

ENABLING RAPID DEVELOPMENT OF ON-BOARD APPLICATIONS: **SECURING A SPACECRAFT MIDDLEWARE BY SEPARATION AND ISOLATION**

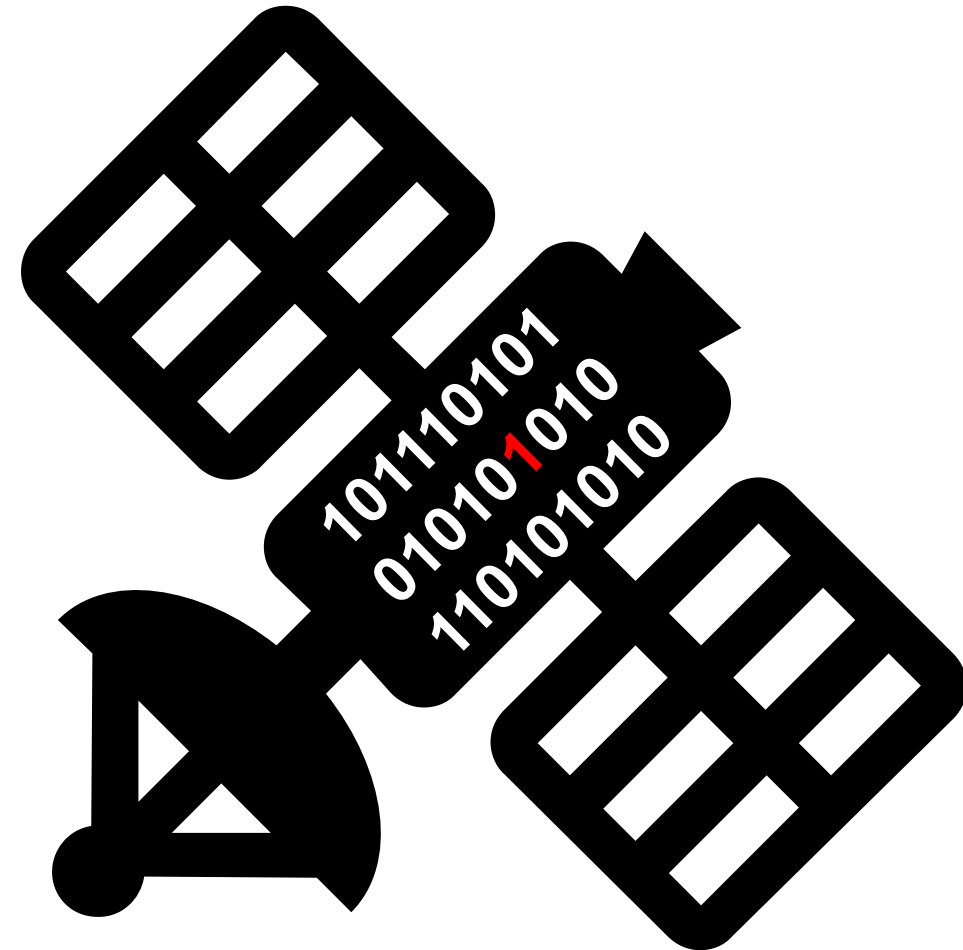
Andreas Lund, Carlos Gonzalez Cortes, Zain Haj Hammadeh, Fiona Brömer, Glen te Hofsté, Daniel Lüdtko
Institute for Software Technology, German Aerospace Center (DLR)



GOAL: Enabling rapid prototyping for applications on spacecraft

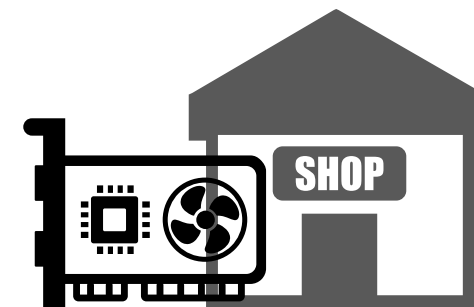
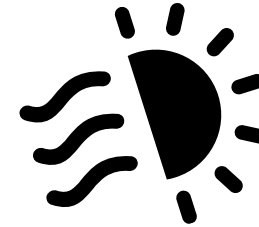
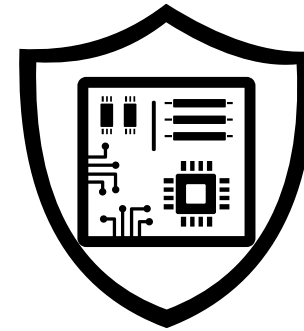
Let's test some software in space

- Space → harsh environment for electronics & software
 - radiation
 - few maintenance opportunities
- Avoiding loss of mission
 - critical
 - software quality needs to be assured
 - time-intensive
- Fast testing in-situ (by uploading)
 - might endanger mission



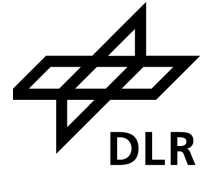
Let's test some software in space

- Satellite OBCs are often
 - custom development
 - radiation-hardened
 - single node
 - inaccessible eco systems→ prototyping hard
- Cubesats include more and more
 - commercial-off-the-shelf (COTS)
 - ARM core
 - Separate subsystem
 - Single SoC



SCOSA

Scalable On-Board Computing for Space Avionics (ScOSA)



Combining space-qualified hardware with COTS (Commercial-off-the-shelf) components

Reliable Computing nodes (RCNs)

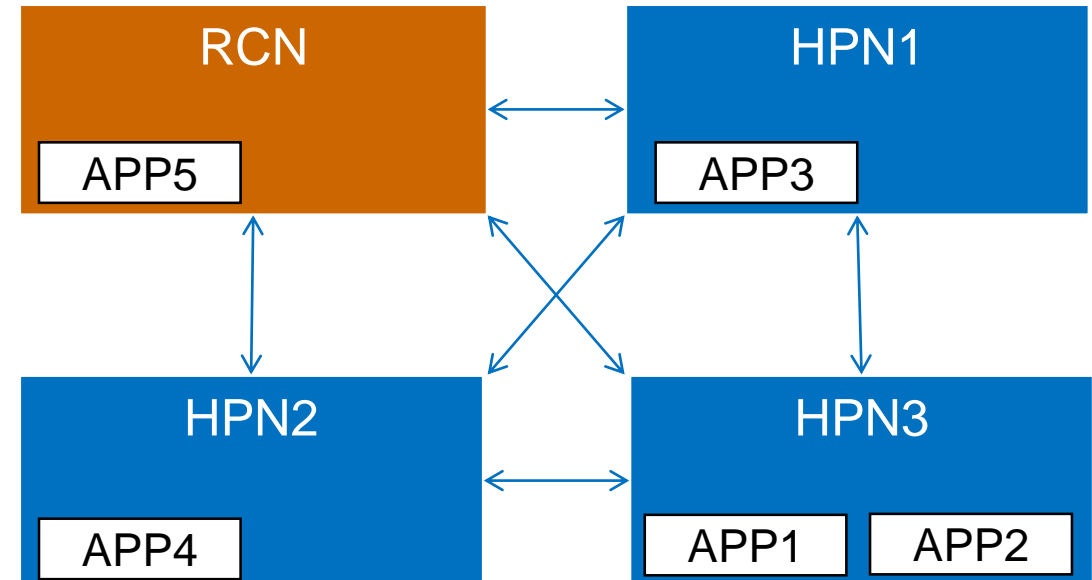
- Mission-critical tasks
- Fallback

High-Performance nodes (HPNs) (Zynq-7000)

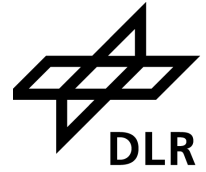
- High-Performance tasks

In case of node-failures:

