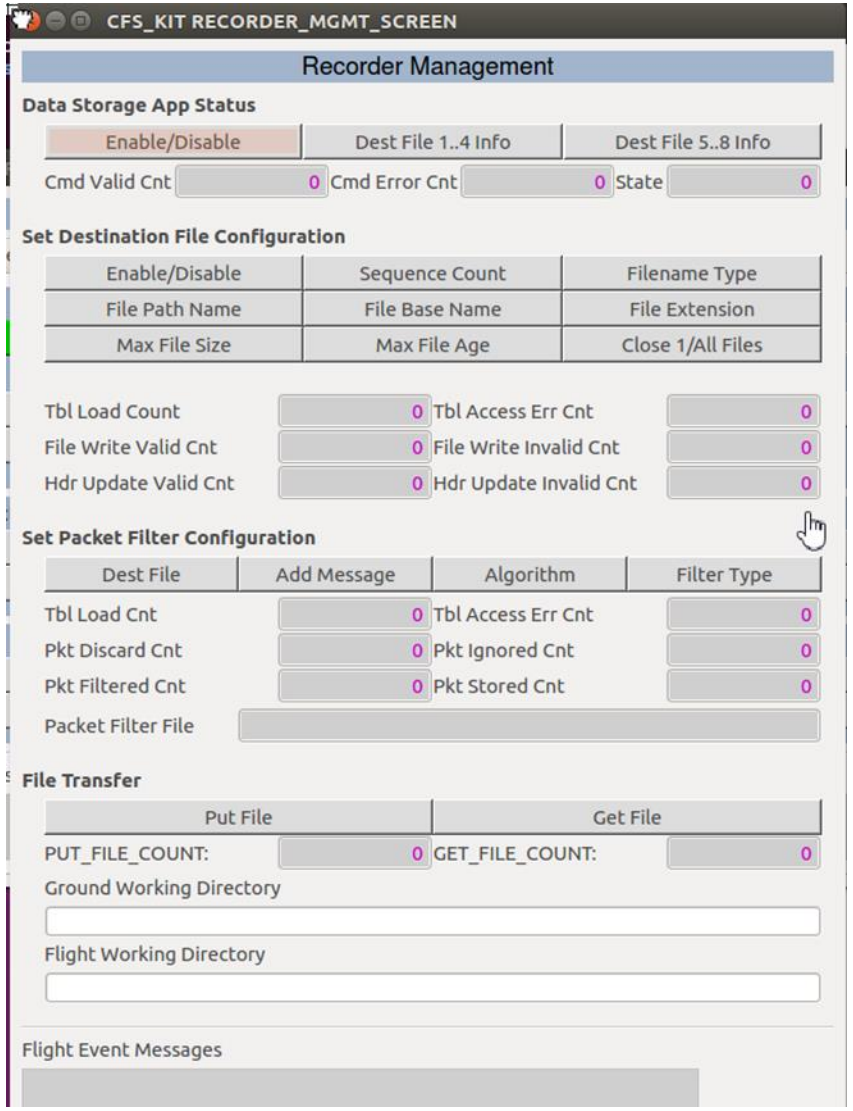
- Dump and display FSW table
  <***Dump Table***> to onboard file
  <***Get File***> transfers file from flight to ground
  <***Display Table***> launches COSMOS Table Manager to view file. Requires binary file definition.

