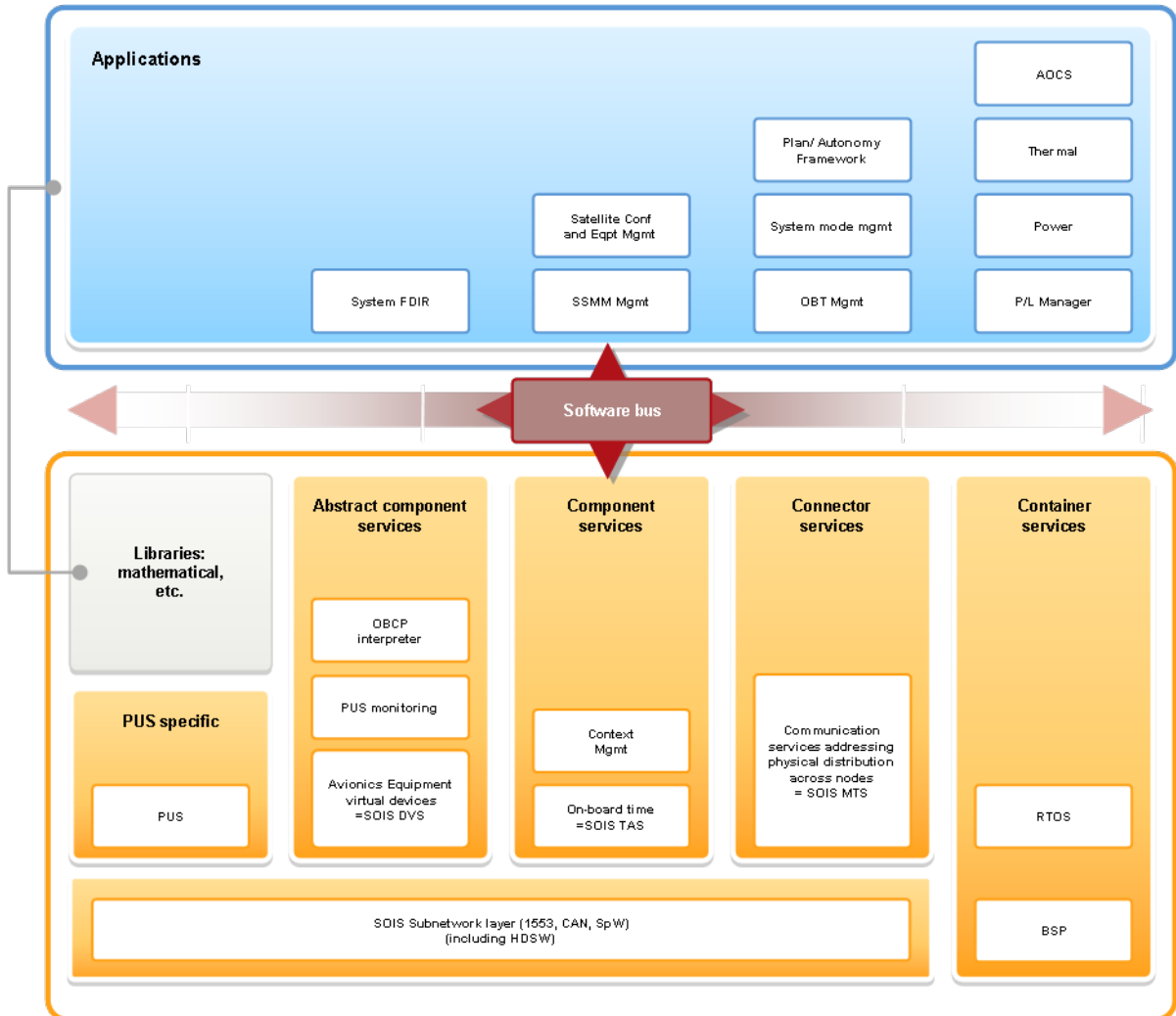


ESA software factory prototype based on TASTE

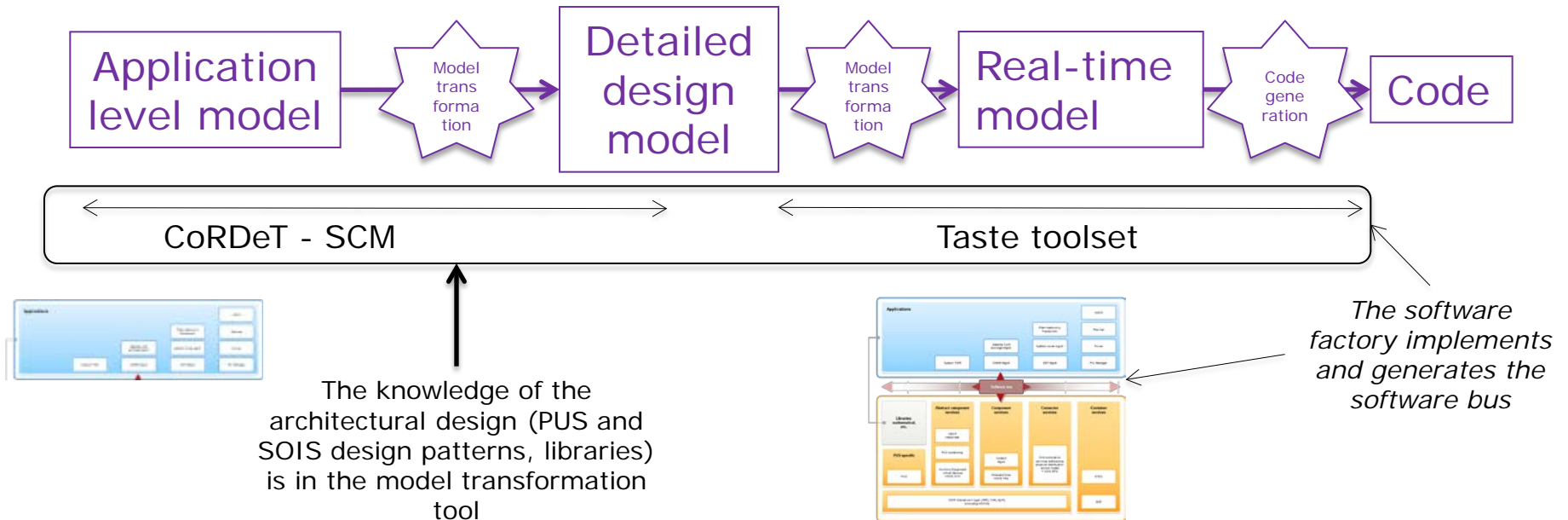
Maxime Perrotin, Andreas Jung, Jean-Loup Terrailon
with contributions of GMV in COrDeT-2 studies
...and Suzanne Guerreiro as Estec trainee

The software reference architecture



Presentation of the Architectural steps

- One principle of OSRA is “separation of concerns”: application to subsystems engineers (AOCS), architecture to software architect, implementation to real-time software engineers (supported by tools)
- Therefore a toolset (“software factory”) takes an application level model and generates the code

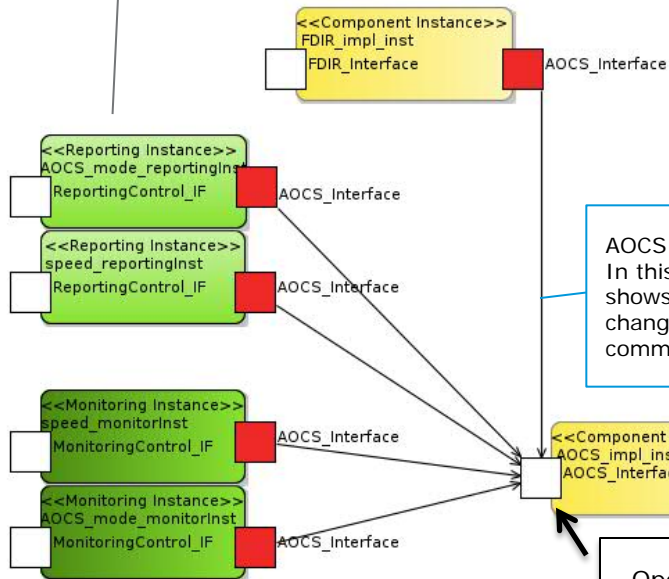


Application level model



Two application components, AOCS and FDIR, are placed by the Application engineer. They are instance of a component type.

AOCS has 2 interface that needs to be reported through PUS, and 2 interface that need to be monitored by PUS. The green boxes are abstraction of the PUS design patterns.



Ground commanding table

FDIR_impl_inst	FDIR_impl_inst_CMDlist
	change_mode_CMDdesc
AOCS_impl_inst	AOCS_impl_inst_CMDlist
	change_mode_CMDdesc

Properties: Model requests interpreter, Problems, Console, Error Log

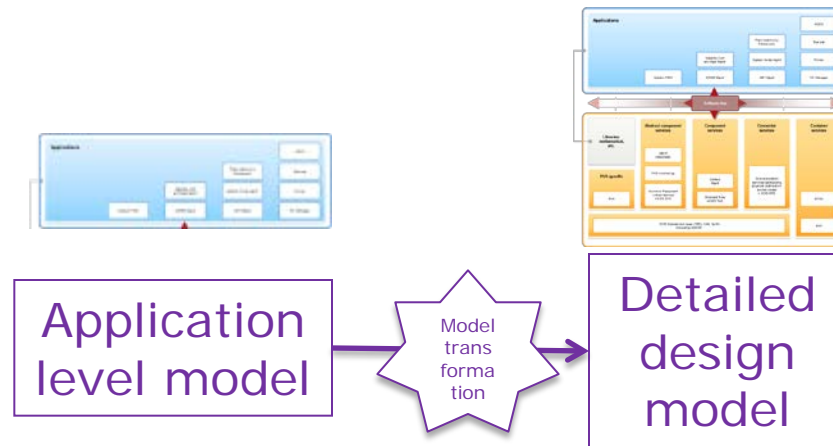
DLine

Semantic	Property	Value
Core	PUS commanding Descriptor change_mode_CMDdesc	
	Interface Attribute Access Operation	
	Interface Operation	Operation change_mode
	Is Hazardous Command	false
	Name	change_mode_CMDdesc
	PUS service	8
	PUS subservice	1

AOCS receives a command through an interface. In this version, a double click on the interface shows a table where the command is shown: it is change_mode through PUS service 8. The PUS commanding design pattern will be activated.