- Reordering of the task mapping



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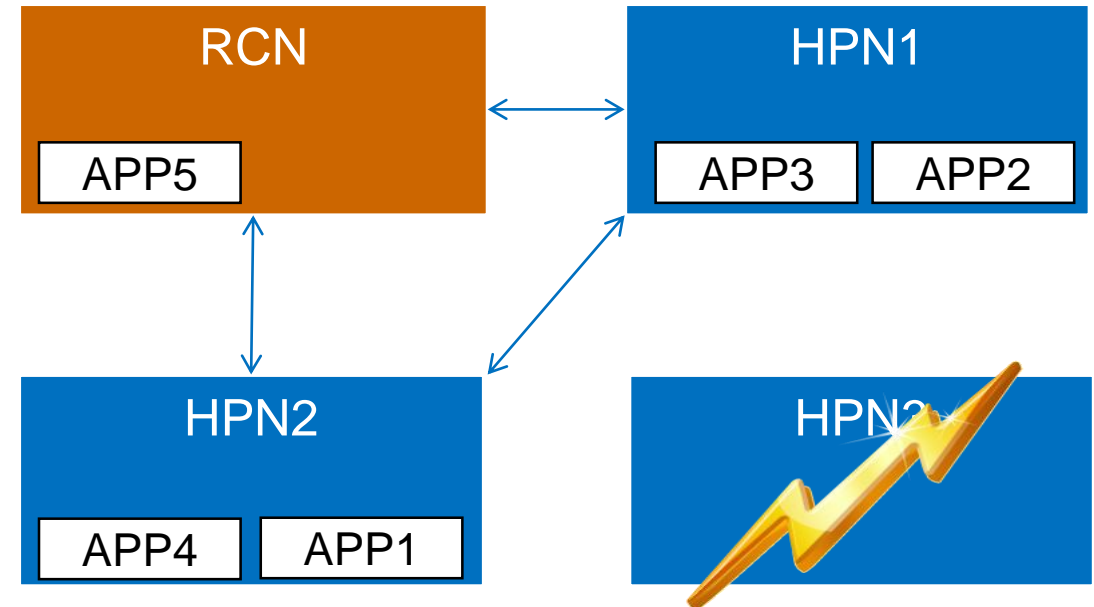
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- High-Performance tasks

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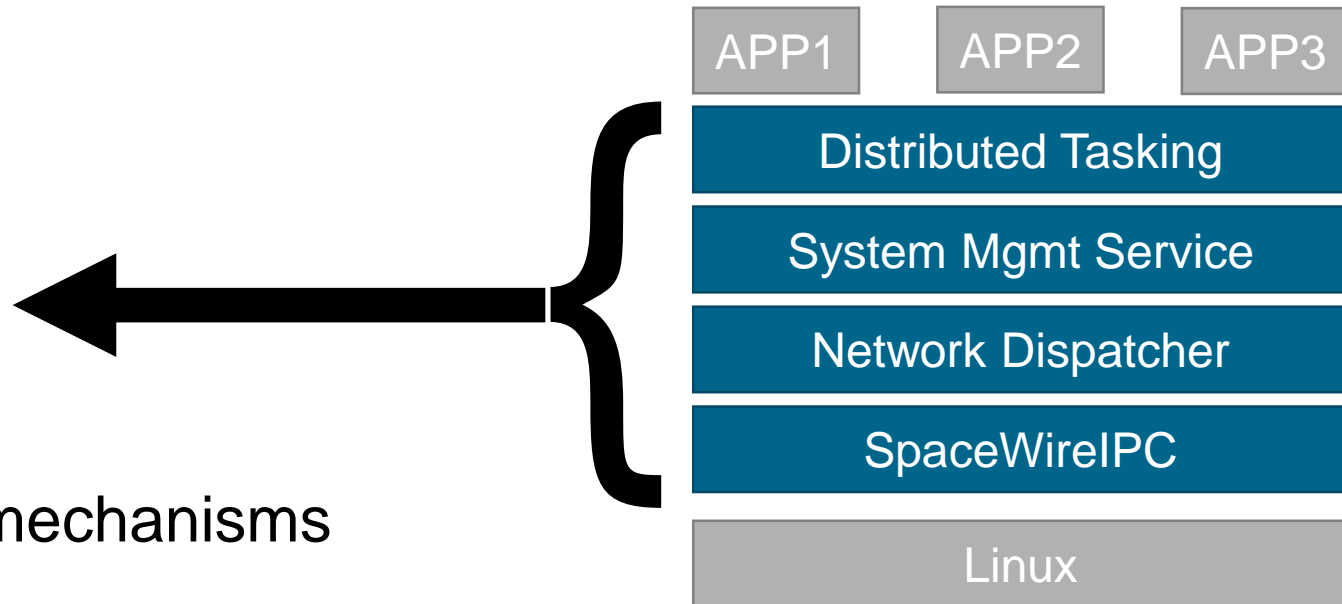
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ScOSA: Middleware



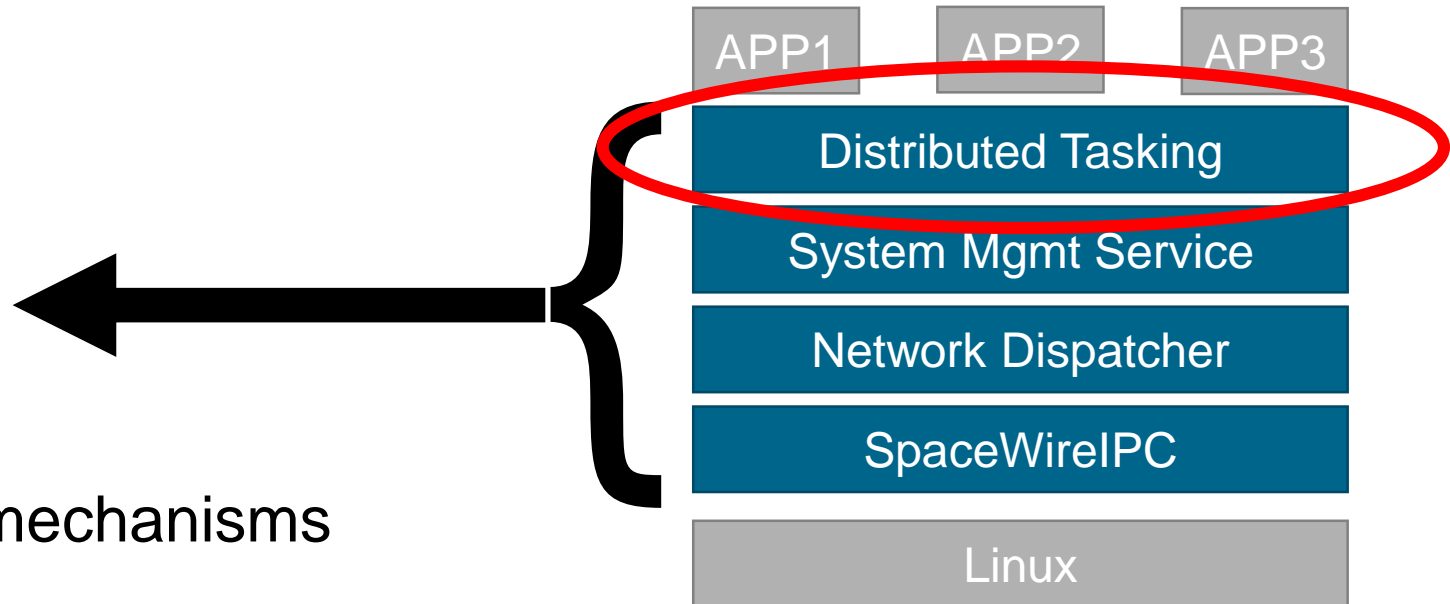
- Abstraction of distributed architecture
 - Linux & RTEMS
 - SpaceWire & Ethernet
- Consists of several layers
- Enables Fault-Tolerance mechanisms
 - Reconfiguration
 - Reliable messaging
 - Voting (TMR)



