

Implementation of FPGA based star tracker for spacecraft attitude determination

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Abstract

Keywords

Abbreviations

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1. Introduction

A hardware based solution for a software algorithm is sometimes needed within application areas where performance matters the most. One example of this is the aerospace industry where the most optimized solution is sometimes the only choice. In this thesis I work together with Aboa Space Research Oy to create a hardware implementation of a star tracker system using a software component as a basis. A star tracker is commonly used as part of a larger system where the role of the tracker is to provide orientational data to other components. This information might be used for navigation and control or in combination with scientific instruments to help with further analysis. Hardware design can be inspired by software algorithms when designed for a specific purpose as in this case. The software defines the functional part of the system, which leaves a big part of the supporting architecture to be designed. In this thesis I will explain the process of implementing functionality to a digital circuit, by example.

To complete a set of tasks in any environment, a scientific project needs a well defined tools to reach its goals. In technologically restricted environments such as space, tools often needs to be multi purpose for optimal use. An image sensor is in this case used for providing reference data for a star tracker. This image sensor can provide data to multiple systems by reuse of data or capturing new images with other settings. The purpose of the system in this project is to refine data from pre defined sensors to provide additional and reinforcing information about the environment for the use of other scientific instruments. The goal of this thesis is to create a roadmap of the system design process and include theory of relevant areas.

2. System requirements

A hardware implementation of a image analysis software component is to be developed to be used on a FPGA. The software in question is a product of a European space agency funded research project regarding detection and analysis of space debris in low earth orbit. Computer vision and other analysis methods are used to identify debris from image data. With the help of a star catalog the image is mapped to a position in space to provide positional data of the detected debris. A diagram of the system is shown in figure 2.1. The software component in focus is the astrometry and photometry part of the diagram, which is in the output phase of the complete system [1] [5].

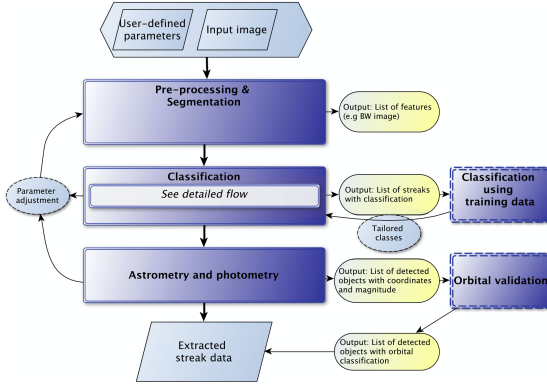


Figure 2.1: Flowchart of StreakDet software [1]

2.1 Specification

The specification consists of development and system requirements as well as description of tools and components. System requirements are created based on meetings and discussions with Aboa Space Research Oy. Some requirements are derived from higher level requirements to suit the development process. Table 2.1 presents the system requirements in a functional and non-functional fashion.

| Functional requirement | Non-functional requirement |
|--|---|
| Detect the celestial position of an optical image of stars | The processing pipeline runs on an FPGA |
| Captured image is uploaded from host machine to an FPGA target | The system is modeled using a HDL |
| Key steps in processing pipeline are parameterized and adjustable through host machine | Input images are 8 bit, single channel with 480 by 270 pixel resolution |
| Processed images can be read back to host to verify intermediate results | Output consists of coordinates according to the equatorial coordinate system. |
| Output coordinates are read back to host machine | |

Table 2.1: Table of functional and non-functional system requirements

The development requirements involves critical steps that are necessary when working towards the system requirements.

2.1.1 System components

Processing nodes

The system consists of two nodes, the host machine and target FPGA. Because the application of this system different in a production environment, the FPGA part should not be too depending on the host machine. When integrated into a larger system with shared memories and communication, the FPGA will have to be able to read input image directly from memory. The same applies for the output, the register where the output is written needs to be configurable and not sent to a host machine by default.

FPGA module

The FPGA module Opal Kelly XEM7305 chip with a Xilinx Spartan-7 FPGA will function as a testbed for development. The module contains a part from the FPGA external SDRAM memory and communication interfaces such as USB 3. These features allows for host machine communication and data storage of features such as images, star catalog and output. These data could be stored on

the FPGA itself but using the SDRAM is a sustainable solution because it allows for shared memory usage in production and more flexible image and star catalog sizes.

Interfaces and formats

2.2 Requirements Analysis

3. Aerospace concepts

4. Custom hardware design

4.1 Single and general purpose processors

A general purpose processor refers to a hardware computing platform which is designed for universal use with broad benefits across different problem solving domains. Computing platforms such as microprocessors and CPUs are examples of this type of processor, their hardware logic is implemented in such a way that it enables a large variety of computations to be performed. The characteristics of a processor for general problem solving are well suited to common tasks where there might be many hard- and software abstractions between the application interface and hardware logic. This is a necessity in for example PCs.