AOCS talks to a star tracker through a proxy that is an abstraction of the SOIS services

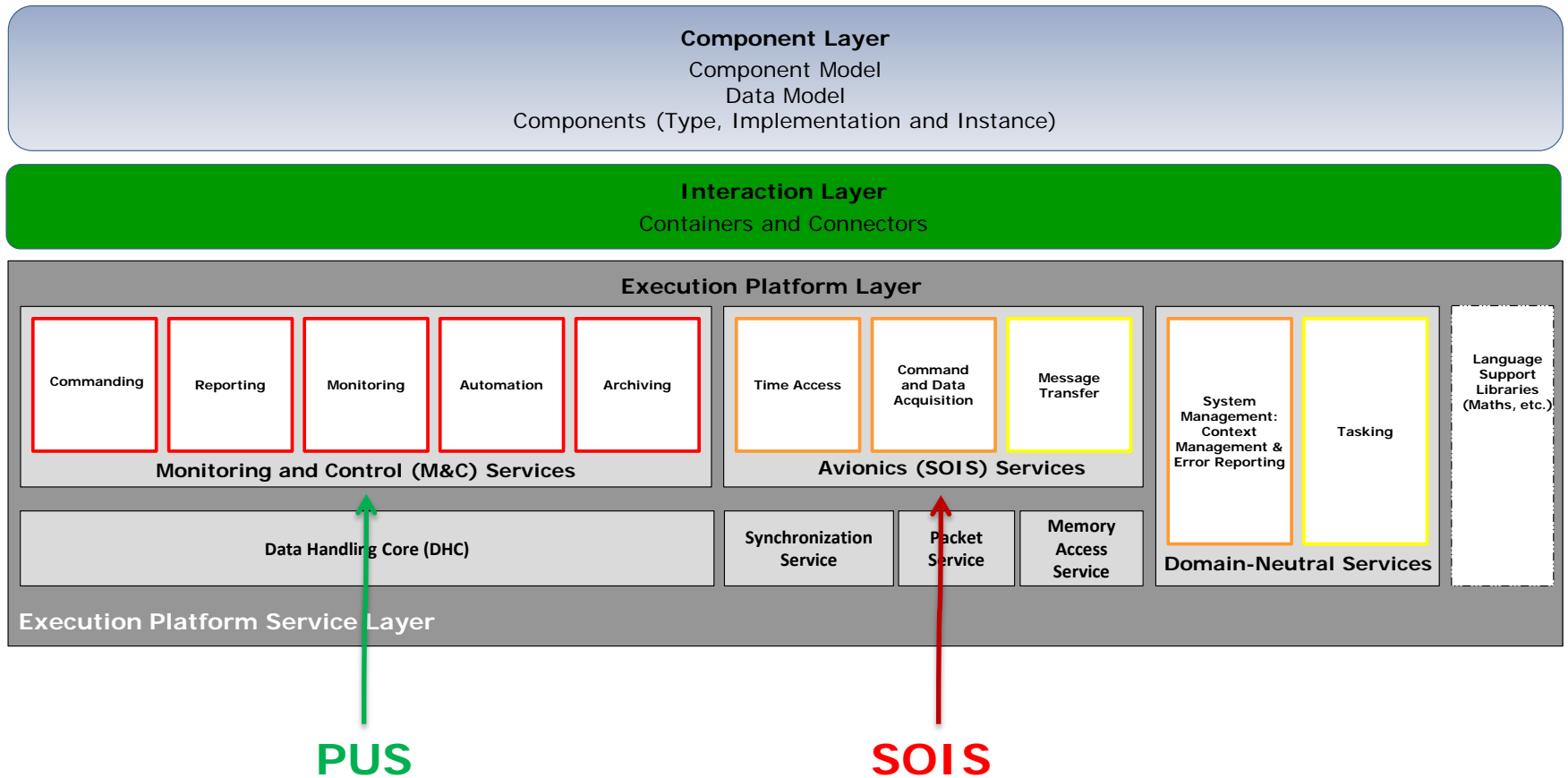
Operations:
setMode(parameter);
Attributes:
currentMode
currentPointAccuracy
...



Now we model-transform from application level model to detailed design model

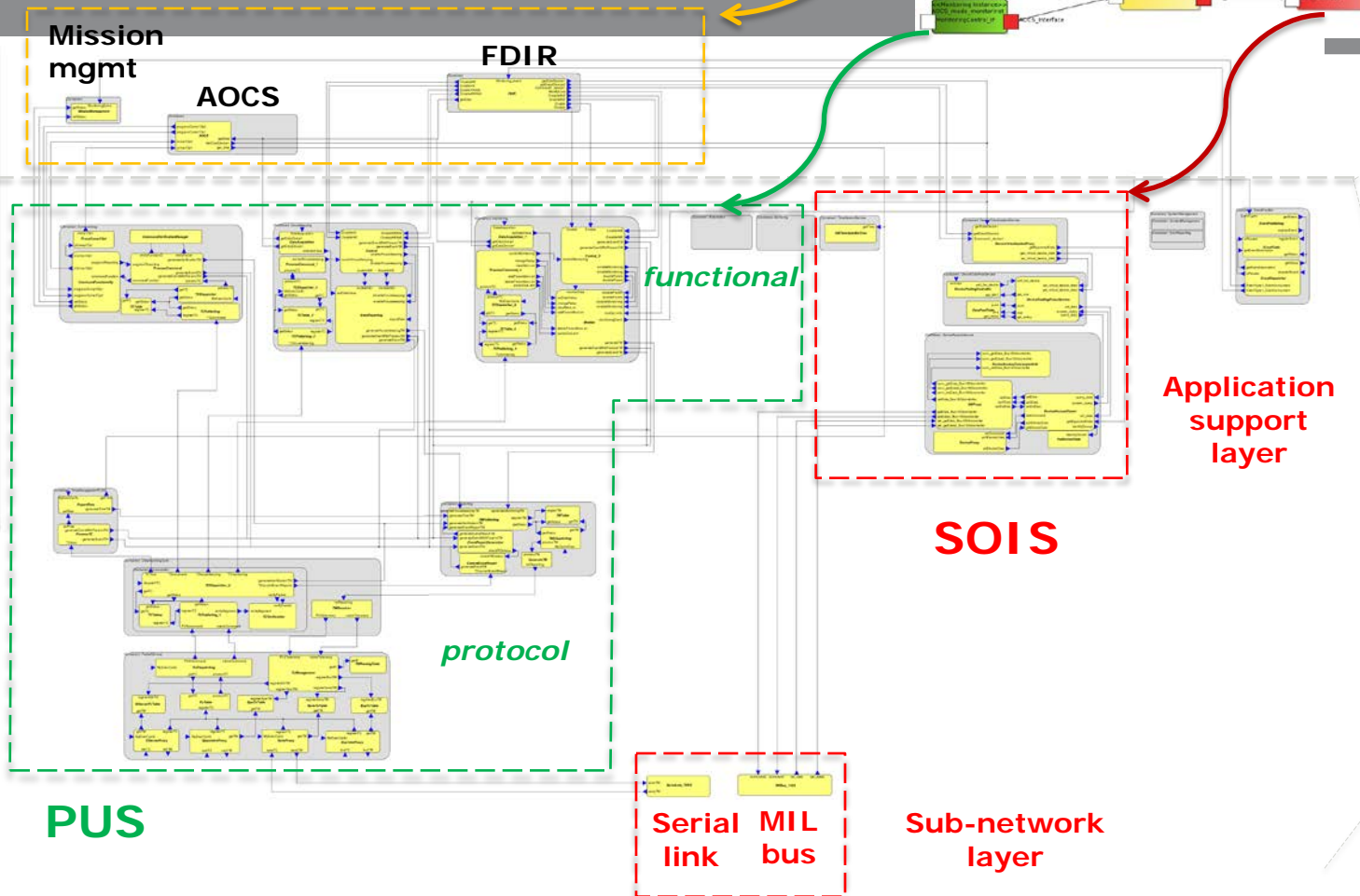
(design patterns are inserted)

The execution platform



Detailed design Model

ASW



The model transformation tool has expanded the green and red boxes into design patterns

Each box will be detailed in the next slides

This diagram has more PUS services than the application level model one. This is just to give the complete view of the current implementation

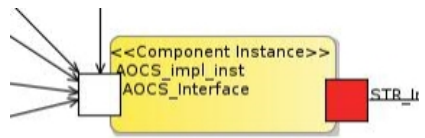


This is the "execution platform"

The SOIS implementation is incomplete... We miss the subnetwork layers (today it goes on Ethernet), and the MTS is hidden.

the PUS boxes...

