

Implementation aspects of TTEthernet Interfaces

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Outline

- Introduction
 - Avionics
 - TTEthernet
- Completed work
 - FLPP Phase 1
 - Avionique-X Increment 1
- Ongoing work
 - FLPP Phase 2.2
- Future work
 - Avionic XE



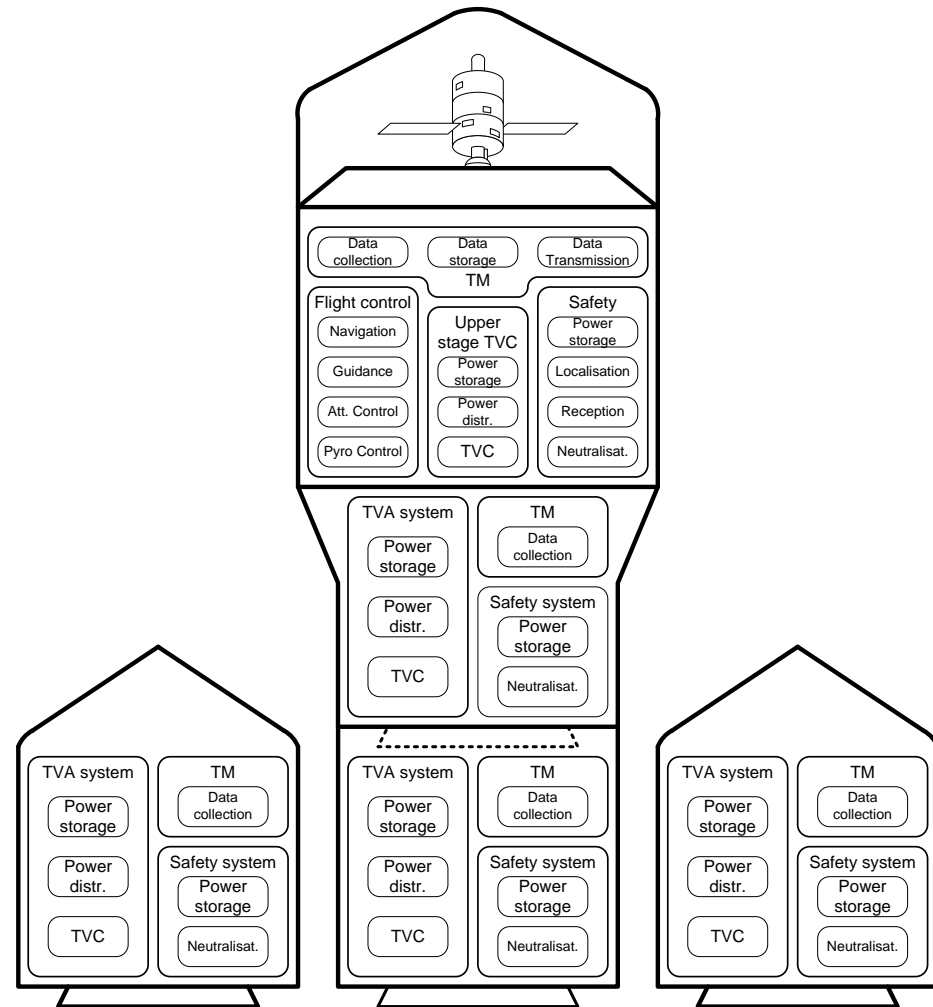
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Introduction: Launcher avionics

- Present: Ariane 5, Vega
 - Operational >2020
 - Flight control bus based on MIL-STD-1553
 - Local telemetry links

- Ariane 6
 - Planned first flight 2021
 - Three stage launcher
 - Low / reduced cost a priority

- Ariane 6 Communication Network
 - Determinism crucial for critical traffic
 - TTEthernet is one option to simplify the avionic, due to:
 - High performance
 - Traffic isolation (Mix of critical and non-critical traffic)
 - Compliance with Ethernet
 - Clock Distribution
 - Allows for example the use of a common data bus for flight control and telemetry