ScOSA: Middleware

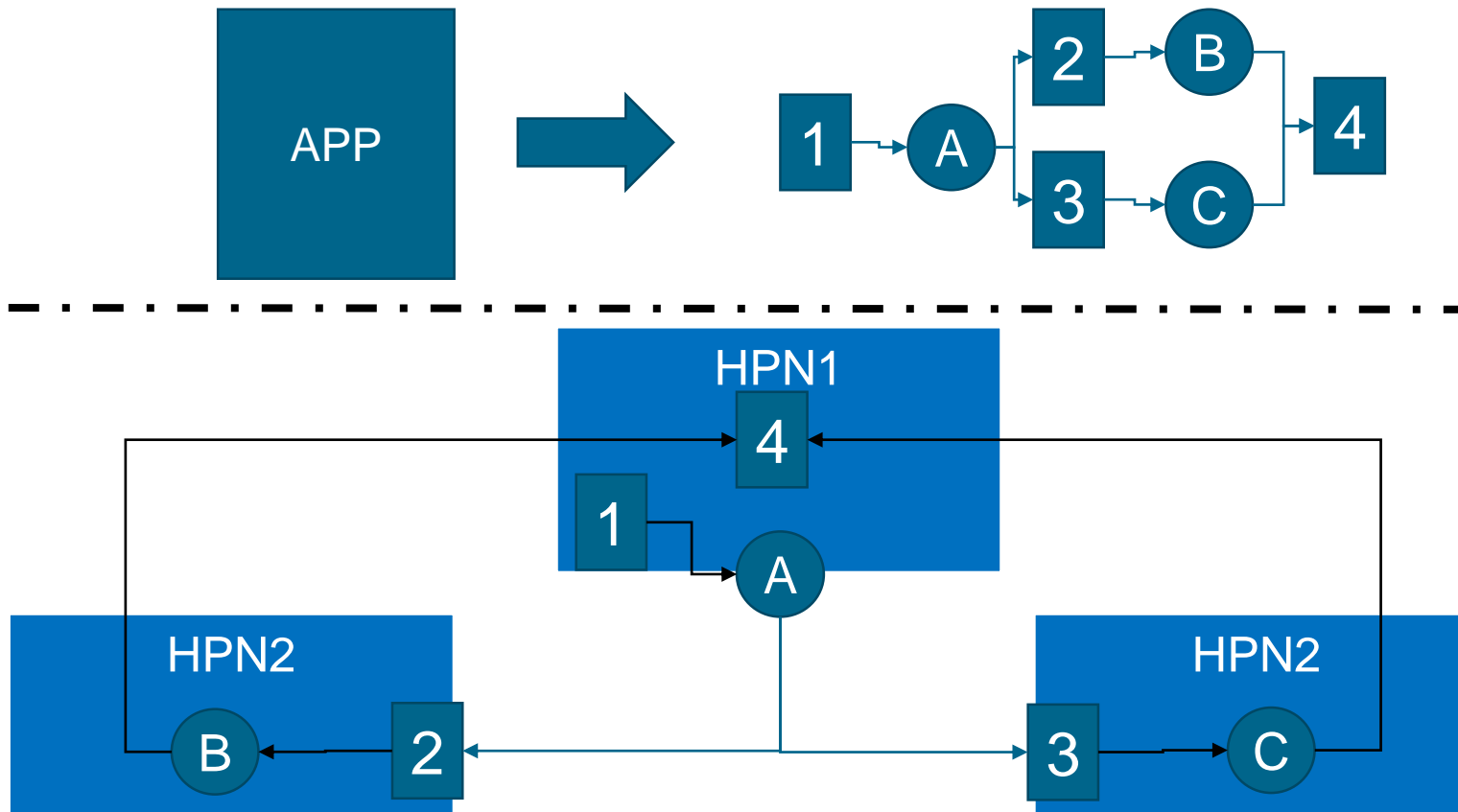


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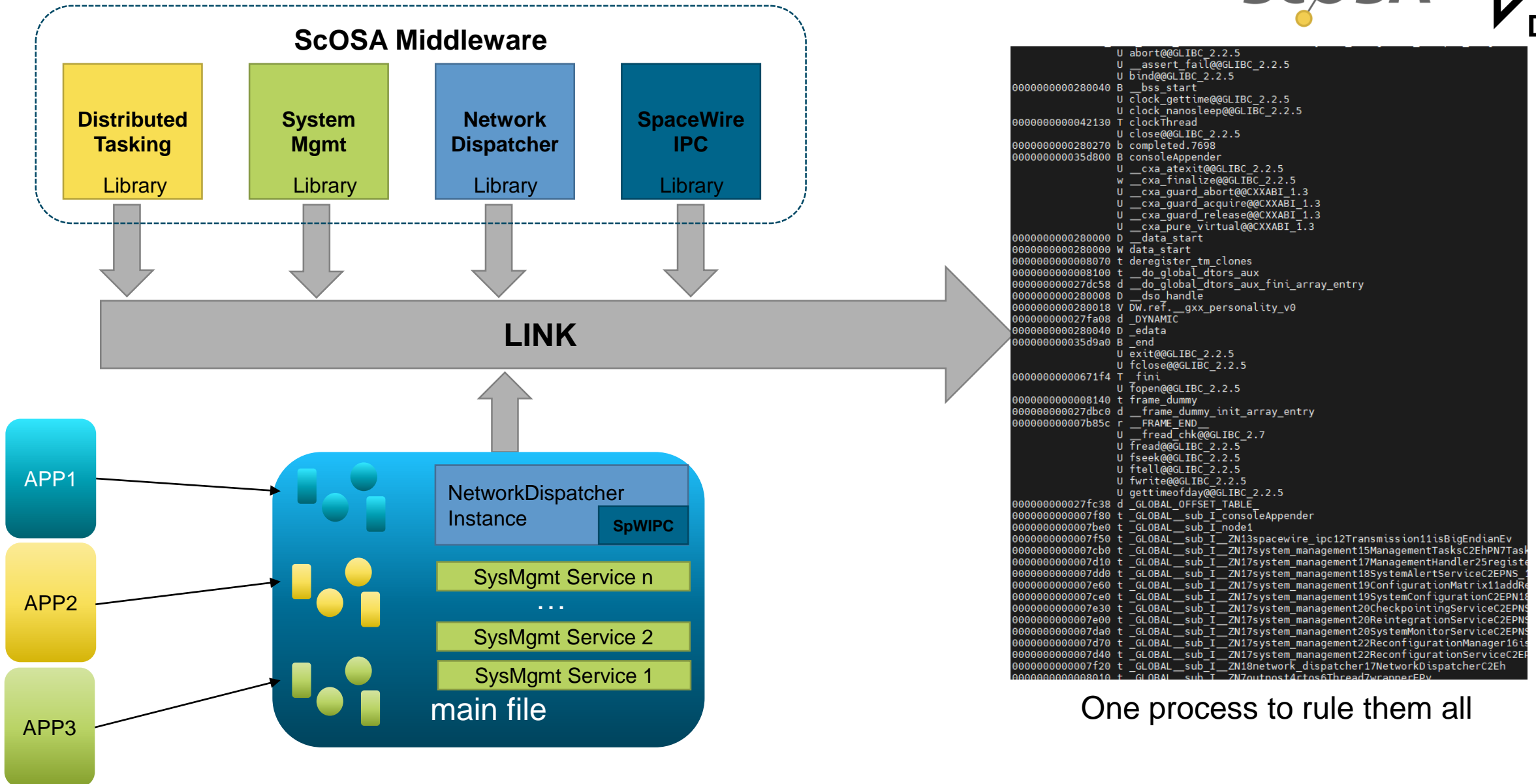


Excursion: Distributed Tasking Framework

- APP → set of inter-connected tasks and channels → data flow oriented



Building the System



One process to rule them all

SAFE RAPID PROTOTYPING FOR SCOSA


In-flight Updates



- In-orbit
 - Development continues
 - New Apps shall be tested



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- We need:
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 - A fallback strategy 🤔