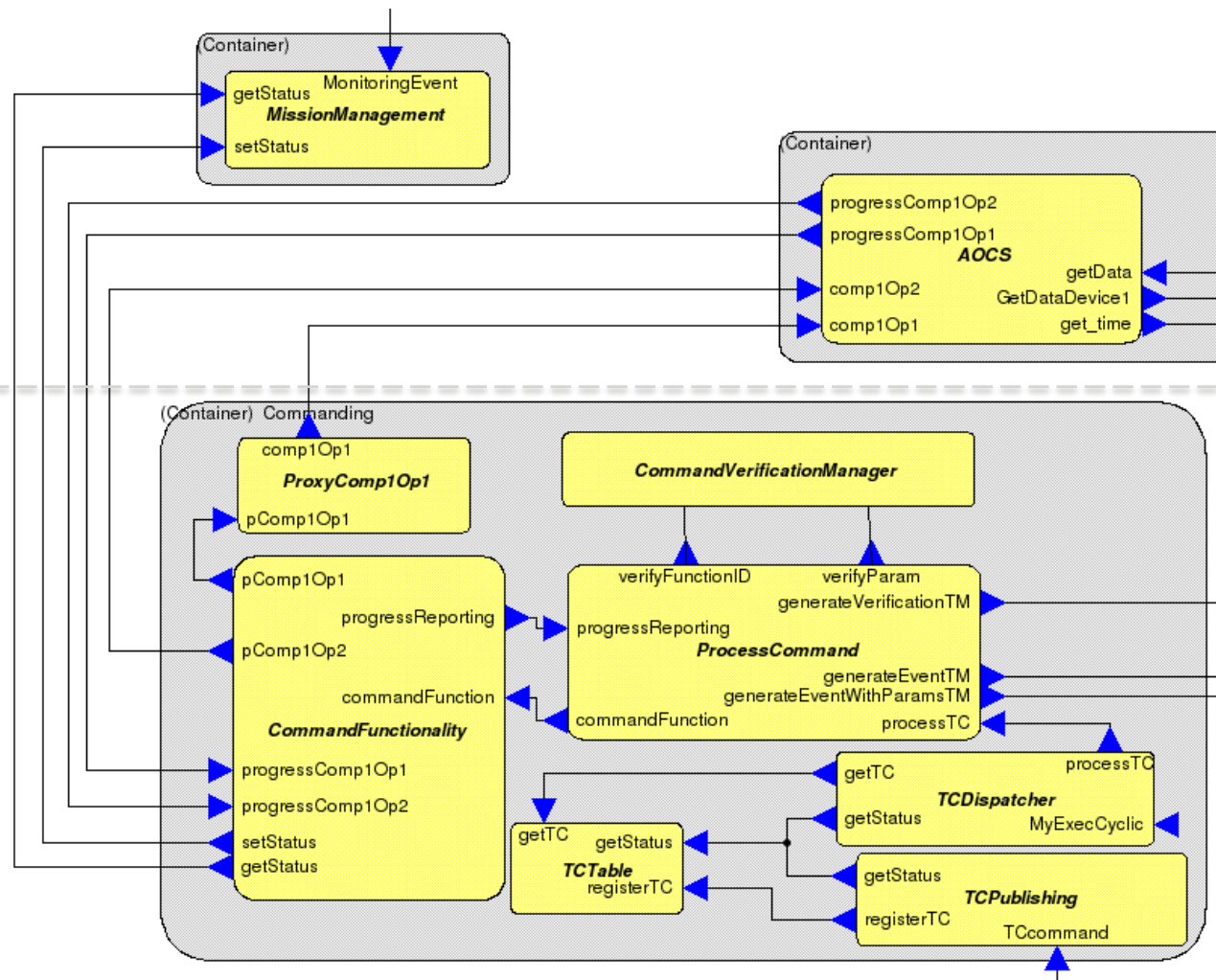
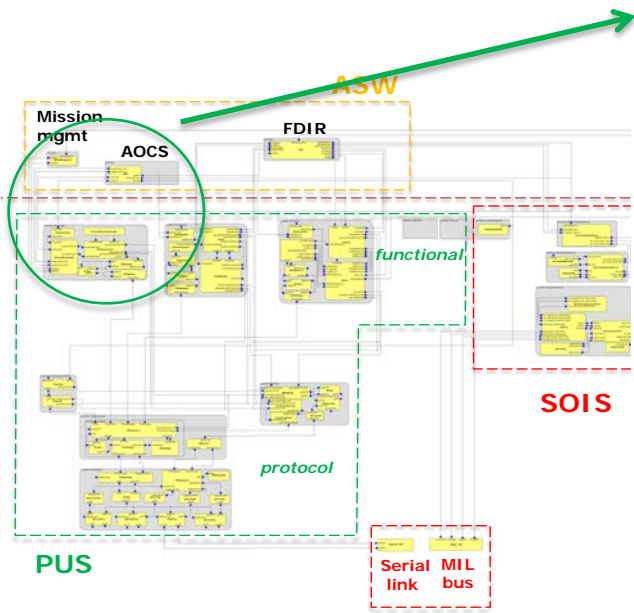
The Commanding box



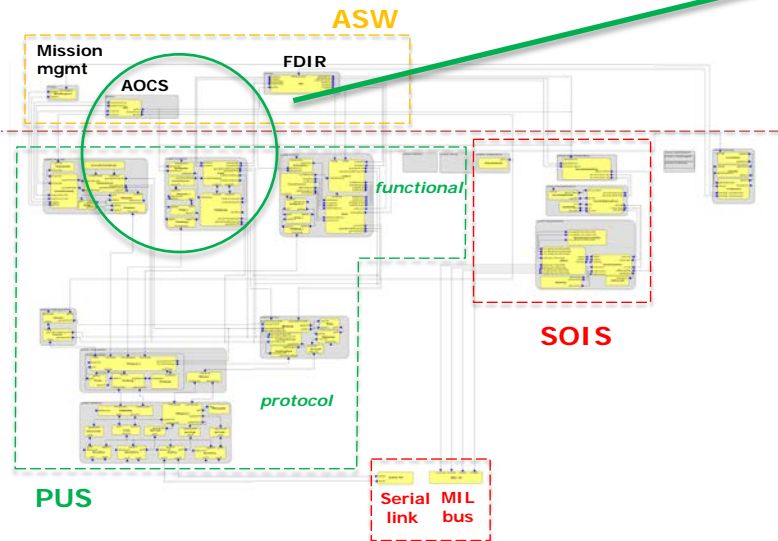
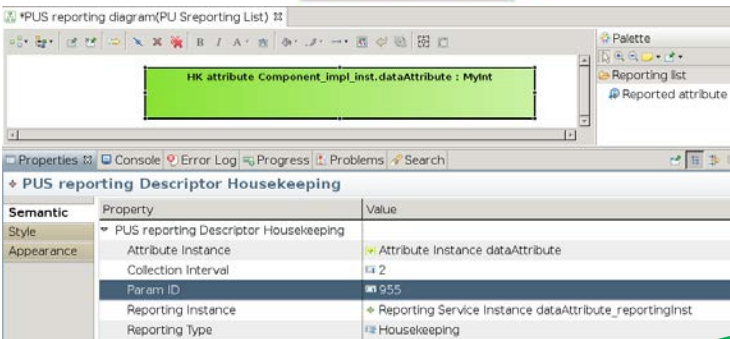
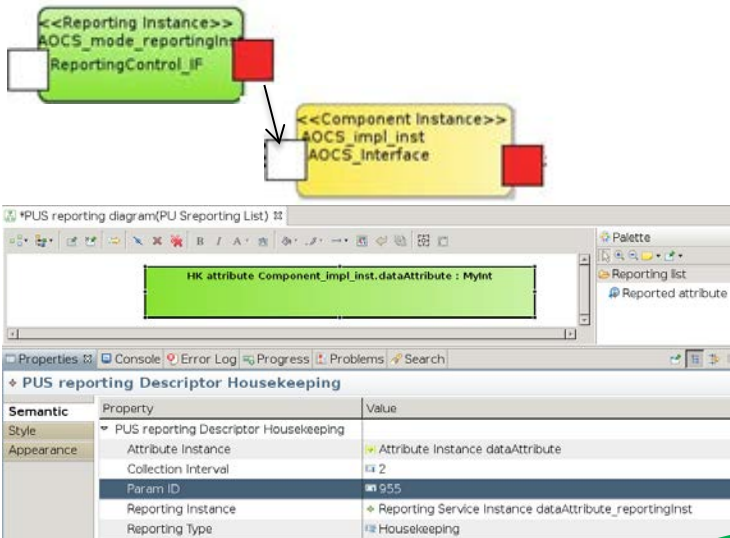
Ground commanding table

Component	Property	Value
FDIR_impl_inst	FDIR_impl_CMDesc	
	change_mode_CMDesc	
AOCs_impl_inst	AOCs_impl_CMDesc	
	change_mode_CMDesc	

Semantic	Property	Value
Core	PUS commanding Descriptor change_mode_CMDesc	
	Interface Attribute Access Operation	
	Interface Operation	Operation change_mode
	Is Hazardous Command	false
	Name	change_mode_CMDesc
	PUS service	s
	PUS subservice	()