Functions to be handled by or supported by the Avionics

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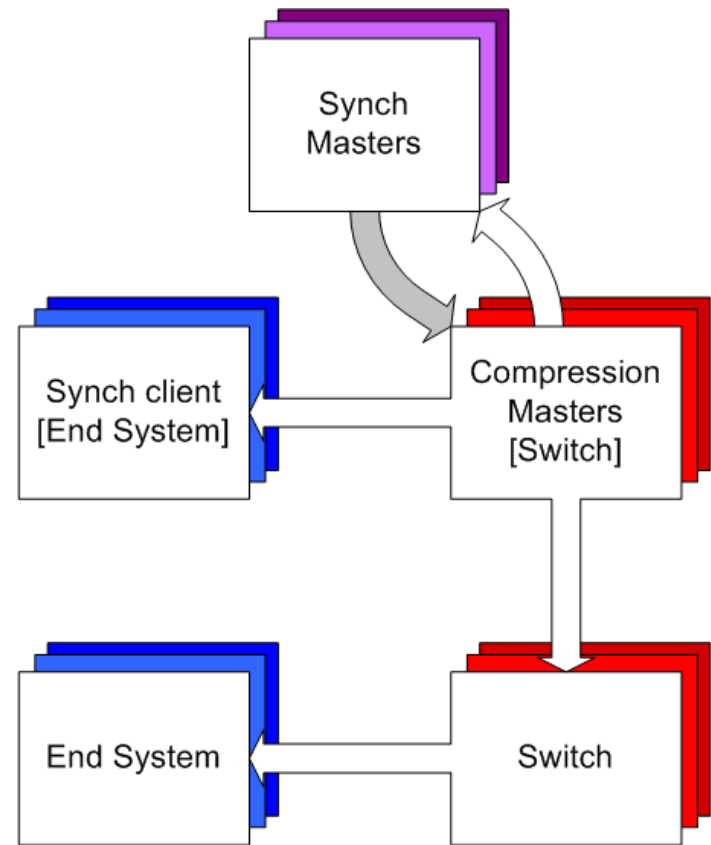
Introduction: Time Triggered Ethernet

- Time Triggered Ethernet
 - Provides deterministic and synchronous communication in a Ethernet network
 - SAE AS6802 standard
 - Time Triggered Ethernet unaffected by asynchronous Ethernet traffic
- The following Traffic classes can co-exist in the communication network:
 - TT – Time Triggered Ethernet
 - RC – Rate Constrained (AFDX)
 - BE – Best Effort (Legacy Ethernet)



Introduction: Time Triggered Ethernet

- Basic concept:
 - Every Time Triggered unit is synchronised to a common time and a common schedule
 - Frames transmitted over virtual links in a time segregated network
 - Switches are gatekeepers
- Timekeeping concept:
 - Distributed clock synchronisation mechanism to agree on a common global time between all nodes
 - Synchronisation Masters -> Protocol Control Frames (PCF)
 - Compression Masters -> PCF
 - Correction for latency