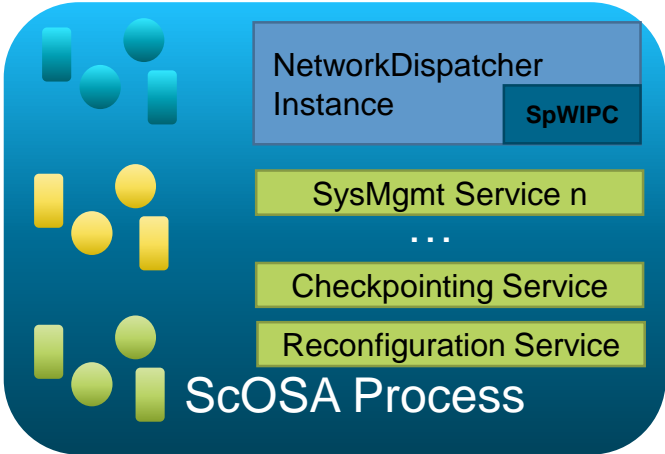


In-flight Updates

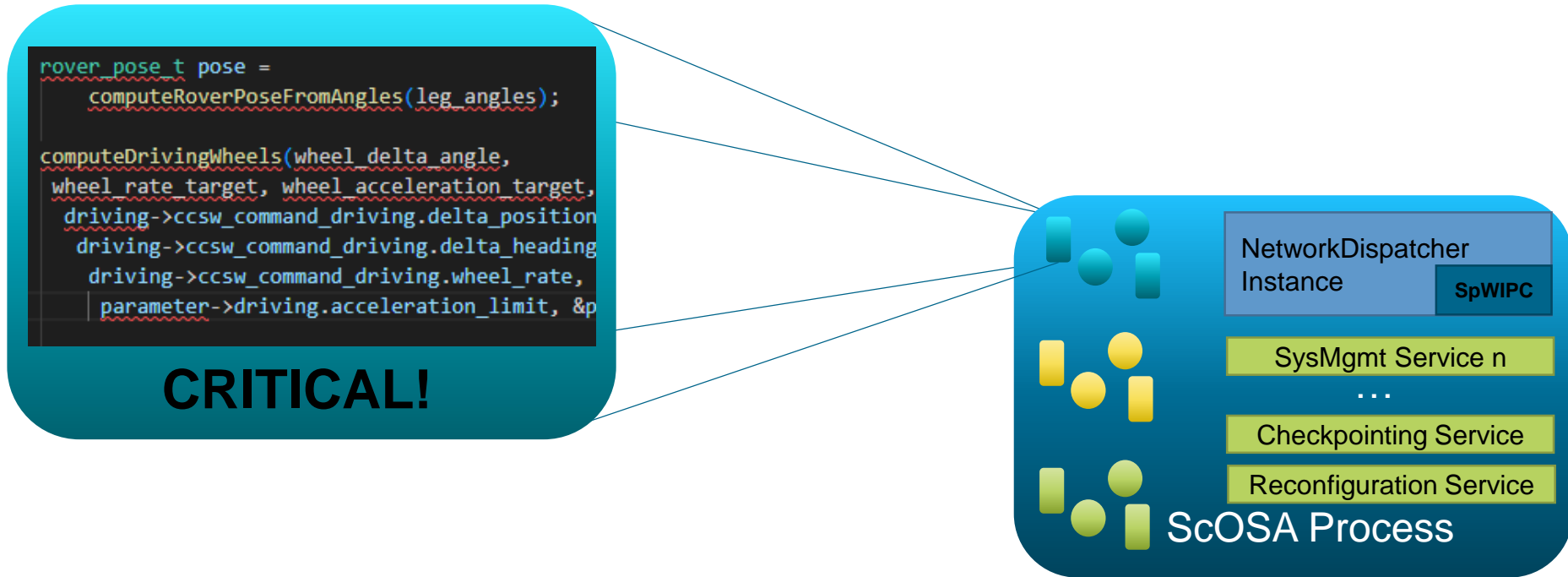
- In-orbit
 - Development continues
 - New Apps shall be tested
- We need:
 - Upload mechanism ✓
 - An OS which easily supports replacing of binary
 - Linux ✓
 - A fallback strategy 🤔
 - Protect the middleware and other apps ✗



What might be the problem?



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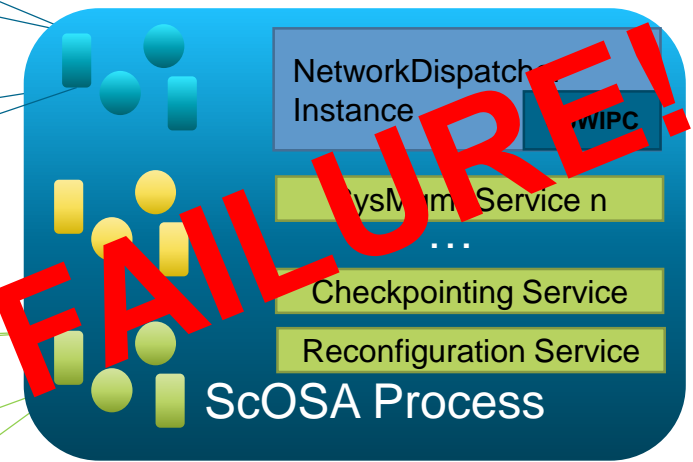
What might be the problem?

```
rover_pose_t pose =  
    computeRoverPoseFromAngles(leg_angles);  
  
computeDrivingWheels(wheel_delta_angle,  
wheel_rate_target, wheel_acceleration_target,  
driving->ccsw_command_driving.delta_position  
driving->ccsw_command_driving.delta_heading  
driving->ccsw_command_driving.wheel_rate,  
parameter->driving.acceleration_limit, &p
```

CRITICAL!

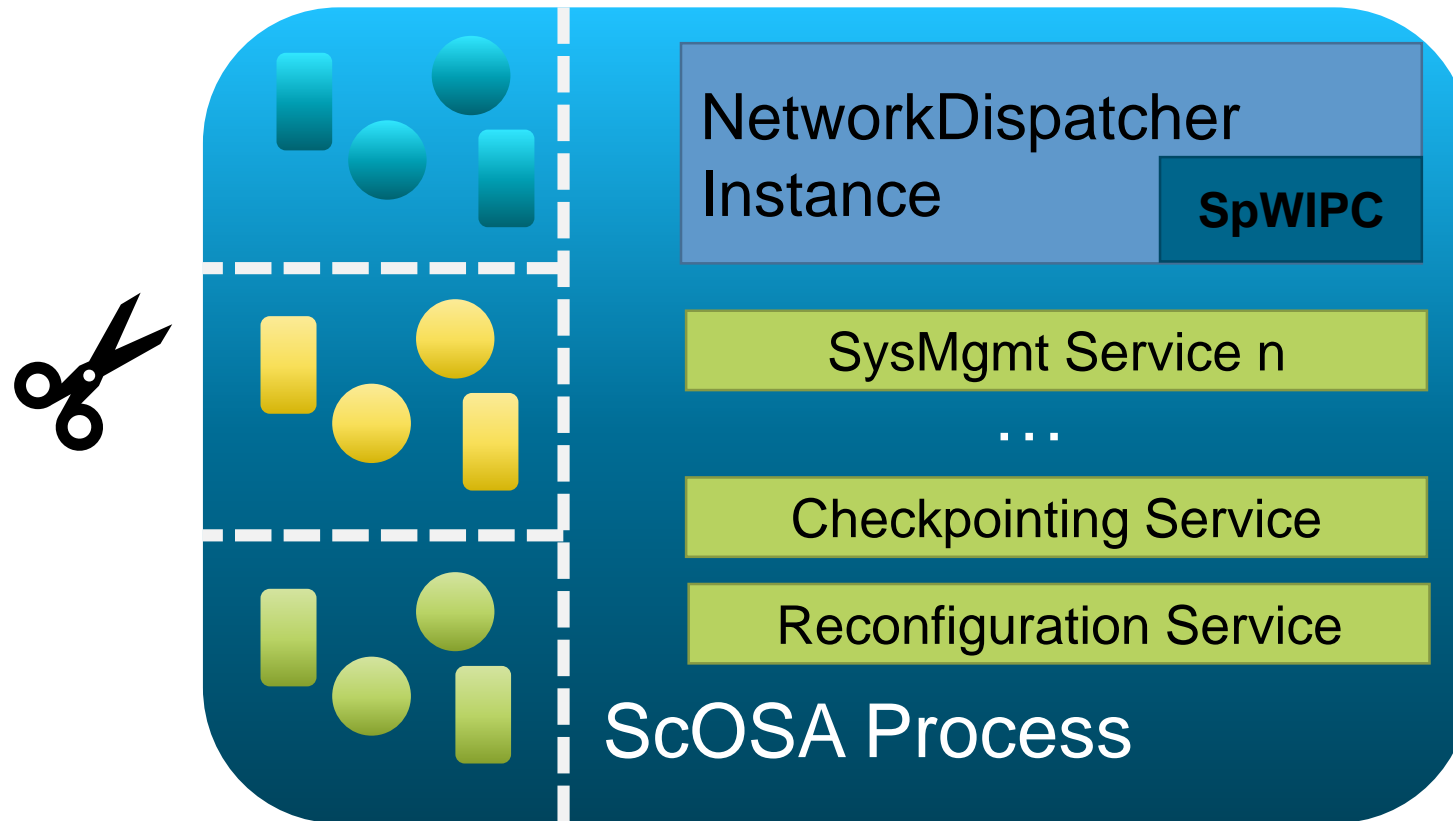
```
int* ptr;  
  
...  
  
int value = *ptr;
```