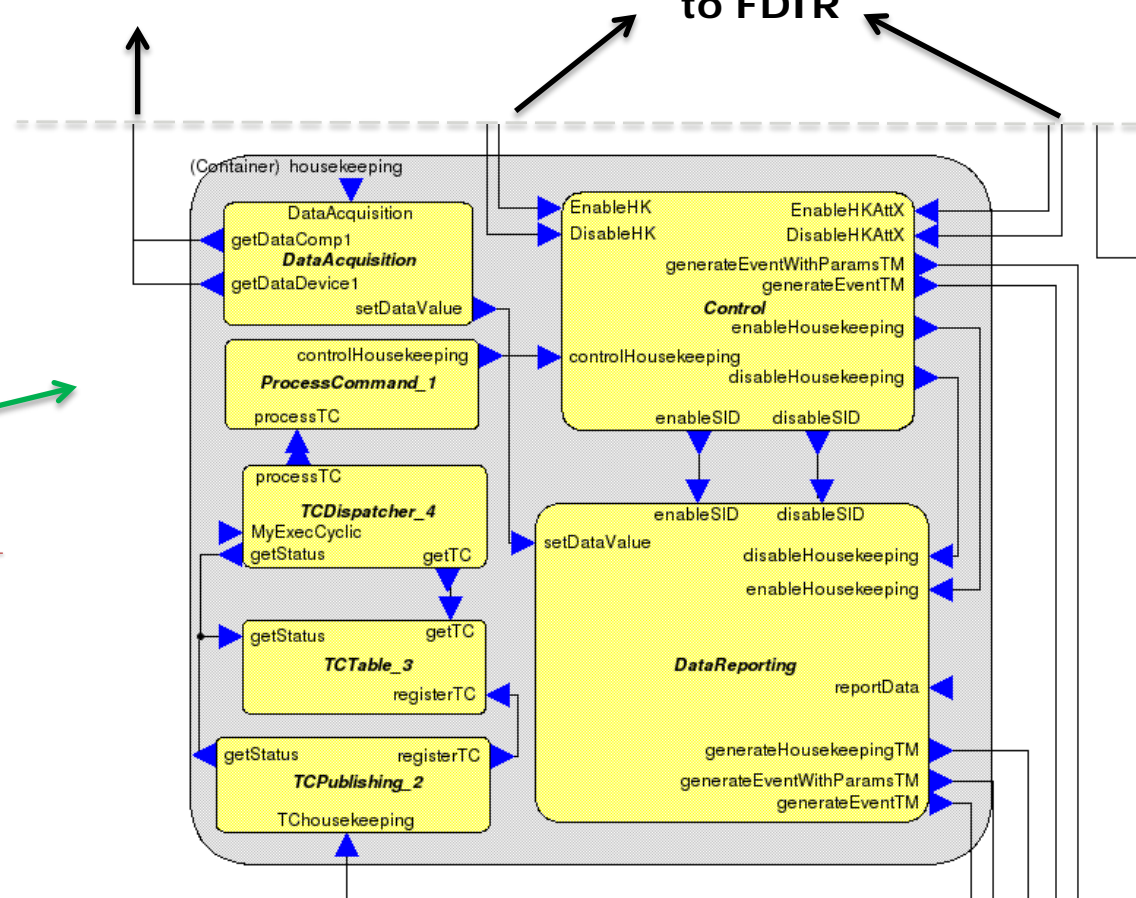


The Housekeeping box

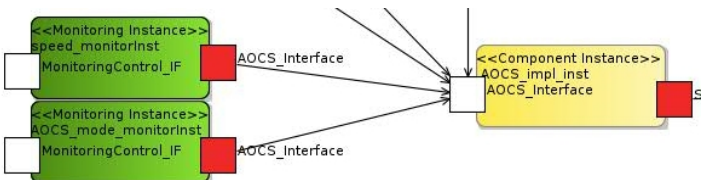


Connection to AOCs

Connection to FDIR



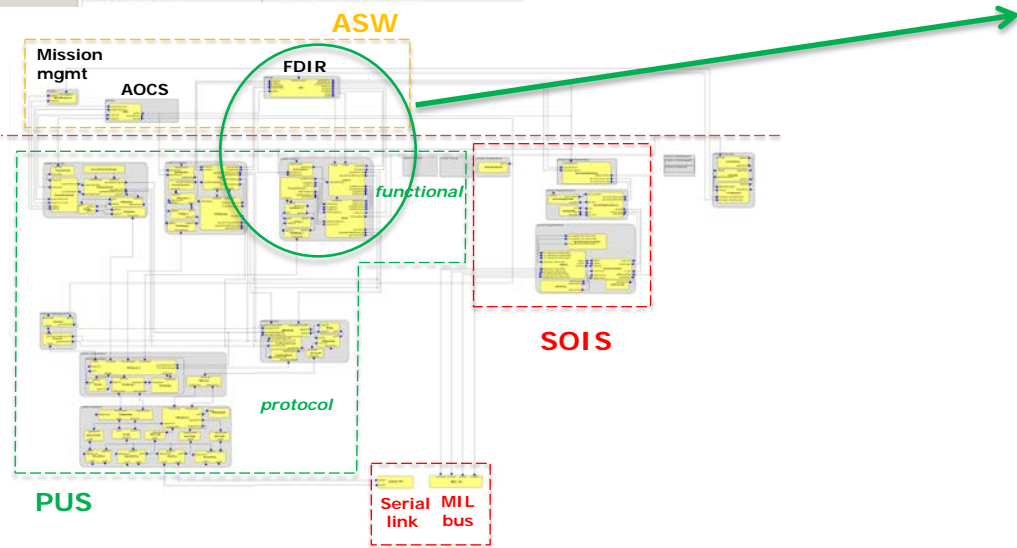
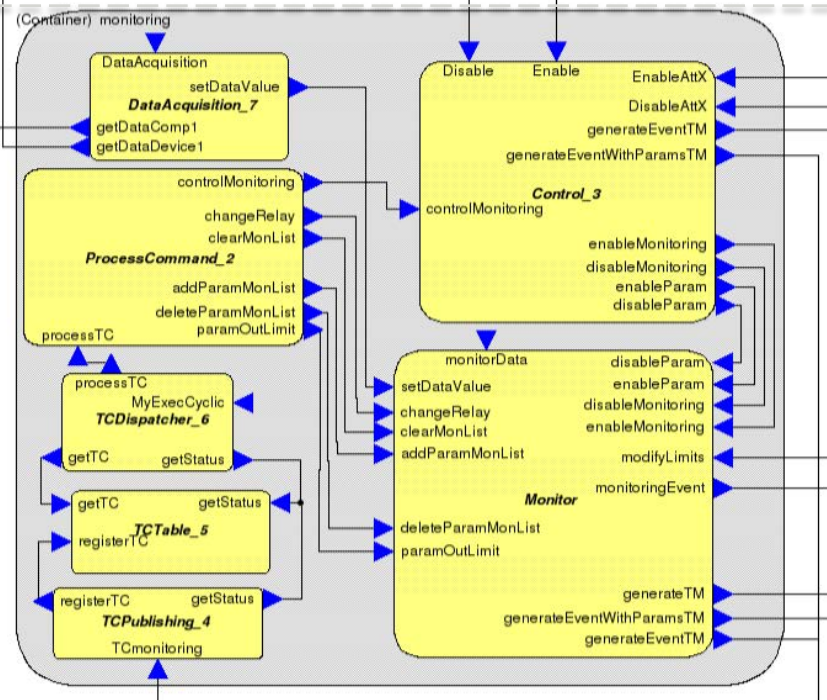
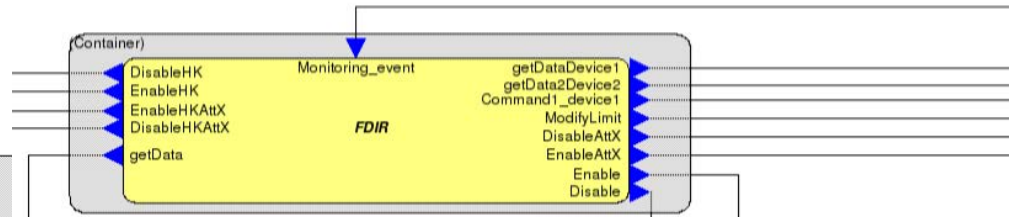
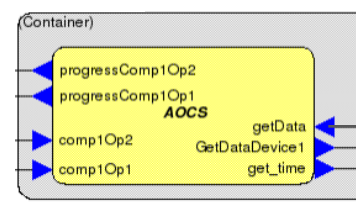
The Monitoring box