Memory Management

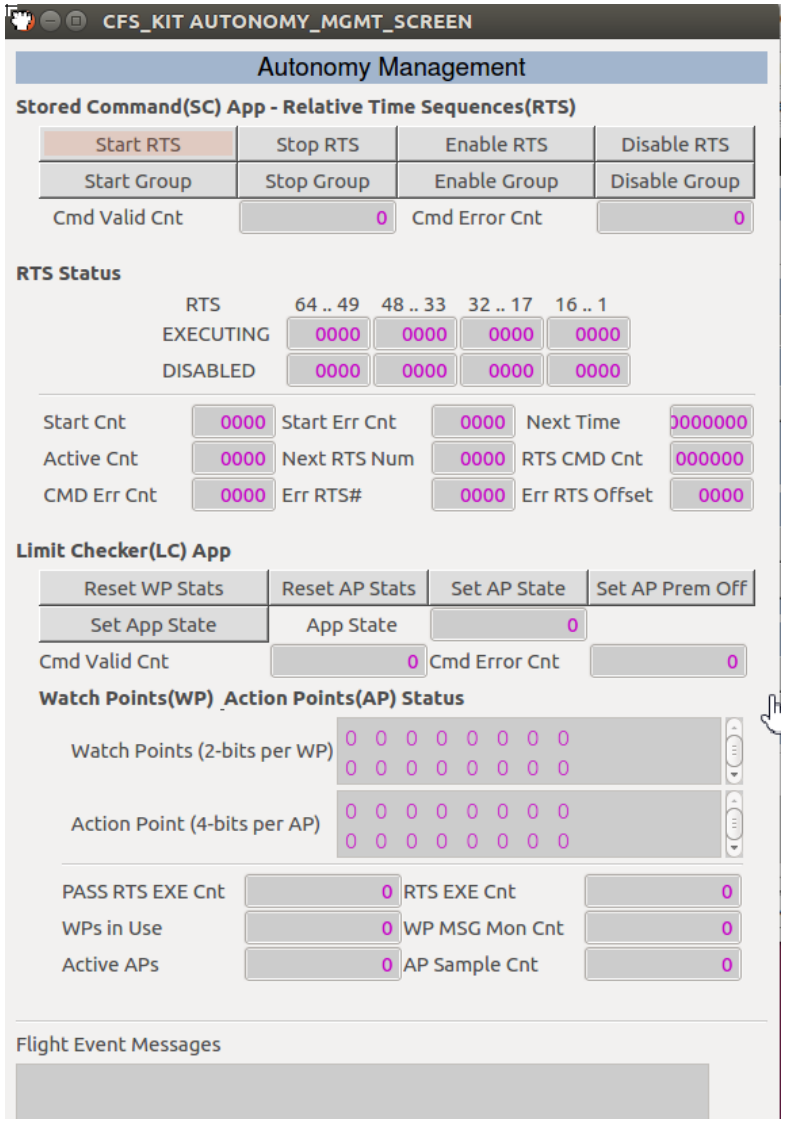


- Memory Manager (MM) and Memory Dwell (MD) apps are typically used for inflight maintenance.
- MM commands allow direct access to any memory location
- MD generates telemetry packets that contain the contents of table-specified memory locations
  - Only 1 dwell table telemetry packet is defined
  - *<Jam Dwell Table>* allows the dwell table to be loaded without using the table load service
- The FSW can easily be corrupted using memory manager
- The memory management demo is a good place to start since it demonstrates MM and MD using safe memory locations

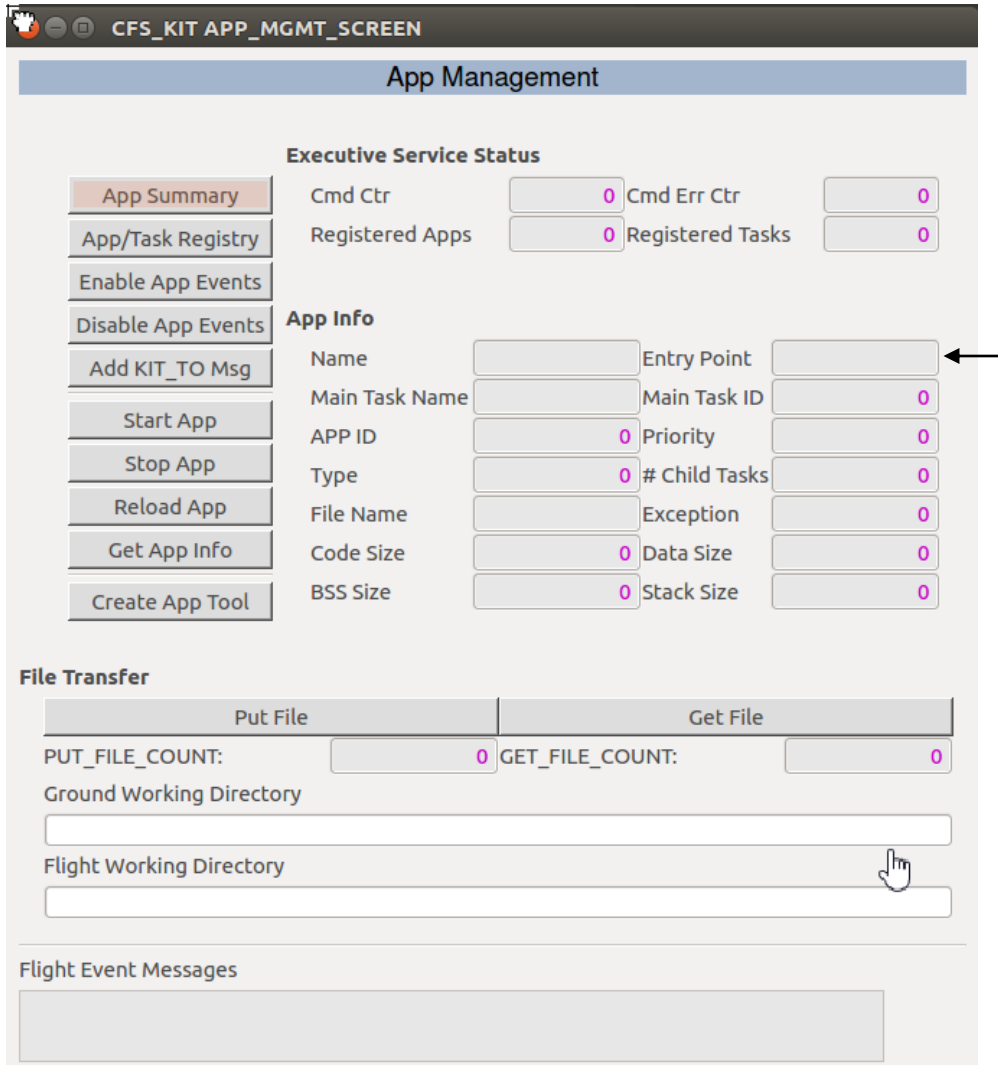
Recorder Management



Autonomy Management



Application Management



- *<Get App Info>* commands cFE executive services to send a telemetry packet with the command-specified app

- *<App/Task Registry>* commands cFE executive services to write app or task information to a file that can be transferred to ground via a *<Get File>*