SEGFAULT!



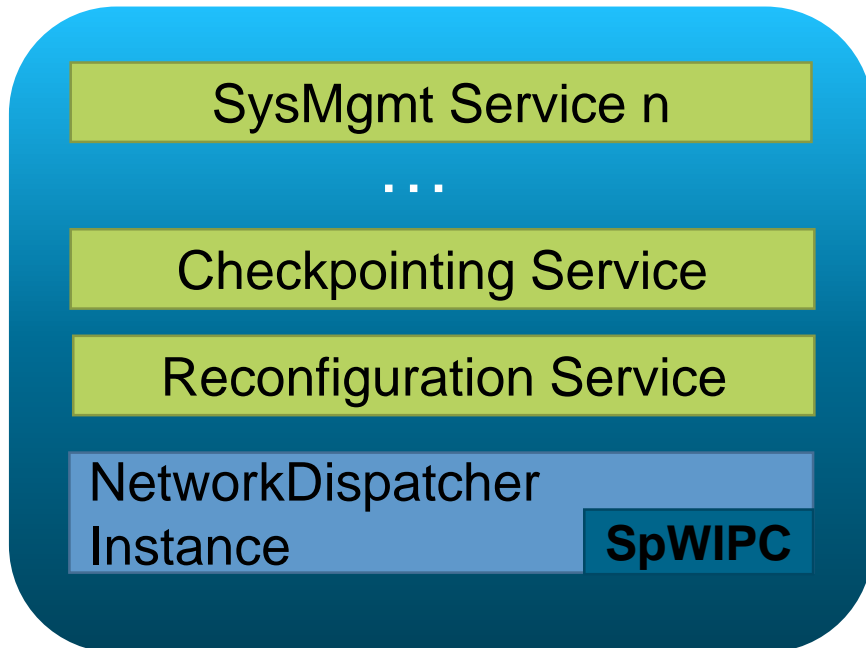
One way to solve this

Divide & Conquer → Separation & Isolation

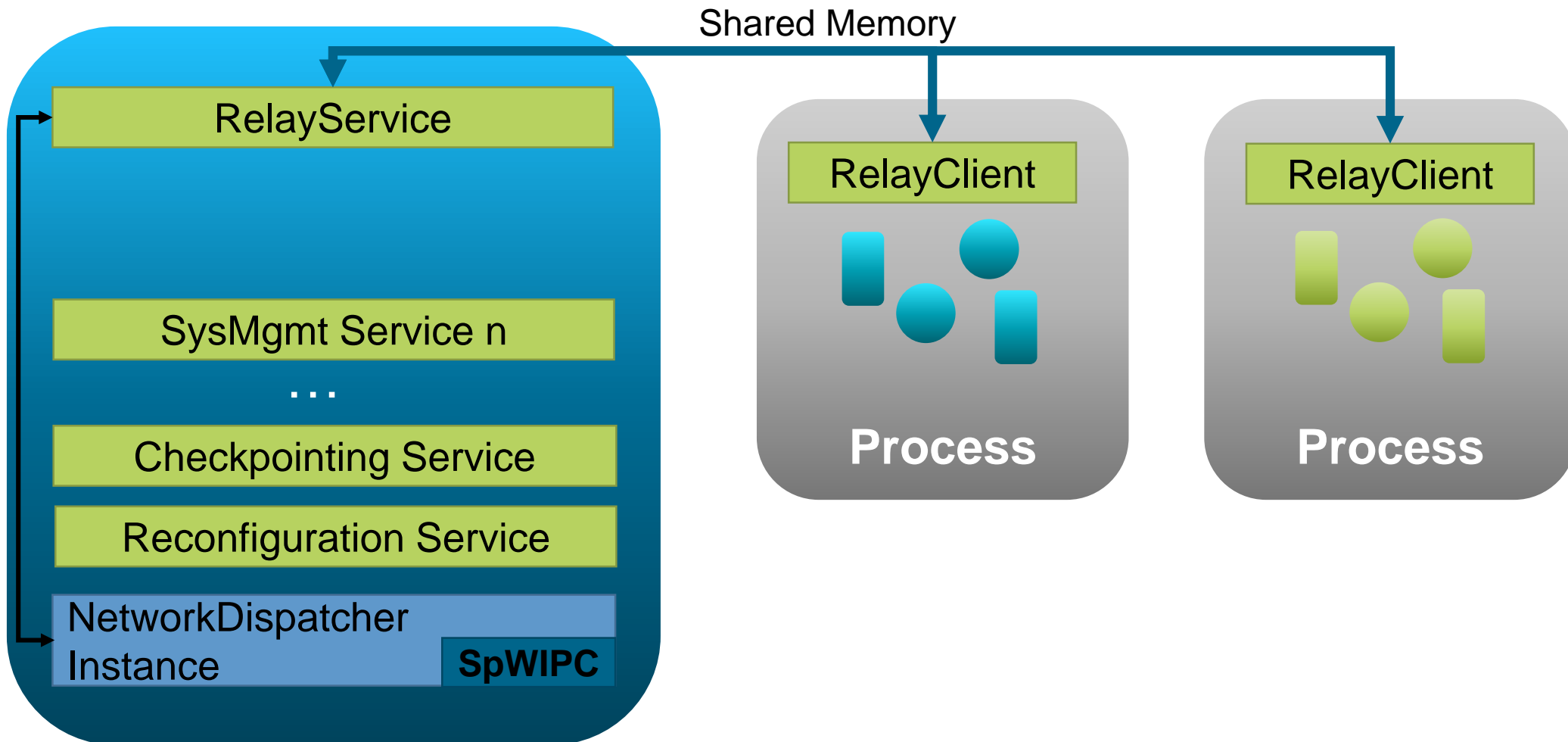


Separation of Apps

Dynamic spawning during reconfiguration

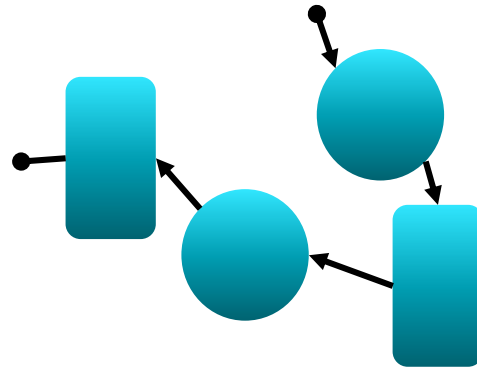


Separation of Apps



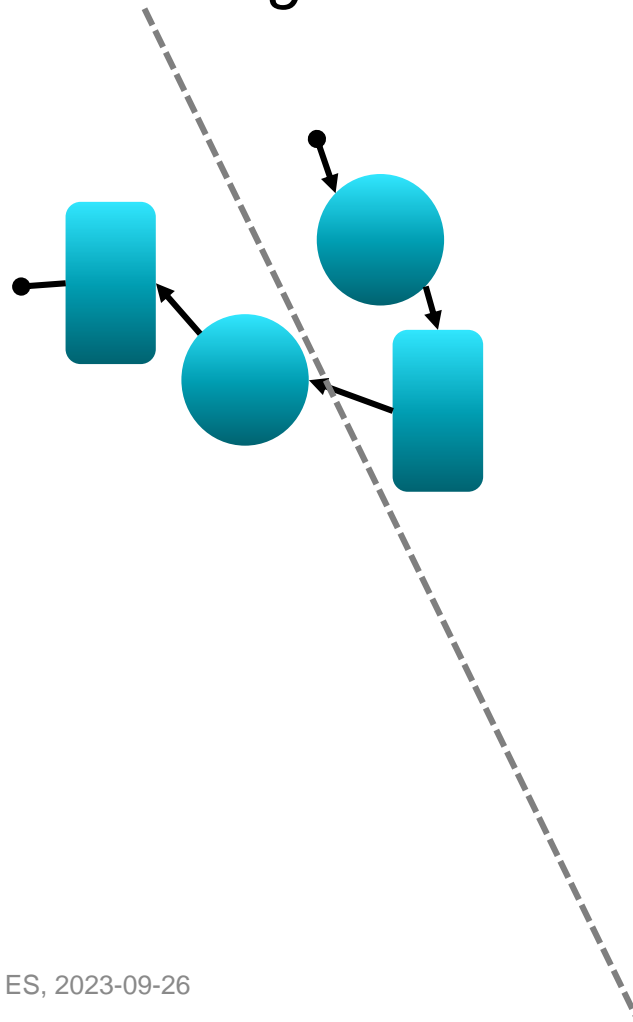
Parallelization

- Underlying *Distributed Tasking Framework* structure is still working