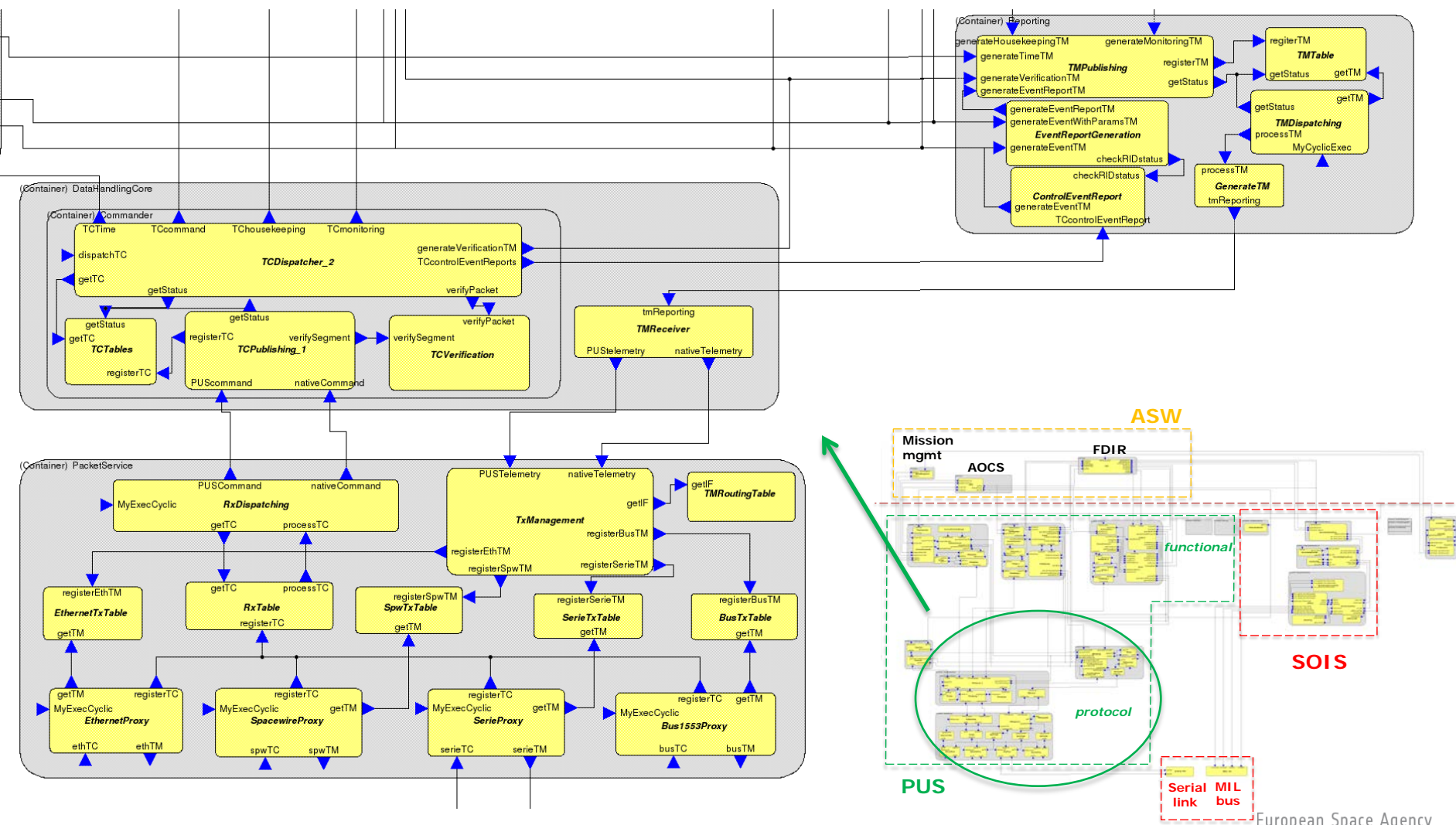
GUI Screenshot: PUS monitoring diagram (PU Monitoring List)

Monitored attribute Component_impl_inst.dataAttribute : MyIn

Semantic	Property	Value
Style	Limit Check monitorAttribute1	
Appearance	CHECK SELECTION parameter	true
	High Limit	5
	Low Limit	0
	Name	monitorAttribute1
	Raised Event	Event_OutOfRangeMonitoring

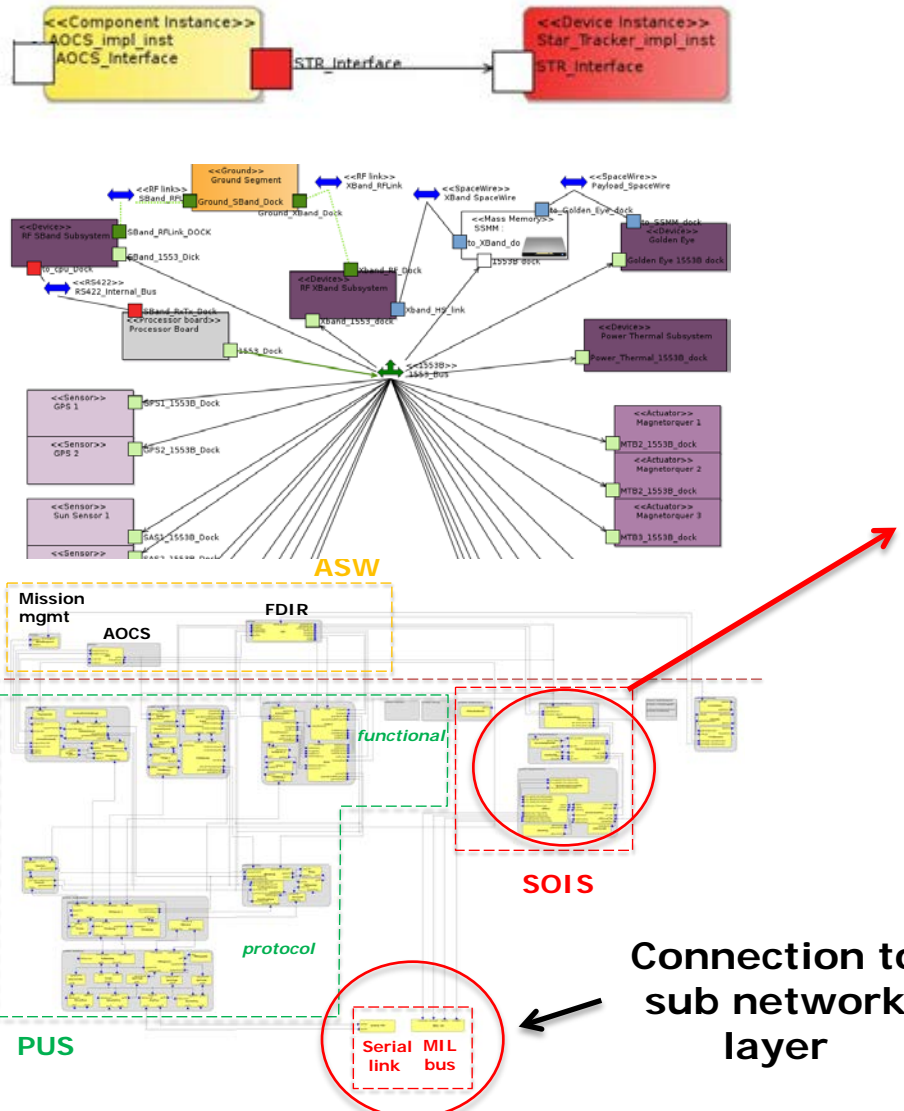


The Data Handling boxes (packets and protocol related issues)

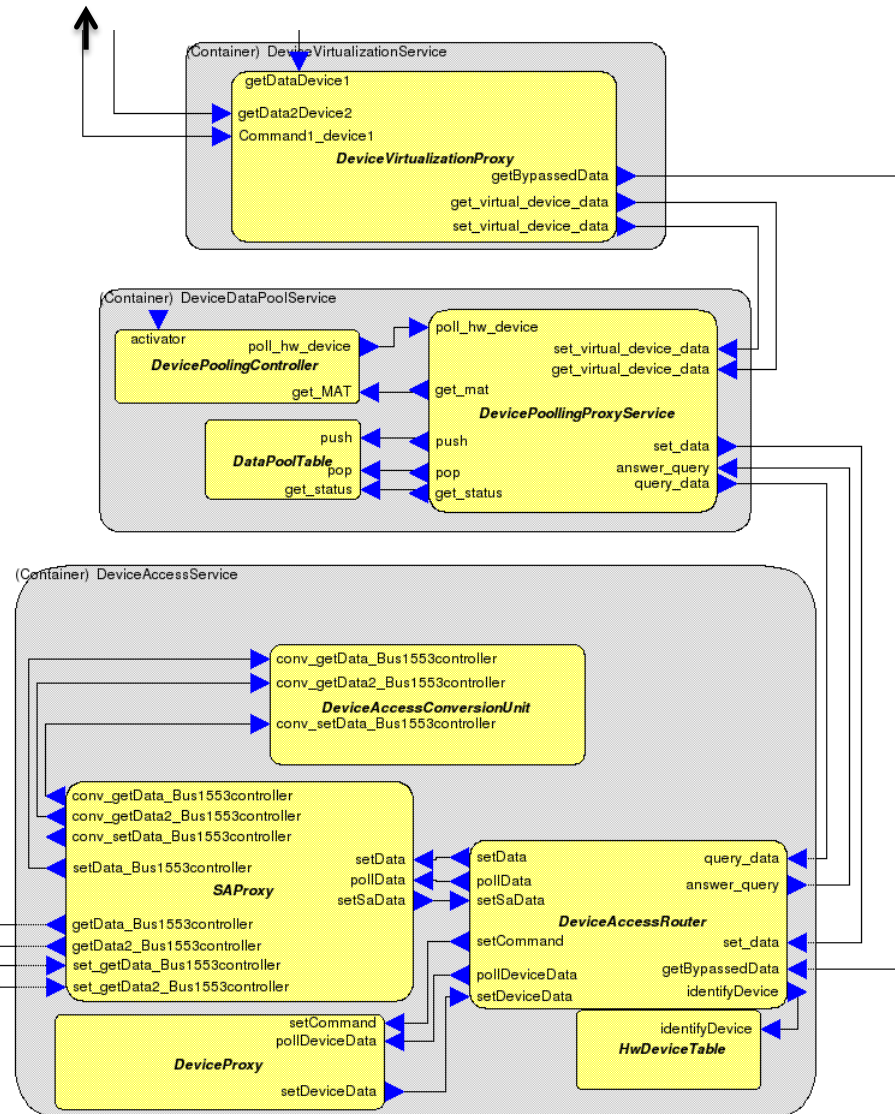


the SOIS boxes...

