



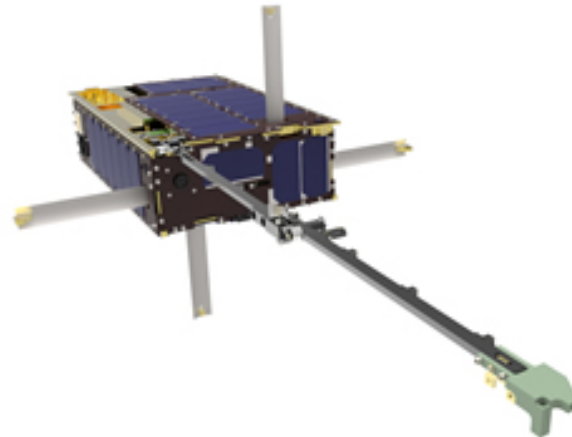
Porting the core Flight System to the Dellingr Cubesat



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Agenda

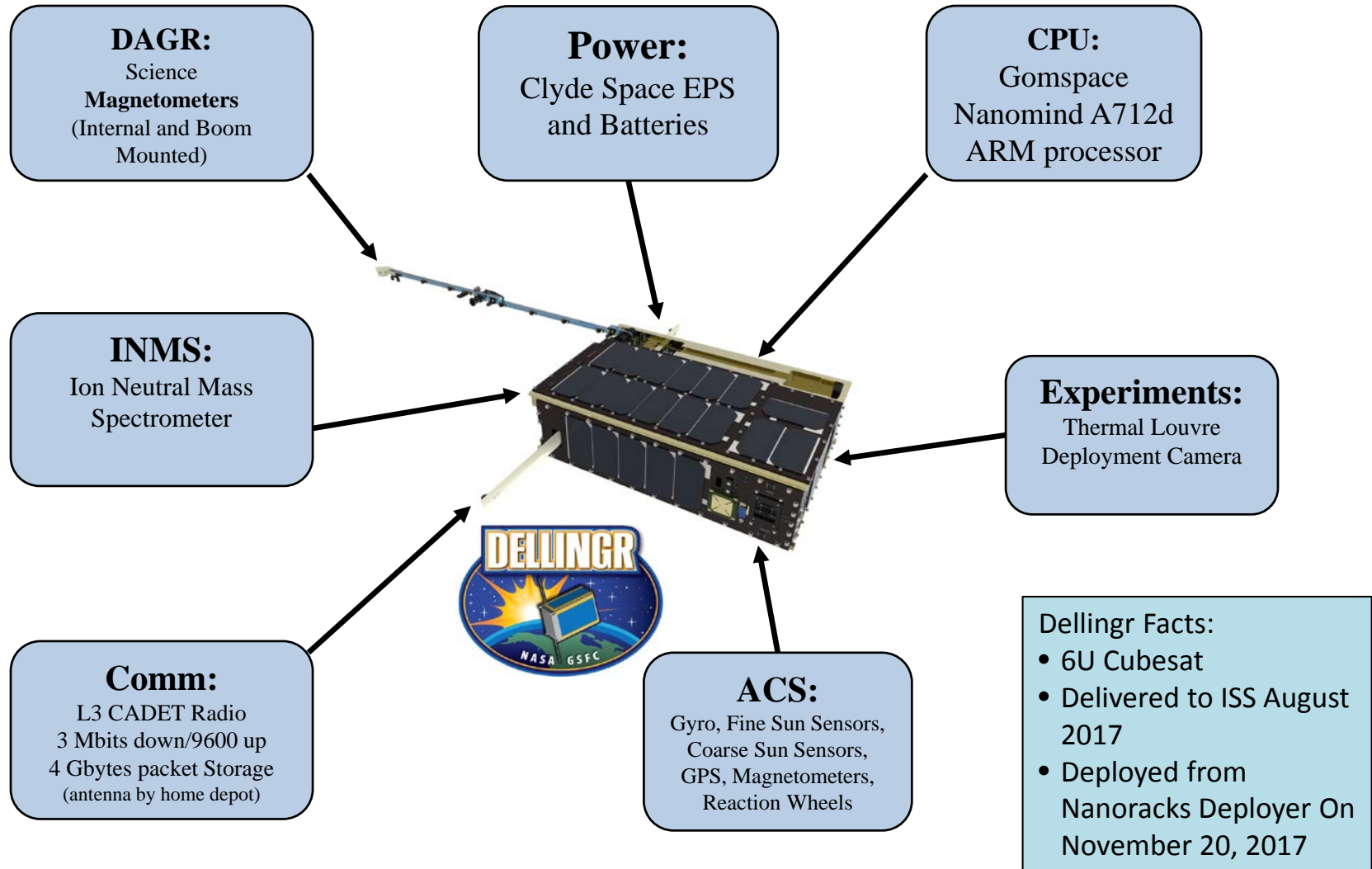
- Background
- Overview of the Dellingr Cubesat
 - Hardware Overview
 - Flight Software Overview
- Simulation on a Budget
- Flight Software Challenges
- Port Details
- Lessons Learned
- Conclusion
- Mission Status