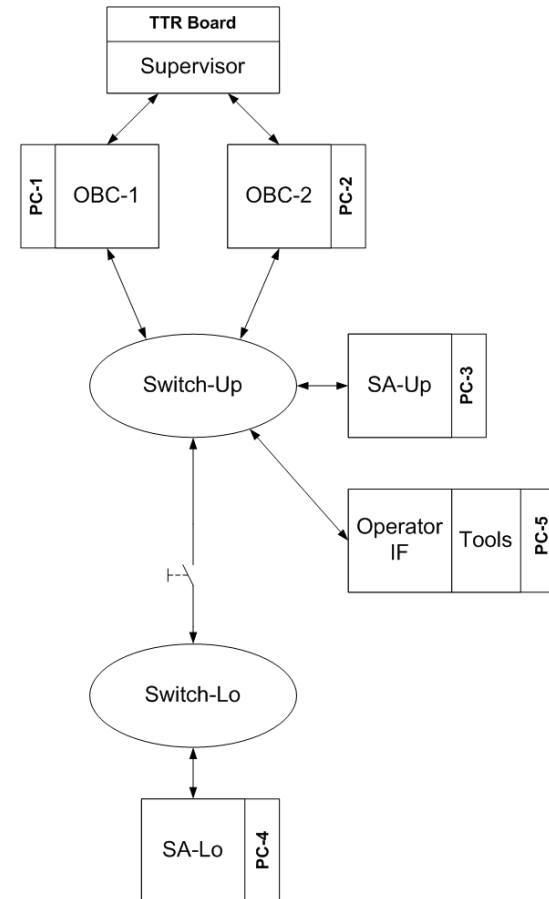
RUAG Space AB experiences: Overview

- FLPP Phase 1 – completed (ESA, Astrium ST, RUAG)
 - Software based end systems
 - Non-redundant multi-hop network
- Avionique-X Increment 1 – completed (CNES, Astrium ST, RUAG, ÅAC Microtec)
 - Hardware based end systems
 - Redundant network
- FLPP Phase 2.2 – ongoing work (ESA, Astrium ST, RUAG)
 - Hardware based end systems
 - Redundant multi-hop network
- Avionic XE – to be started (ESA, Astrium ST, RUAG, ÅAC Microtec)
 - TTEthernet setup as in Avionique-X Increment 1
 - Assess TTEthernet technology maturity and identify industrialisation activities

FLPP Phase 1

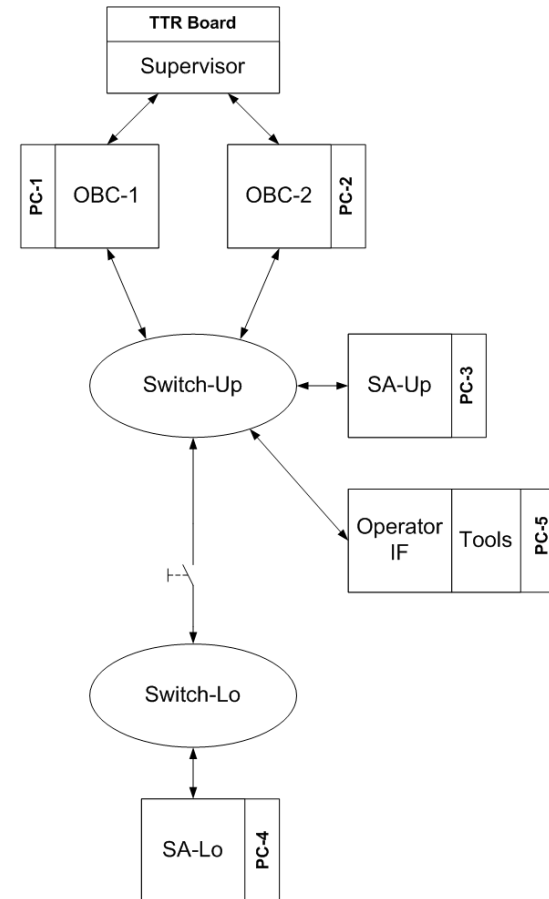
Setup & Objectives

- Objectives:
 - Study avionics for a future launcher
 - Demonstrate key communication aspects using
 - Ariane 5-type redundancy concept
 - Warm redundant OBCs
- Setup
 - Two OBCs supervised by reconfiguration module
 - Two TTEthernet end nodes simulation sensors and actuators (SA-Up, SA-Lo)
 - Two switches in non-redundant multi-hop TTEthernet network configuration
 - Disconnect lower switch to simulate solid booster ejection
 - Operator for commanding and monitoring



FLPP Phase 1 Features

- Network
 - 100 Mbps bit rate
 - 5 ms – 50 ms message cycles
 - Synchronization master and Compression master in Switch-Up
- End system
 - Software based TTE end systems on COTS Linux computers
 - In-house developed network sniffer
- Supervisor
 - RSE standard reconfiguration module for SMU and OBC
 - Automatic reconfiguration of OBCs