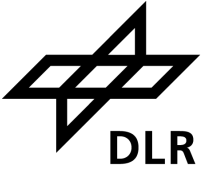


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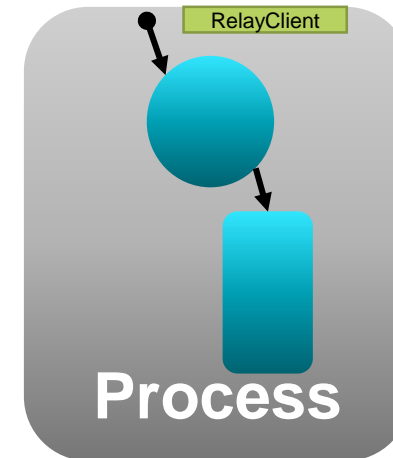
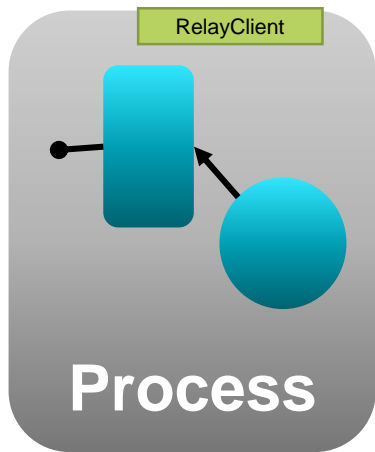
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Parallelization

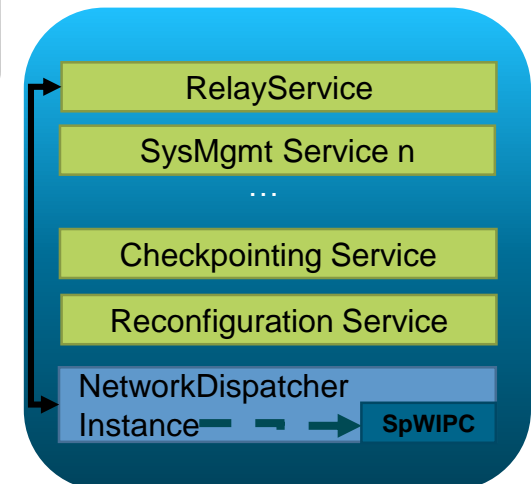
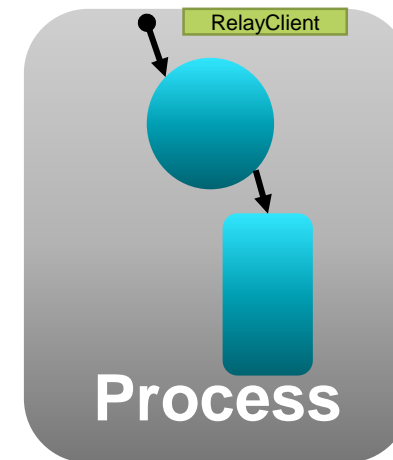
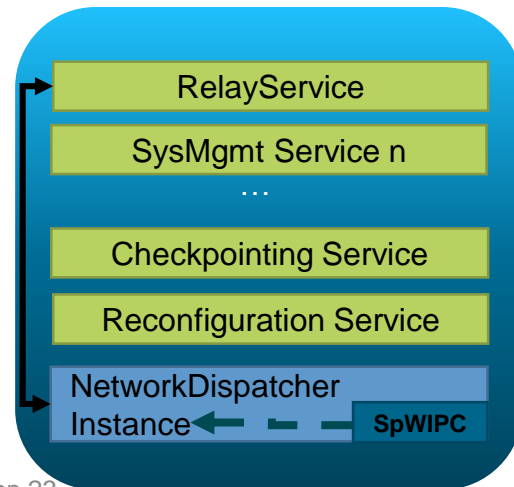
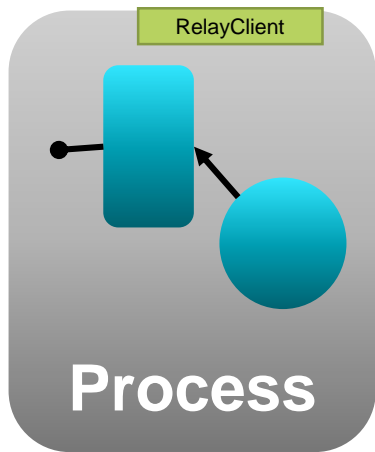