Background

- Dellinger is a Heliophysics 6U Cubesat developed at GSFC
 - “Dellinger” is named after the mythological Norse god of the dawn
- Originally planned as a one year “skunkworks” effort
 - 1 person/year (1 FTE) for all flight software (FSW) including the Attitude Control System (ACS)
 - Selected Gomsapce Nanomind A712 platform for a 32 bit CPU with minimal power consumption
- After preliminary design review, I volunteered to port the cFS (OSAL/PSP) to the platform
 - After cFS port to a development board, project decided to use the cFS
- Revised plan
 - Original developer continued to work on the ACS
 - I worked on the cFS implementation and created mission app templates
 - Others worked on integrating device code, developing mission specific apps, and developing ground software

Dellingr Cubesat Hardware Overview (1)

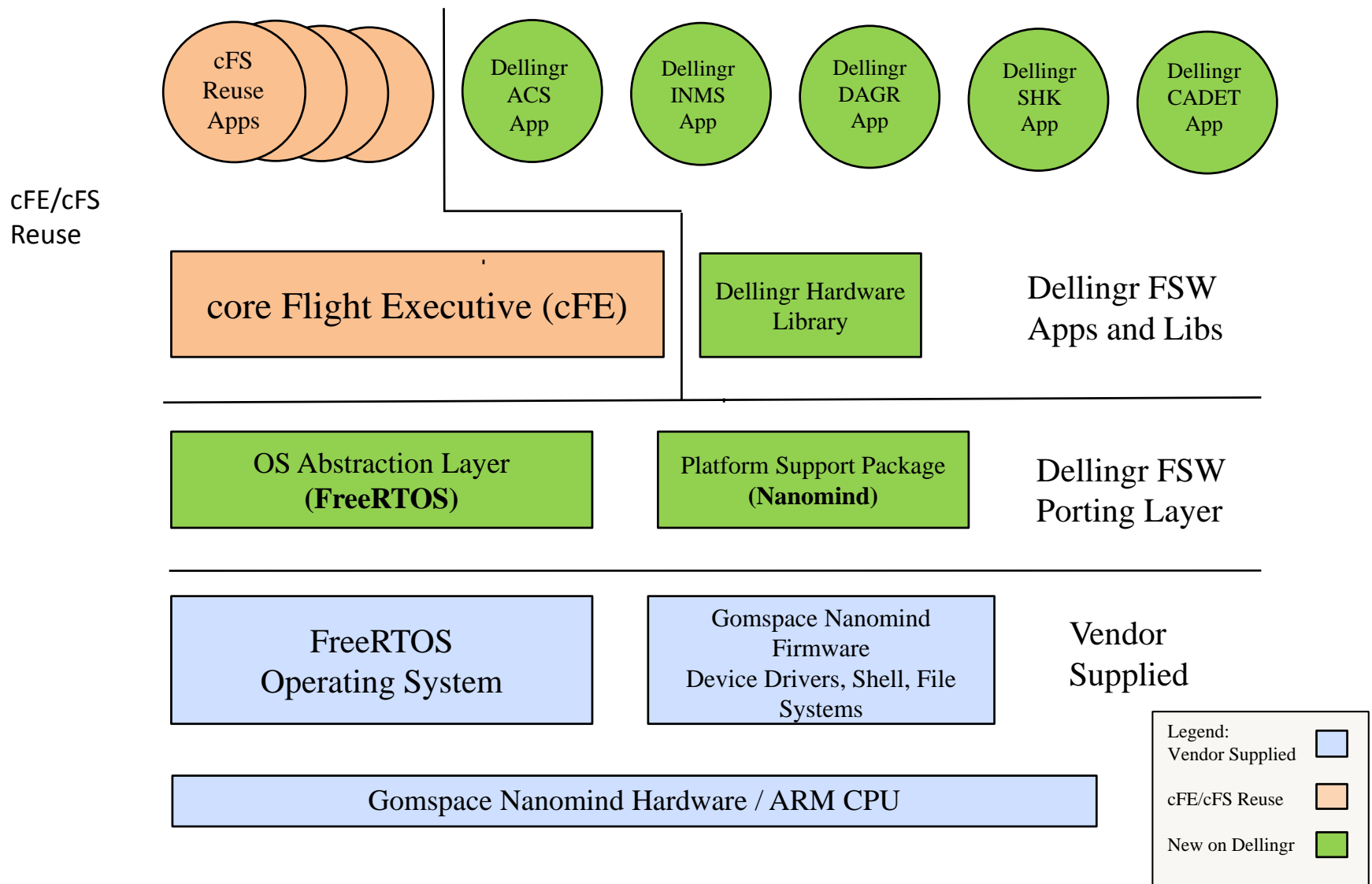


Dellingr Cubesat Hardware Overview (2)