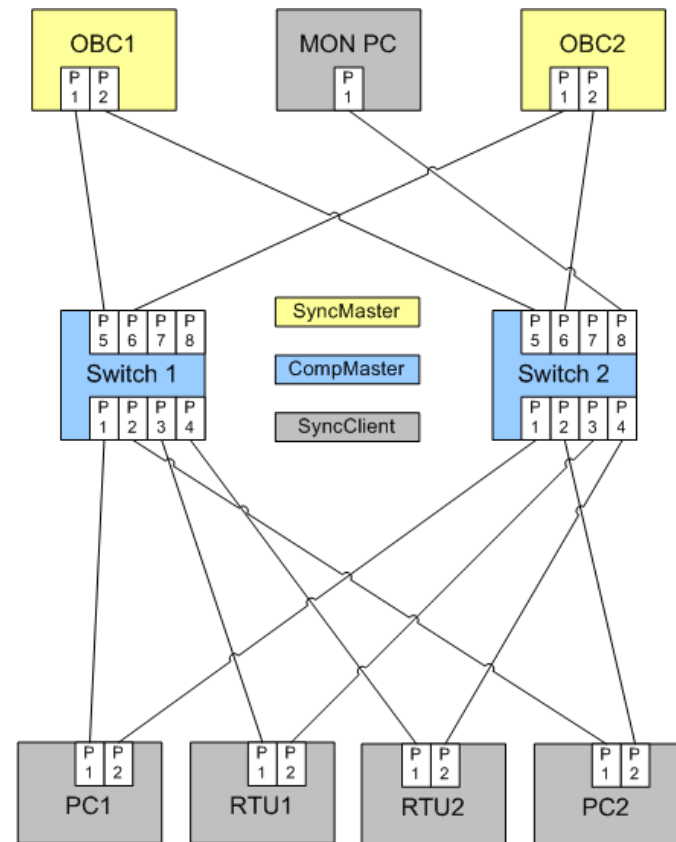


FLPP Phase 1 Findings

- Performance
 - Software based end systems (discontinued by the vendor in the meantime), accuracy achieved for time triggered transfers was better than 200 us
 - Not possible to synchronise between TTE layer and application space.
- Tools
 - Prototype scheduling tools with limited functionality
 - Could fail in finding schedule that met the specified criteria without notifying the user
 - Multiple iterations involving vendor before successful network integration
- Reuse
 - TTEthernet demonstration system and tools with limited functionality. Only the included switches could be reused in the follow-on studies

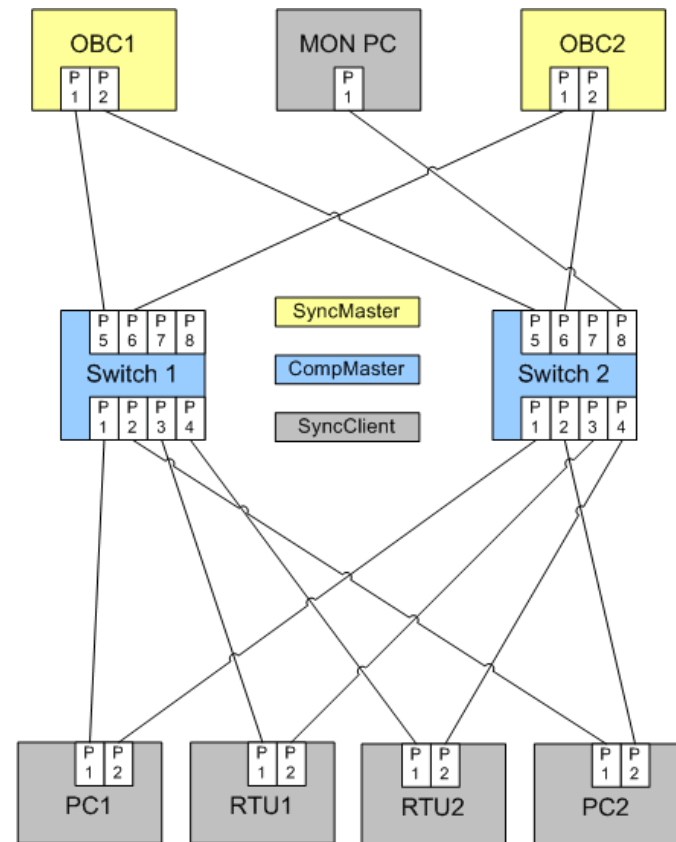
Avionique-X Increment 1 Setup & Objectives

- Objectives: To develop a Modular Data Handling Block (MDHB-X) demonstrator with a communication network supporting TTEthernet
 - Hardware based end systems
 - LEON based System-On-Chip (SoC) OBC
 - Hot duplex architecture
 - MDHB-X delivered to Astrium ST for system evaluation activities
- Setup
 - Redundant network
 - PnP RTU1 & 2 (AAC Microtec)
 - PC1 & 2 TTEthernet end-nodes
 - Monitor PC running Wireshark



Avionique-X Increment 1 Features

- Network
 - 100 Mbps bit rate
 - 10 ms – 32 ms message cycles
 - OBC as synchronisation master and switches as compression masters
- End systems
 - TTEthernet E/S chip IP (Pegasus) in OBCs licensed from TTTech
 - TTE chip IP (Pluto) in PnP RTUs from TTTech
 - Synchronisation of TTE global time to OBC time reference
 - TTE compliant Network Interface Cards (NIC) in PC1 & PC2
- The discontinued software based end systems (FLPP phase 1) were exchanged by the vendor for TTE NIC cards