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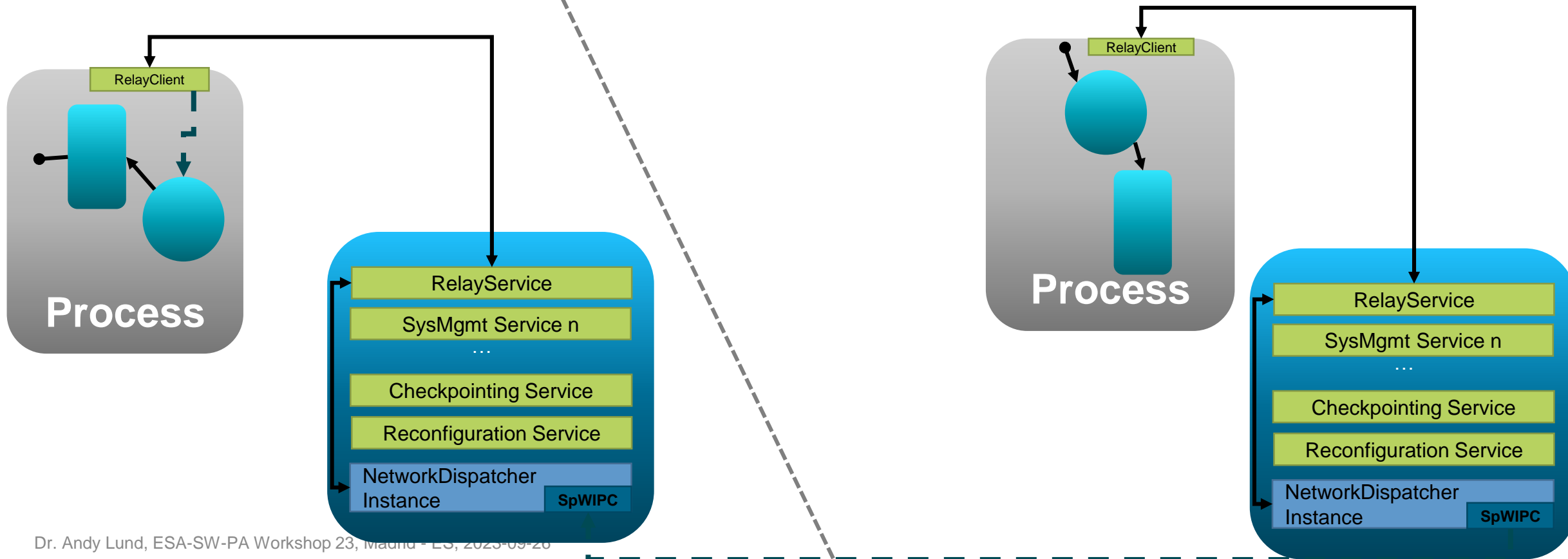
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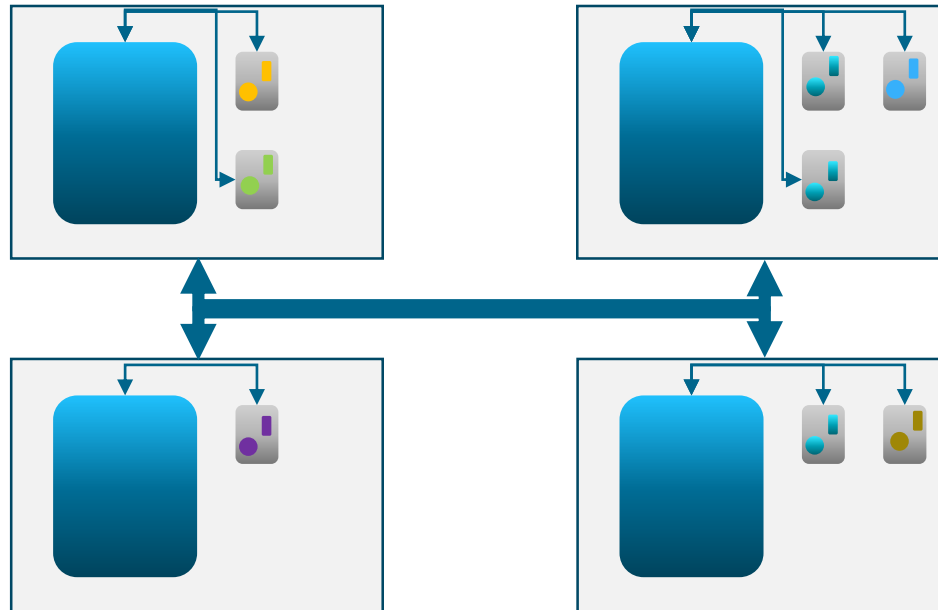
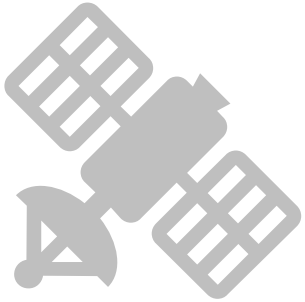


Parallelization

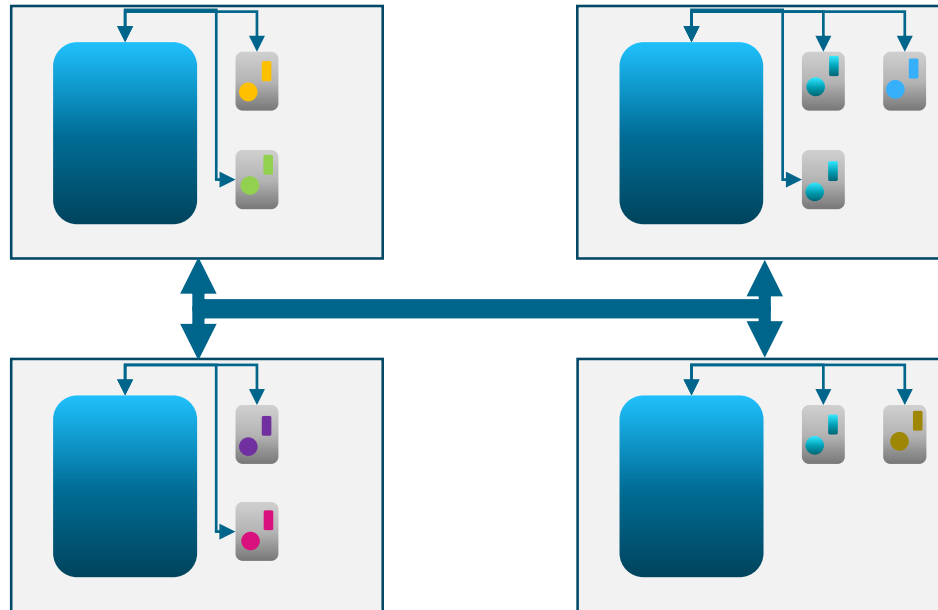
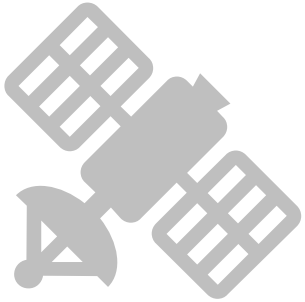
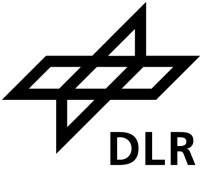
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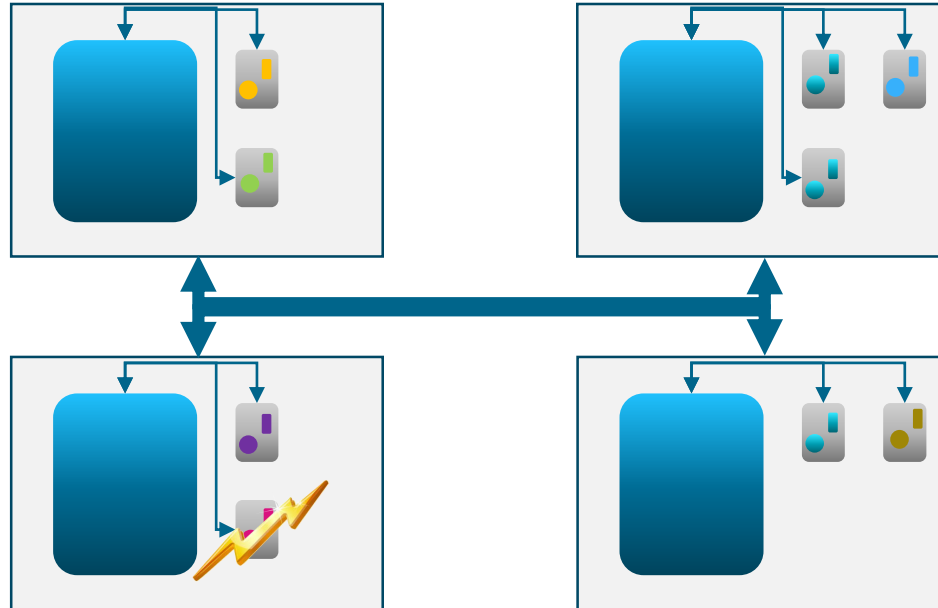
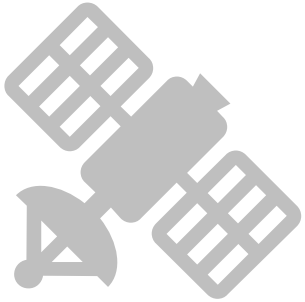
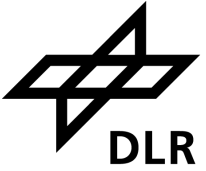
Wrap-up