- Processor Card - Gomspace Nanomind A712d
 - Atmel ARM7 CPU @ 40Mhz
 - 2 Megabytes SRAM
 - 2 x 4MB Flash Memory
 - Micro SD card
 - I2C, SPI, UARTs
 - Real Time Clock
 - Magnetometer, PWM, Analog Inputs



Dellingr Cubesat Flight Software Overview (1)

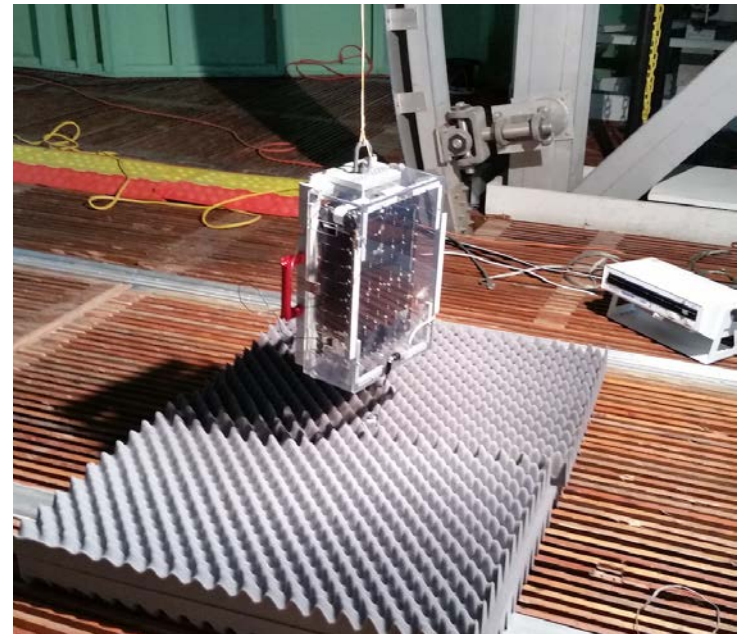
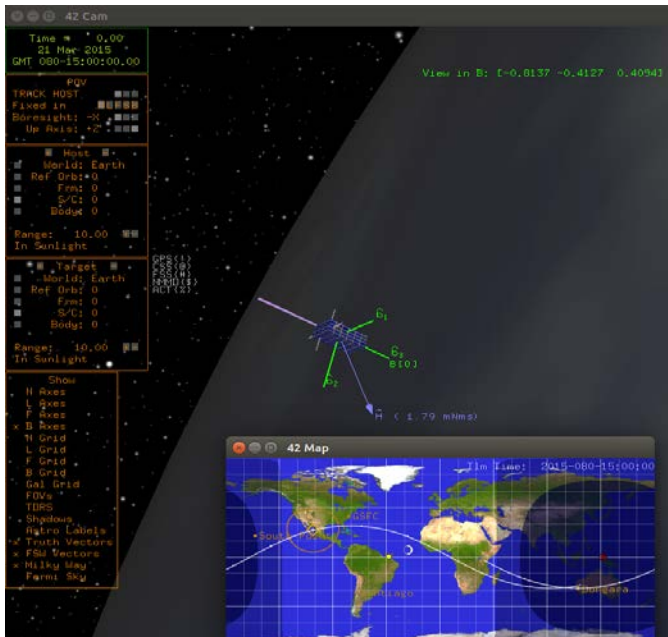


Dellingr Cubesat Flight Software Overview (2)

Vendor Software	Reuse Software	New Software
FreeRTOS OS	cFE Core	FreeRTOS OSAL Layer
Bootstrap/Startup Code	cFS Scheduler	cFE Platform Support Package
Device Drivers	cFS Stored Commands	Dellingr Hardware Library
File Systems	cFS Health and Safety	DAGR Instrument App
C Library	cFS Checksum	INMS Instrument App
	cFS Limit Checker	CADET Radio App
	cFS File Manager	ACS App
	cFS Memory Dwell	Ephemeris/GPS App
	cFS Memory Manager	Reaction Wheel App
	Static Loader (MMS)	File Downlink App
		File Downlink App
		Spacecraft Housekeeping App