The "SOIS - Command&DataAcquisitionService" box

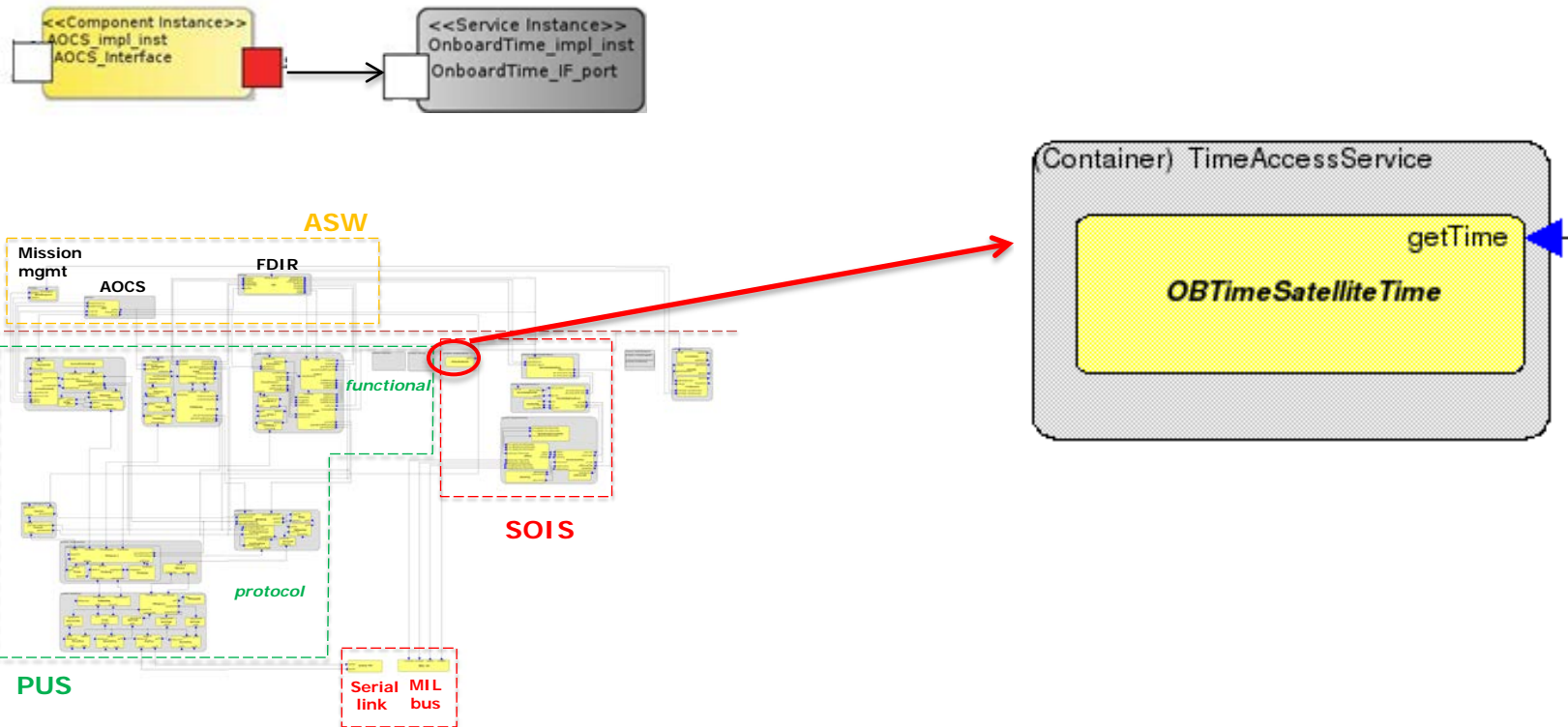


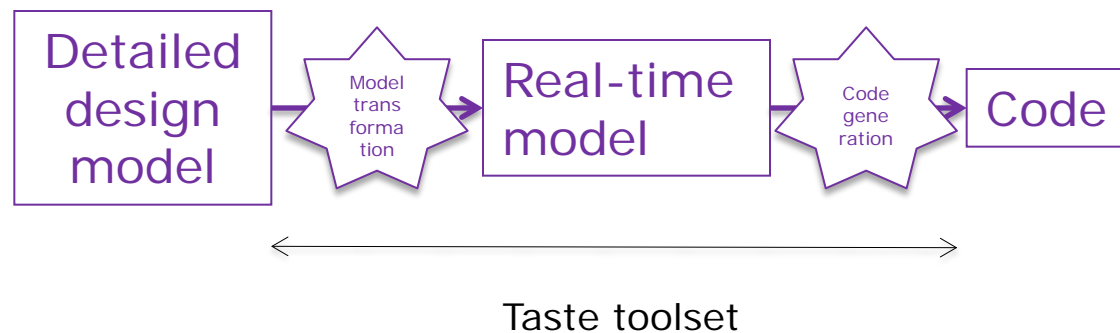
Connection to AOCs



Connection to sub network layer

The SOIS Time management box



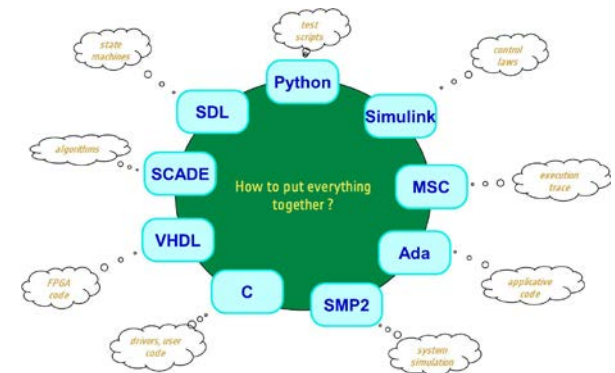


Then, from the detailed design provided by the previous step
And from the behaviour of the functions provided by specific tools
(Simulink. State machines)
Being given the deployment view (physical topology, hardware)
Taste generates the code

Why Taste?

ESA builds TASTE as an exploration platform implementing state-of-the-art software technologies and targeting:

- **Distributed** on-board software
- Communication with many equipment, embedded devices
- **Heterogeneity** everywhere
(state machines/control laws, integrator/subcontractor, hw/sw co-design, languages & technologies)
- Based on free, open-source software



TASTE eases the development of consistent software made of:

- Embedded and ground software, GUIs, databases, algorithms
- Software where communication is a central aspect
- Safety-critical components

It serves as a laboratory platform to experiment new technology

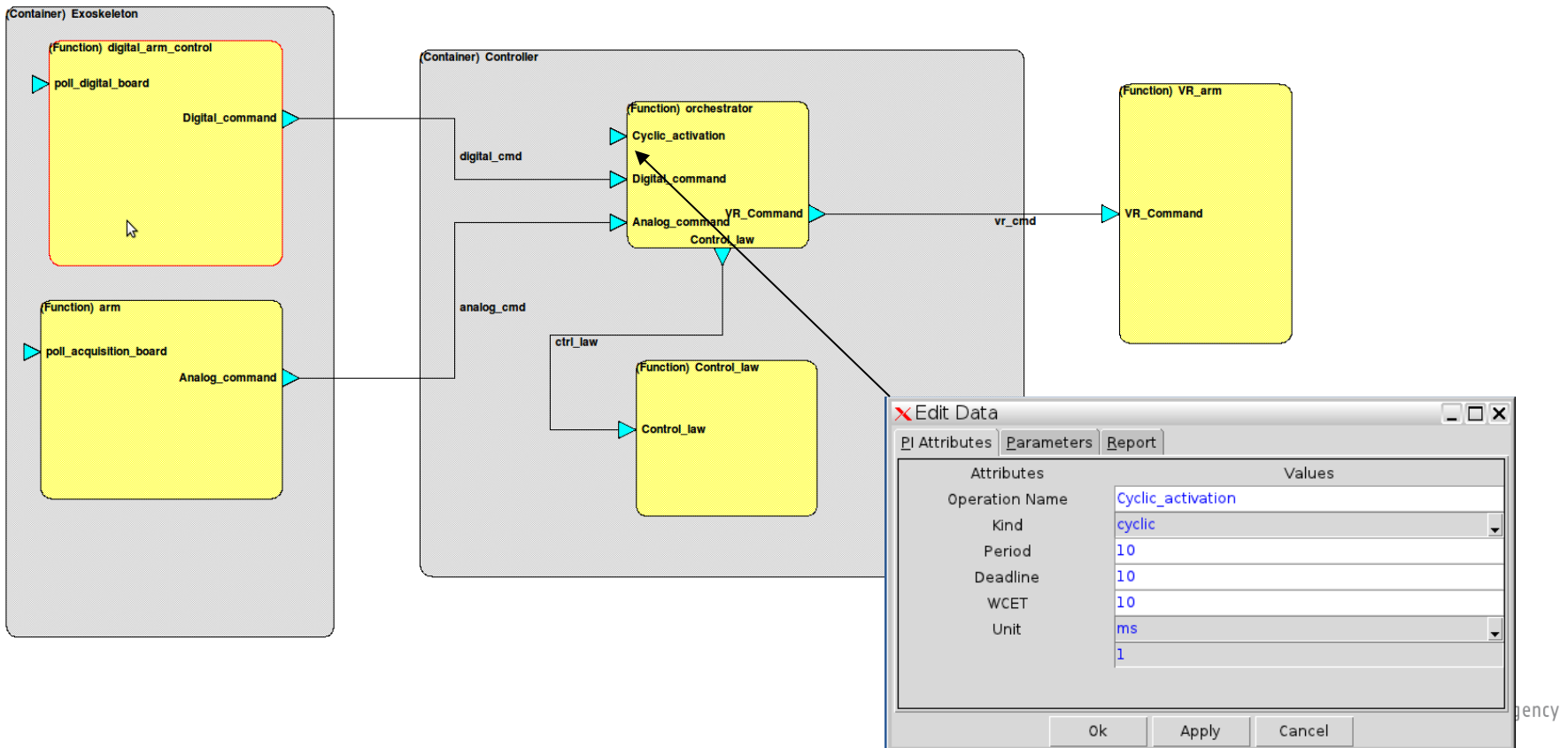
It helps ESA to support project engineering phases and reviews