When hardware is required for a single purpose with a finite set of tasks to be performed there will be drawbacks with using hardware designed with flexibility in mind. This could be compared to the use of a multitool for driving a screw into a piece of wood when in fact only a screwdriver is needed. It is not the wrong way to do it but there is a more optimized way of achieving the result. Any CPU could be used for computer graphics calculations but since GPUs are designed for the single purpose of this type of processing it is a better tool for the job.

Single purpose processors have a rich history with roots in the early ages of computers. Vector processors were for example used in supercomputers. This was before computers were seen as general purpose technology and high performance computing was about as common as ordinary PCs. Since recent years the utilization of specialized hardware has been rising, with new application areas evolving. Single purpose processors such as GPUs and FPGAs have found themselves into areas such as machine learning, cryptocurrency mining, and other high performance computing applications. As the hardware used in aerospace applications generally is specialized due to strict requirements, single purpose computing platforms are heavily used. For example, the NASA perseverance Mars rover

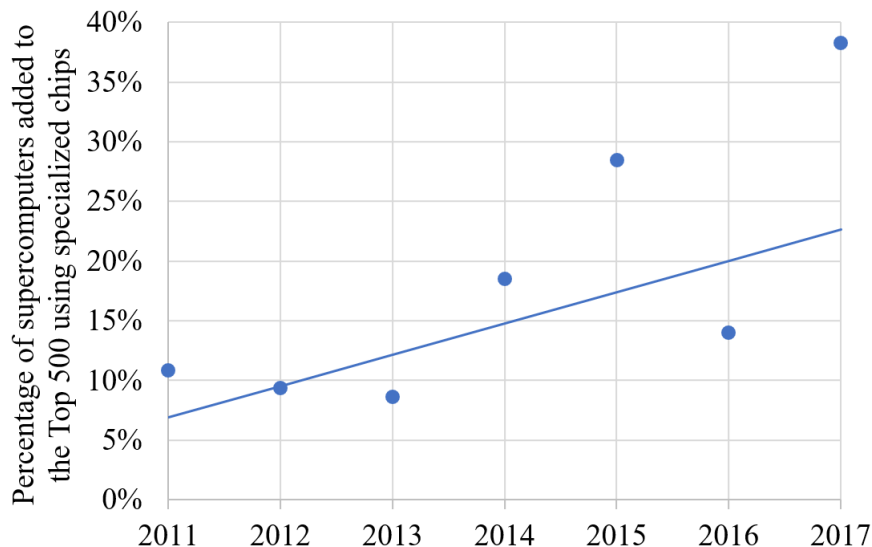


Figure 4.1: Graph showing increasing popularity of specialized hardware in high performance computing [2]

relies heavily on Xilinx manufactured FPGAs for different tasks, such as image processing pipelines [6].

4.2 FPGA Overview

A field programmable gate array, or FPGA, is a digital integrated circuit that consists of millions of logic blocks that can be configured to perform different operations. The process of configuring the logic blocks is called FPGA design and can be compared to the design of integrated circuits. Reconfigurability and ease of design are main advantages when using an FPGA as computing platform. When comparing an FPGA design to a solution that is developed using software, the FPGA stands out with process pipelining and high level of parallel processing. The difference between executing a software program on a processor and executing the equivalent operation on an FPGA is that the compiled software instructs the processor to do operations in a generic way, as in loading a register and shifting a bit. An FPGA does not need to explicitly load a register because the registers are by default connected to the input of the operation, which is defined by the FPGA design. A bit shift operation is typically an inexpensive operation regardless of computing platform, but the FPGA can pipeline the result directly into another register or operation which saves clock cycles [3].

Xilinx is one of the key companies involved in FPGAs both currently and historically. They introduced the world to FPGAs in 1985 and has since then led the programmable logic technology industry with a 51% market share of programmable logic device suppliers in 2017. Major end market categories for Xilinx are aerospace, defense and communications. The main competitor of Xilinx is Intel with a market share of 37% [7][8].

The basic internal elements of an FPGA consists of circuits such as look-up tables, flip-flops, wires and input/ output pads. Using these elements the FPGA design is implemented in the hardware. The architecture is explained by figure 4.2 which shows a matrix arrangement of configurable logic blocks which are connected to each other with wires running between them. The wires also run to the input/ output pads which enables interfacing with off-chip components such as SDRAM or sensors [3]. Configurable logic blocks contains the look-up tables and flip flops. An overview of a CLB is shown in figure 4.3.

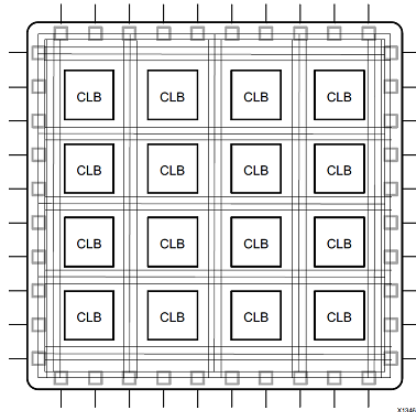


Figure 4.2: FPGA architecture. An FPGA consists of configurable logic blocks, wires and input/ output pads [3].