Simulation on a Budget (1)

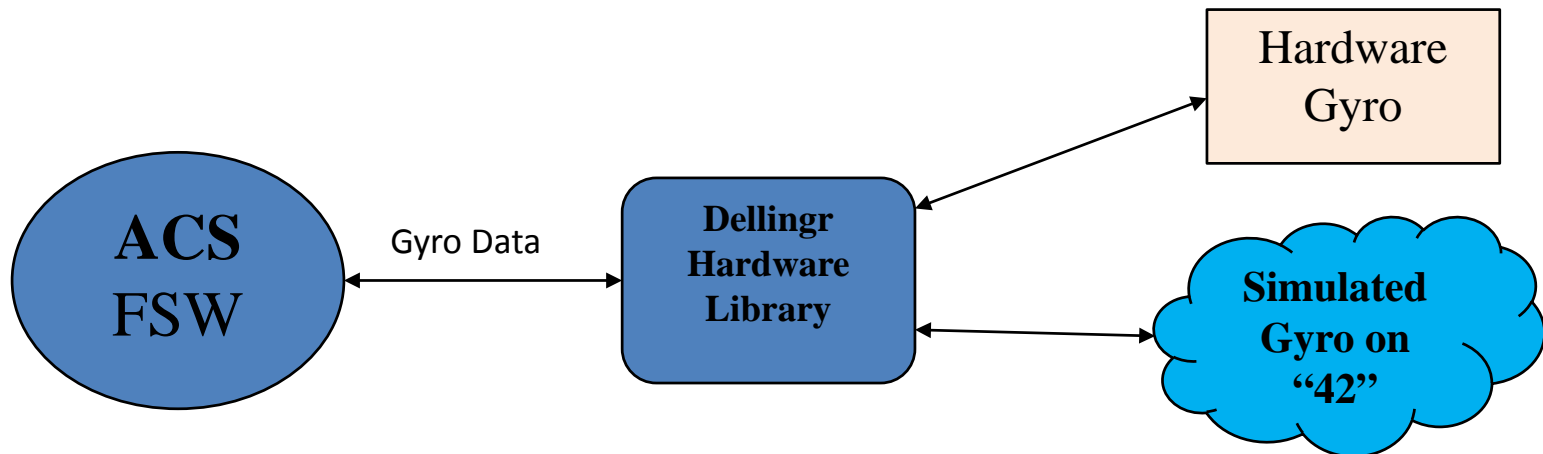
- Dellinger did not have dedicated dynamic simulator such as the Goddard Dynamic Simulator (GDS) for ACS testing
- Simulation is accomplished with a combination of:
 - The open source dynamic simulator "42" developed by GSFC Code 591
 - The "Dellinger Hardware Library" with an interface to the "42" simulator
- Most of the ACS app debugging was done on cFS/Linux with 42
- When the Satellite was complete, we were able to do a spin test using the reaction wheels and sun sensors



Simulation on a Budget (2)

- **Dellingr Hardware Library Details**

- A cFS Library that abstracts all mission specific hardware
 - Focus is on the ACS Hardware
- Allows FSW to run in the following configurations:
 - On-board computer with real hardware devices
 - On-board computer talking to 42 Simulator over a serial port
 - Linux computer talking to 42 Simulator over TCP/IP Socket
- The ability to run the Dellingr Flight Software on Linux with the 42 speeds up ACS development and test
- This model worked well and will be used for future efforts



Flight Software Challenges (1)

- **New Operating System: FreeRTOS**
 - Required a port of the Operating System Abstraction Layer (OSAL)
 - Once the OSAL was working, the most of the cFS just worked
- **On-board computer only has 2 Megabytes of RAM**
 - The cFS code has to run in Flash, since 2 Megabytes of RAM is not enough
 - Some cFS applications had to be left out to save room (CFDP file transfer, Housekeeping)
- **Flash file system is limited**
 - Only holds 64 files, not enough for all of the mission stored command sequences
 - Workaround is to “bundle” multiple stored command sequences into a single file
 - This is a generic solution that could be used on other missions
- **Cadet Radio Subsystem**
 - Half Duplex, not ideal for real time telemetry and commands
 - Very low data rate between on-board computer and radio/recorder limits amount of data spacecraft can produce at one time

Flight Software Challenges (2)