- Understand the scope of software, the actors, the design
- Detect issues, ambiguities
- Run simulations, analyse scenarii

- Use existing technologies – **glue them together** when semantics are compatible
- Don't reinvent the wheel, software modelling is not new: learn, use and build on top of languages that are mature and widely used in other industries (**AADL, ASN.1, SDL, Simulink**)
- Let application designers choose the technology that is the most **appropriate for each purpose** – don't try to code drivers in UML!
- **Automate everything** that can be
- Be open and build tools that are ready for technology exploration (multicore, advanced analysis tools, model checking)
- Develop tools that make the life of developers easier – keep the right balance between abstraction and concrete implementation. Both count!
- Target software and systems, not models. Models are just a mean!

How do the tools look like (1)?

- Graphical approach to unambiguously capture the system architecture and its real-time properties



How do the tools look like (2)?

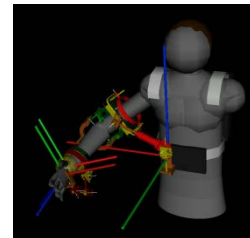
- Tools to describe state machines – they are complex, and capture the core of the system behaviour

The screenshot displays the OpenGEODE software interface, which is used for modeling and simulating system behavior. It is divided into several main sections:

- Code Editor (Left):** Contains C-like code for variable declarations and control logic. Key elements include:
 - Declaration of variables stored in RAM: `DCL eeprom FCE_SGM_EEPROM;`, `DCL sgm_ram FCE_SGM_RAM;`, `DCL fdir_enable BoolTy;`, `DCL new_rc CounterTy;`, `DCL ground_cmd_reset BoolTy;`, `DCL areArraysDeployed BoolTy;`, `DCL cbit MySeq;`
 - Register declarations: `dcl fce_stat_reg FCE_RECOVERY_STATUS_REGISTER;`, `dcl fce_ctr_reg FCE_CONTROL_FLAGS_STATUS_REGISTER;`, `dcl op_param BoolTy;`
 - Control logic: `DCL fce_selected BoolTy;`, `DCL FCE_Stop_Control BoolTy;`, `DCL mpo_sc, mcsa_sc, mcsa_sc, mcsa_sc, mcsa_sc T_UInt32;`, `DCL ll_sep_phase T_Boolean;`, `DCL boot_param T_Boolean;`
 - Comments: `-- FCE Selected should be returned by the FCE Selected Determination procedure (FCESW-5332) but I have no visibility on this procedure -- see Figure 6-3)`, `-- In Figure 6.5 there is a test "Fce selected and arr_dep = true two consecutive times".`, `-- Fig 6-7, FCE Stop control asserted`, `-- As defined in Figure 6-6`, `-- As defined in Fig 6-6, 10 sec timeout (Tbc?)`, `-- IS_SEP_PHASE: Definition not found in Figure 6-6 XXX`
- Flowchart (Center):** A graphical representation of the control logic. It starts with a `writeIn` block for waiting for a boot signal from the GUI, followed by a `Wait_Boot` block. The main logic includes:
 - `FCE internal reconfiguration` (according to pointer position, Boot-up selected PM)
 - `'Disable TM/TC reception'`
 - `'Start w/d refreshing, Validity check of SGM RAM, Save last boot report to SGM-RAM, 'OBT validity check/restore with LLOBT, Tenable_HW_Sync_to_PDS_for_2_sec'`
 - `get_fce_sgm_eeprom (eeprom)` with a note: `IF read fails fo use default SI`
 - `scConf => eeprom[sit_2]sc_conf`
 - `Bootstrap_actions (eeprom)` with a note: `Retrieve RSR, dete NEW_RC, cause of the corresponding`
 - A decision diamond `now_rc == 5` leading to `fdir_enable = true` (No FDIR Level 4) and `get_fce_sgm_ram(sgm_ram)` (Get LLAT, LLARE)
 - Final actions: `'Start nominal SpW link acc. SIT1, 'Start normal HK-TM generation and routing to OBC'`
- Statechart (Right):** A state transition diagram for the F4 component. States include `wait_next_cycle`, `buffer_tm`, `wait_sep_check`, `ready`, `wait_attitude_m`, `wait_boot`, and `control`. Transitions are labeled with events like `Cycle_Essential`, `Cycle_HK`, `Next_Cycle`, `timer_in_control`, `Attitude_req`, `Cycle_HK`, `FDIR`, and `boot`.
- Data Types (Bottom Right):** Defines the data types used in the model:
 - `TASTE-Dataview DEFINITIONS =>`
 - `IMPORTS T-UInt32, T-UInt32, T-Inc8, T-UInt8, T-Boolean FROM TASTE-BasicTypes;`
 - `FCE_SGM_EEPROM => SEQUENCE [`
 - `sit-1 FCE-SIT-1,`
 - `sit-2 FCE-SIT-2,`
 - `sit-3 FCE-SIT-3,`
 - `sit-4 FCE-SIT-4,`
 - `sun-epi-hemeris-dat-a OCTET STRING (SIZE(14400)), -- data type not specified, only size`
 - `mcsa-mcsa-sasmTgtSunDir OCTET STRING (SIZE(120)), -- data type not specified, only size`
 - `mca-mcsa-sasmTgtSunDir OCTET STRING (SIZE(12)), -- data type not specified, only size`
 - `sasm-mcsa-sasmTgtSunDir OCTET STRING (SIZE(12)), -- data type not specified, only size`
 - `]`

ASN.1 to describe interfaces

- A simple notation to describe software and hardware interfaces
- Our tools generate code for embedded systems (no malloc, no system call, support for C and [Spark] Ada)



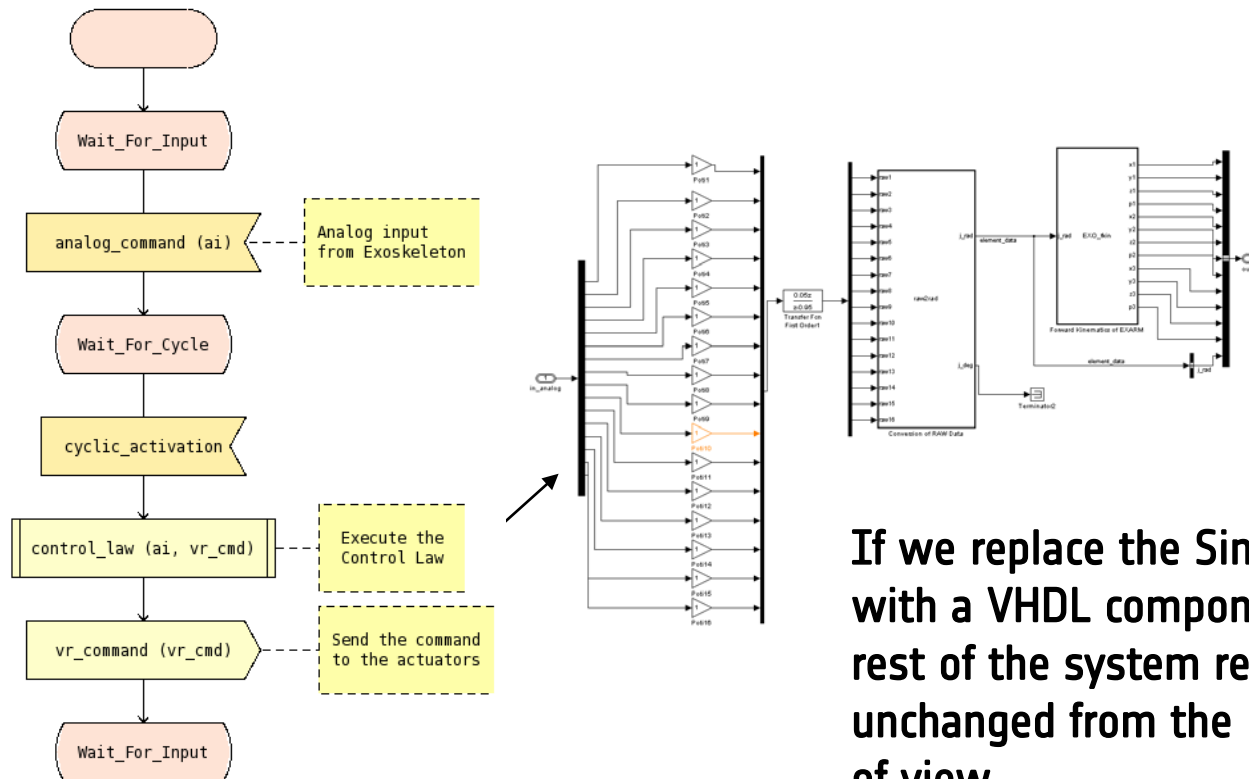
```
Edit and load Data View
dataview.asn
12
13 -- Output types
14
15 VR-Model-Output ::= SEQUENCE {
16   x1 REAL (-1000 .. 1000),
17   y1 REAL (-1000 .. 1000),
18   z1 REAL (-1000 .. 1000),
19   p1 REAL (-1000 .. 1000),
20   x2 REAL (-1000 .. 1000),
21   y2 REAL (-1000 .. 1000),
22   z2 REAL (-1000 .. 1000),
23   p2 REAL (-1000 .. 1000),
24   x3 REAL (-1000 .. 1000),
25   y3 REAL (-1000 .. 1000),
26   z3 REAL (-1000 .. 1000),
27   p3 REAL (-1000 .. 1000),
28   j-rad SEQUENCE (SIZE(16)) OF REAL (-1000 .. 1000)
29 }
--
```

+

```
dataview-uniq.acn
/*Output types*/
VR-Model-Output [{
  j-rad [size 16] {
    dummy [encoding IEEE754-1985-64, endianness little]
  },
  p1 [encoding IEEE754-1985-64, endianness little] ,
  p2 [encoding IEEE754-1985-64, endianness little] ,
  p3 [encoding IEEE754-1985-64, endianness little] ,
  x1 [encoding IEEE754-1985-64, endianness little] ,
  x2 [encoding IEEE754-1985-64, endianness little] ,
  x3 [encoding IEEE754-1985-64, endianness little] ,
  y1 [encoding IEEE754-1985-64, endianness little] ,
  y2 [encoding IEEE754-1985-64, endianness little] ,
  y3 [encoding IEEE754-1985-64, endianness little] ,
  z1 [encoding IEEE754-1985-64, endianness little] ,
  z2 [encoding IEEE754-1985-64, endianness little] ,
  z3 [encoding IEEE754-1985-64, endianness little]
}
C Tab Width: 8 Ln 1, Col 1 INS
```