The slices in figure 4.3 represents the core element of any FPGA. Slices consist of look-up tables, storage elements, multiplexers and carry logic. Depending on the FPGA there are different number of slices per CLB. The slices are collectively responsible for implementing a significant portion of FPGA design [4].

Look-up tables or LUTs, are mainly used as logic elements in FPGAs. They can implement any boolean logic operation by combining memory cells with multiplexers. The look-up table is essentially a truth table that can be used for reading the result of boolean operations. Memory cells and multiplexer routings are initialized by the FPGA design, which is what makes the look-up table el-

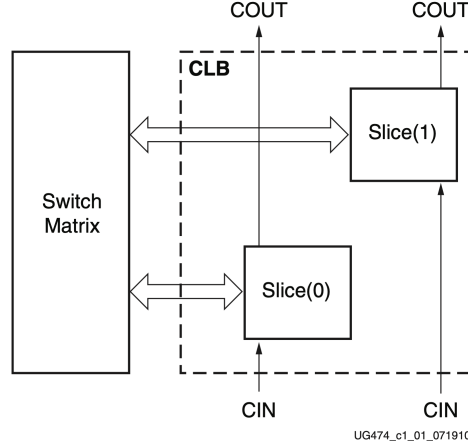


Figure 4.3: Diagram of a configurable logic block. A CLB consists of logic element containers called slices, inputs and outputs, and a switch matrix which connects the CLB to other CLBs [4].

element configurable [3]. An example of a 4 memory cell wide LUT is shown in figure 4.4.

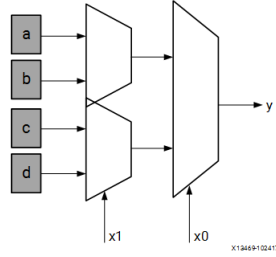


Figure 4.4: Look-up table with 4 memory cells and two multiplexers. The FPGA design initializes memory cells **a-b** and uses inputs **x1** and **x0** to select value **y** [3]

The circuit elements discussed in this chapter forms the basic blocks of FPGA technology. A larger set of elements are often included in an FPGA to enable some optimizations and further functionality in the design. For example there are different types of slices a CLB can contain which makes it more suitable for storage purposes rather than logic. Signal processing pipelines are a popular use case for FPGAs and they often contain slices specialized for operations in this problem domain. Digital signal processing can be accelerated by parallelizing operations in a SIMD fashion, thus to maximize the advantage there can often be found a large number of these slices. Figure 4.5 shows an example of a FPGA configuration with some of these specialized blocks mapped out. The green CLBs

are designated to memory usage and are closely coupled to the red DSP blocks to enable fast processing of the stored data. The purple external memory controllers uses the input/ output pads to interface with external memory such as SDRAM [3] [4].

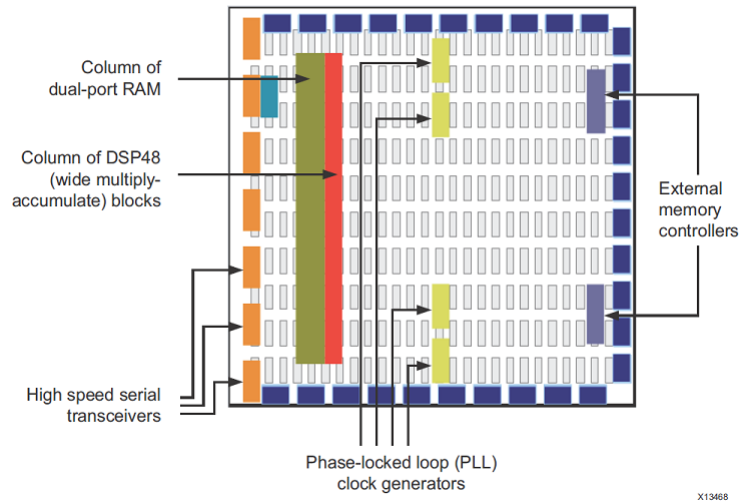


Figure 4.5: DSP system design on FPGA [3]

When comparing FPGAs among each other the main performance metrics are power consumption and number of logic cells. The number of logic cells describes size and complexity of the design that the FPGA can fit. Additionally the FPGAs can often be compared by specifications such as specialized CLB slices, IO interfaces and communication rates. Clock speed is seldom compared because although there is an upper limit, it is often design specific [4] [3].

4.3 Xilinx 7-Series

4.4 IP Cores and system design

5. Development process

6. Documentation

7. Review and reflection

8. Discussion

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