- **Limited Schedule and Budget**
 - The traditional FSW development lifecycle does not work here
 - Framework of the cFE/cFS provided a model to follow for new software, saving us from re-inventing the wheel
- **No ETU or Flat-Sat**
 - There is only one copy of the satellite hardware, and it was not always available for FSW development
 - FSW changes had accumulated right before Thermal Vacuum testing leading to last minute integration bugs and troubleshooting
- **Significant time spent working with device drivers and interfaces**
 - A Typical large mission has a limited set of known interfaces (1553/Spacewire, Serial)
 - Dellinger uses Serial, I2C, SPI, Analog, GPIO, and I2C extended interfaces
 - Multiple problems encountered with I2C and SPI interfaces that just needed more troubleshooting time and effort
 - Engineers end up being multi-discipline (FSW, Hardware, Mechanical, I&T)

Port Details: OS Abstraction Layer

- **Kernel**

- Basic FreeRTOS port was fairly straightforward
 - All of the OS primitives are present
- FreeRTOS has a configurable set of priorities (used 256)
- Using FreeRTOS 8.x

- **File Systems**

- FreeRTOS does not include a File System
- Gomspace integrated firmware that included:
 - The “fatfs” open source Filesystem
 - UFFS filesystem for the flash memory
 - A POSIX API Virtual Filesystem Layer (VFS)

- **Network interfaces**

- FreeRTOS does not include a network stack in the base kernel, but this was not needed for Dellinger
- The Gomspace Cubesat Space Protocol (CSP) was used to transfer files to the flash over the serial port

- **Dynamic Loader**

- Used a combination of MMS Static Loader and linking apps directly with the cFE Core and base OS image
- Most mission apps were loaded from the file system

Port Details: Platform Support Package

- **PSP / Startup code**
 - Wanted to leverage the Gomspace Nanomind firmware
 - Modifications made to facilitate cFS port
 - The original Gomspace Shell was used for a diagnostics console
 - With only 2MB of RAM, the cFE/cFS code had to run in Flash
 - Only selected mission apps could be dynamically loaded to RAM
- **1HZ Time Source**
 - There was no 1hz time source for this system (GPS is not always powered)
 - The FreeRTOS 1000hz timer tick is used as the 1hz source
- **File Systems, Volume Table**
 - The /ram and /boot file systems are directly mapped to the OSAL
 - No path translation is needed
- **Restart Code**
 - Ties to the Gompace firmware reset function
- **Watchdog**
 - Uses the CPU watchdog feature
- **Flash/Nonvolatile access**
 - Due to time and schedule, the flash is readable via memory map for checksum, but not writeable outside of the file system

Lessons Learned (1)

- **Positive cFS Lessons:**

- The cFS brought a development environment, FSW framework, and process to the project
 - Work could be broken up in to modules or cFS apps for developers to focus on
 - The modularity of an app helped isolate the code
- The cFS allows you to focus on mission specific code and start to work on that immediately
- The cFE and cFS functionality added a lot to the mission with little effort
 - FDC, stored commands, Limit Checker, Table Services, saved a lot of time in re-inventing software
- The cFS cross platform capability allows us to develop and run on desktop Linux, Raspberry Pi, and other targets
 - Very useful for getting high level application logic working

- **Negative cFS Lessons:**

- The cFS was a poor fit for Gomspace Nanomind processor
- Experience was used to work around limitations of the platform – This was not a recommended port for cFS beginners
- cFS experience helped with the selection and configuration of apps – Learning the cFS is beneficial before trying to develop a system

Lessons Learned (2)

- The 42 Simulator interface to the cFS enabled ACS development and debug
 - ACS algorithm checkout would have been very hard without it
- Not having a Flat Sat or second copy of the hardware was difficult
 - Having the cFS and simulation capability from day 1 would ease this problem, but not eliminate it
- Hardware devices were hard to work with, and hardware/software integration was time consuming
 - This was unavoidable no matter what the framework
 - I2C , SPI, UART interfaces are all “Finicky”
 - Used Standalone diagnostic code and even Arduino to test out devices
 - It was often easy to get a device working with a test program by itself but harder when in a multitasking environment with multiple devices operating

Conclusion

- Was the cFS the right choice for the Dellinger Cubesat?
 - Yes : There were compromises, but valuable lessons were learned that can immediately be applied to the next generation of Cubesats
 - We were able to leverage cFS experience and expertise to make up for shortcomings
- What would we do differently if starting over today?
 - If using the cFS, influence the hardware selection to take advantage of an existing port, or at least an easier port
 - Start defining mission specific applications and building a version of the FSW that runs on Linux or similar desktop board
 - Simulate hardware interfaces and integrate 42 simulator from early in the development
 - Consider the ground system earlier

Mission Status

- Dellinger was deployed from the International Space Station (ISS) on November 20, 2017