Mix languages to get the best of all worlds – no “unified language” to rule them all!

- The robotic case study mixes C (drivers), SDL (RTDS – system overall orchestration and logic) and Simulink (control laws)



If we replace the Simulink block with a VHDL component, the rest of the system remains unchanged from the user point of view.

- Capture the system architecture to analyse the **system feasibility**
 - Capture data types (ranges, units) to **ensure consistency** everywhere in the system
 - Capture the software expected behaviour (state machines, algorithms) and let tools explore this behaviour to **verify** or **discover** some **properties** of the system
 - Automate the production of **code** and **documentation**. Support **continuous integration**
-
- 1) Describe the system logical architecture and interfaces
 - 2) Generate code skeletons and write the applicative code or models
 - 3) Capture the system hardware and deployment
 - 4) Verify models
 - 5) Build the system and download it on target
 - 6) Monitor and interact with the system at run-time

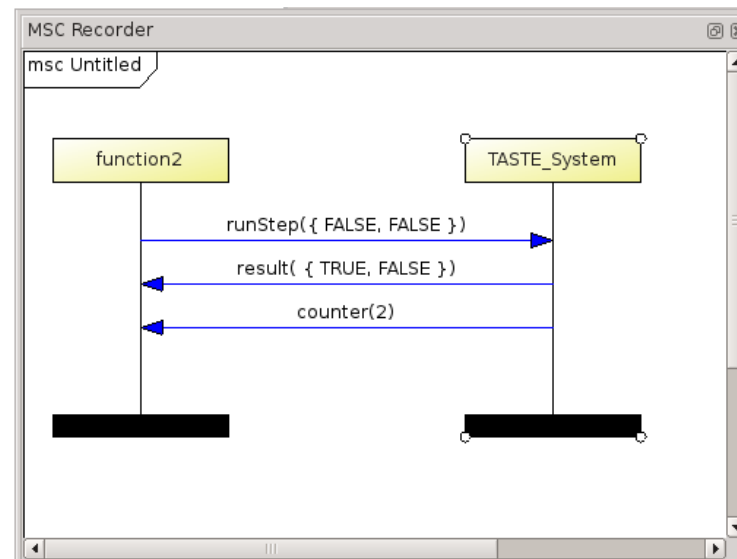
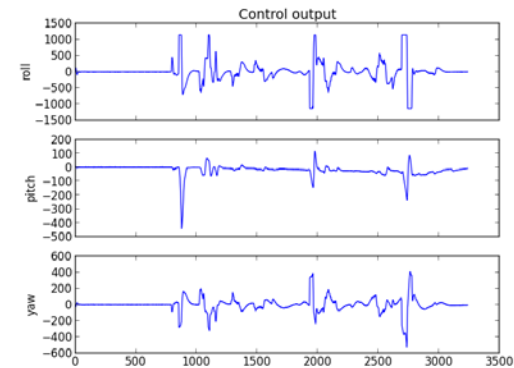
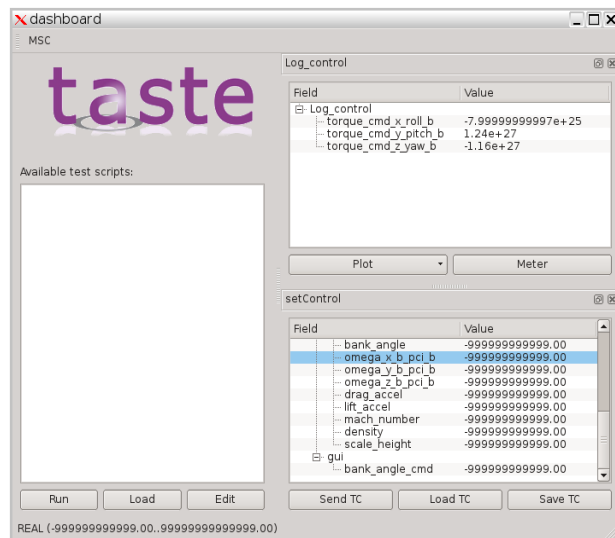
Software factories must have strong basis



- **TASTE relies on formal languages :**
 - ASN.1 and AADL to capture the software architecture and data
 - SDL, Simulink, SCADE, C, Ada, VHDL, ... to capture the software behaviour
 - MSC and Python to test
- **Combine graphical AND textual notations**
 - If anything goes wrong, human can fix textual syntax
 - Diagrams for easier understanding
 - But some information is textual by nature
- **Avoid languages with weak semantics or syntax**

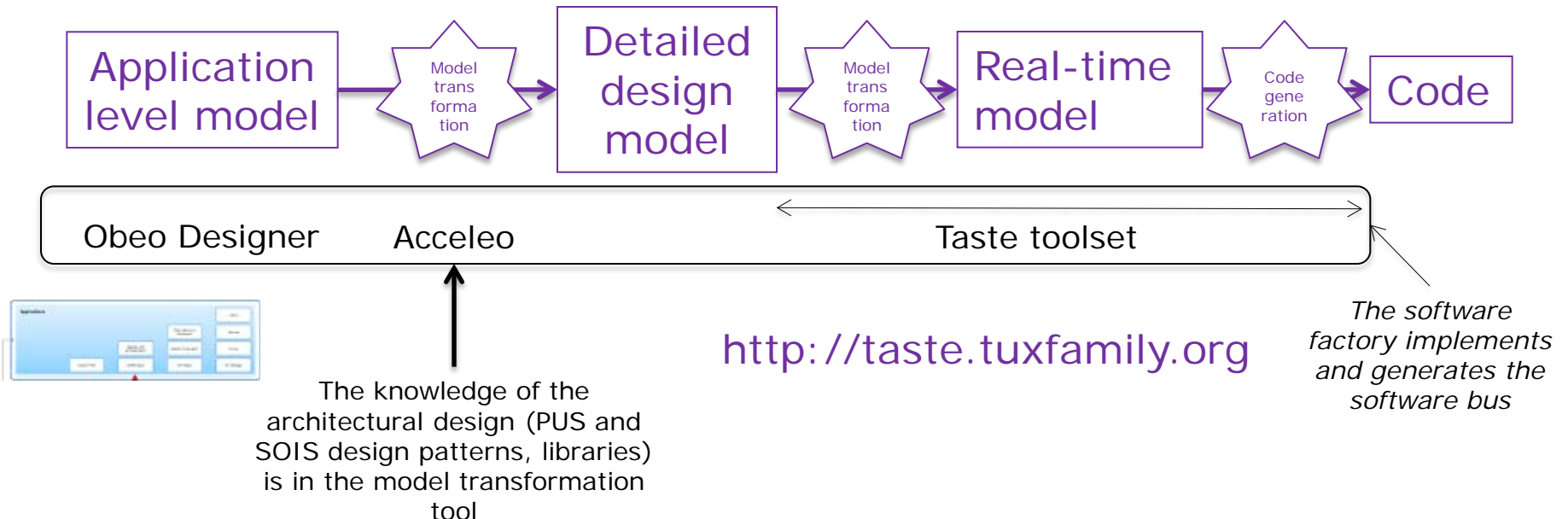
And make developers and testers' life easier

- Generate additional code to help users test their system (real-time monitoring and interaction with the binary)



Presentation of the Architectural steps

- One principle of OSRA is “separation of concerns”: application to subsystems engineers (AOCS), architecture to software architect, implementation to real-time software engineers (supported by tools)
- Therefore a toolset (“software factory”) takes an application level model and generates the code



Contact



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