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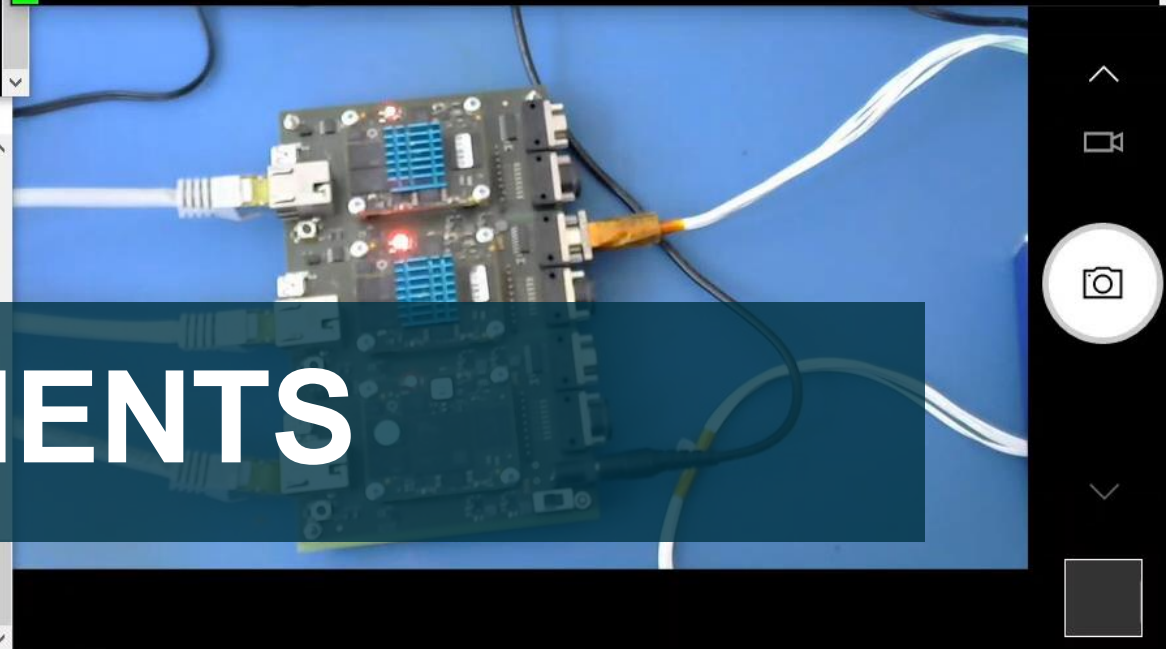
Neither middleware nor other apps are endangered

```
lund_an@sc-0075vml: ~  
ResultCollectorTask::execute() received new data from channel 1: 6.68667e+08  
ResultCollectorTask::execute() loopsCompleted: 2, total flops = 1.33733e+09  
ResultCollectorTask::execute() MFLOPS: 117.413  
LINPACK success with 6.68667e+08 double precision floating point operations  
LinpackTask[id=1]::execute(): sending output  
LinpackTask[id=1]::execute(): loop 1 complete  
ResultCollectorTask::execute() called  
ResultCollectorTask::execute() received new data from channel 0: 6.68667e+08  
ResultCollectorTask::execute() loopsCompleted: 3, total flops = 2.006e+09  
ResultCollectorTask::execute() MFLOPS: 175.996  
LinpackTask[id=1]::execute() called
```

```
lund_an@sc-0075vml: ~  
management::ReconfigurationService::processReconfigurationCommand@139] isConfigIdValid = 1 configId = 1  
2021-09-22 08:25:03.758 ERROR [505] [system_management::ReconfigurationManager::processErrorNotification@426] error reason: 3, affected node: 1  
2021-09-22 08:25:04.231 ERROR [499] [spacewire_ipc::SpaceWireIPC::handleOutEvent@2226] Type 6 exceed resendthreshold, desNode = 1  
2021-09-22 08:25:04.246 ERROR [505] [system_management::ReconfigurationManager::processErrorNotification@426] error reason: 3, affected node: 1
```



```
lund_an@sc-0075vml: ~  
tion@426] error reason: 3, affected node: 1  
2021-09-28 13:58:51.691 WARN [504] [system_management::ReconfigurationService::processReconfigurationCommand@139] isConfigIdValid = 1 configId = 1  
2021-09-28 13:58:52.145 ERROR [500] [spacewire_ipc::SpaceWireIPC::handleOutEvent@2226] Type 6 exceed resendthreshold, desNode = 1  
2021-09-28 13:58:52.157 ERROR [506] [system_management::ReconfigurationManager::processErrorNotification@426] error reason: 3, affected node: 1
```



FUTURE IMPROVEMENTS

CGroups

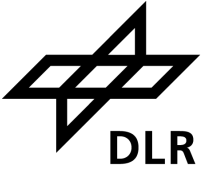


- Control Groups
 - Part of the linux kernel
 - Since 2008

- Processes get ordered into groups
 - Groups can be limited in resources:
 - Memory
 - CPU
 - I/O

→ Giving ScOSA middleware the ability to further control the apps

Summary & Questions



- ScOSA OBC Architecture
 - Middleware with autonomous reconfiguration
 - Going into space 2024
 - One binary including apps and middleware services
- Enabling rapid prototyping and mixed-criticality
 - By dynamically spawning processes
 - Connected with the middleware by shared memory
 - Keeping the property of distributed parallelization
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Thanks!
Andreas.Lund@dlr.de

BACKLOG

```
bool
SystemConfiguration::processReconfigurationService(scosa_system::config_t configId,
                                                  scosa_system::channelId_t minChannel,
                                                  scosa_system::channelId_t maxChannel)
{
    network_dispatcher::RoutingTable* p_routingTable =
        &(configurationSet.configurations[configId].routingTable);
    Configuration config = configurationSet.configurations[configId];

    for (uint i = 0; i < network_dispatcher::processMaxNum; i++)
    {
        if (taskingTable.p_process[i] != nullptr)
        {
            if (taskingTable.p_process[i]->isRunning() && !p_routingTable->processRoutingInfo[i].isOnNode[getNodeId()])
            {
                LOGD << "Killing process " << i;
                taskingTable.p_process[i]->killProc();
                m_relayService->closeIPC(taskingTable.p_process[i]->getId());
            }
            else if (!taskingTable.p_process[i]->isRunning() && p_routingTable->processRoutingInfo[i].isOnNode[getNodeId()]){
                LOGD << "Spawning process " << i << " with configId " << configId;
                taskingTable.p_process[i]->create(configId);
                m_relayService->createIPC(taskingTable.p_process[i]->getId());
            }
        }
    }
}
```

```
bool Process::create(scosa_system::config_t configId)
{
    m_processId = fork();

    if(m_processId < 0){
        return false;
    } else if (m_processId == 0) {
```

```
static char *newenviron[] = { NULL };
execve(m_execPath.c_str(), newargv, newenviron);
exit(EXIT_FAILURE);
```

ScOSA Demonstration



- Demonstration mission 2024 (CAPTn-1)
 - Evaluating the behaviour in space
 - Reconfiguration
 - Performance
 - Demonstrating typical space applications
 - ODARIS
 - Earth observation information and alarm service
 - ORS
 - Simulating an on-board rendez-vous navigation
 - Image Compression by co-processor
 - SEU detection