Avionique-X Increment 1 Findings

- Performance
 - Hardware based end systems, accuracy achieved for time triggered transfers better than ~10 us
 - Test case with 100 Mbps bit rate (47% utilization, 44% TT traffic, 3% RC traffic)
 - TTE IP (Pegasus) complexity estimate based on FPGA implementation: 32 000 DFFs and approx 2 Mbit on-chip RAM (half of OBC SoC complexity)
- The TTEthernet approach of using a distributed clock synchronisation concept put constraints on a system with a single reference time source (Synchronisation of TTEthernet time to the GNSS based On Board Time)
 - Either the Synchronisation Master (the two OBCs) must be high-integrity nodes, detecting local failure as clock drift or loss of synchronisation to external reference and fail-stops, or
 - Synchronisation Masters (end-systems) must be added to the system (number depending on level of fault-tolerance required –single/dual)

Avionique-X Increment 1 Findings

- Tools
 - Tools more mature but still at prototype level
 - Tools unable to generate configuration for embedded IP (Pegasus and Pluto), manual modification needed. Tools not supporting the following configuration:
 - All critical traffic received on the same data port
 - 2 synchronisation masters, down to 1
 - Internally generated trigger signal for synchronisation to On Board Time
 - All issues could be solved however by vendor support and a working configuration was reached

Ongoing work : FLPP Phase 2.2

Objectives & Evaluation

- Objectives: Potential Ariane 6 network TTE implementation:
 - Hardware based end systems
 - Redundant multi-hop network
- Evaluate
 - Warm and hot redundant OBCs
 - 2 ms – 500 ms TTEthernet message cycles
 - Network latency in multi-hop configurations
 - Failure coverage
 - Synchronisation to reference time

Ongoing work : FLPP Phase 2.2

Setup & Features

■ Setup #1

- Redundant network
- SW-C and SW-D virtual

■ Setup #2

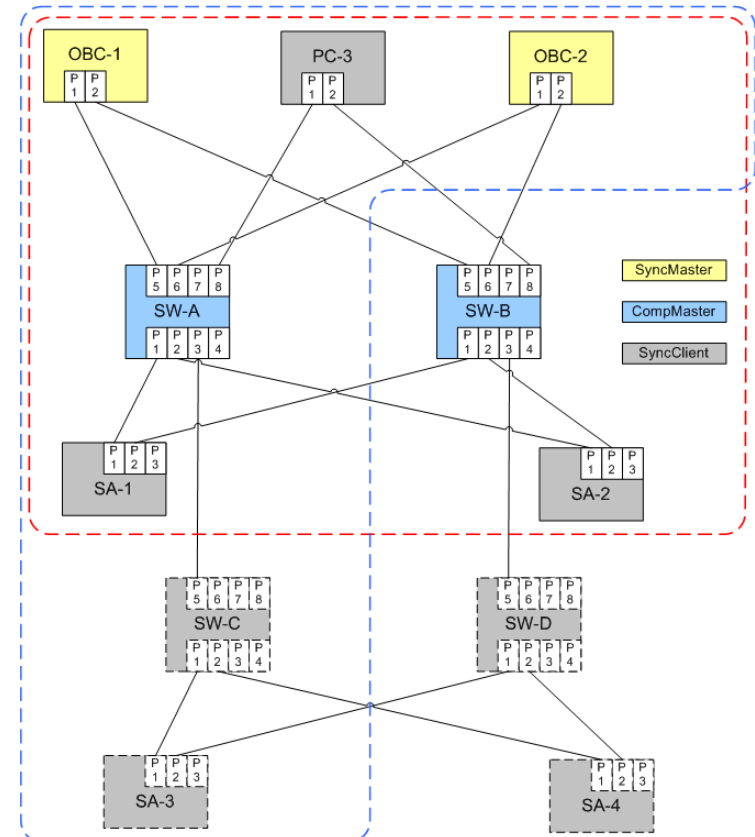
- Multi-hop network
- SW-B and SW-D virtual

■ Network

- 100 Mbps bit rate
(12% TT traffic utilization)
- 2 ms – 500 ms message cycles

■ End system

- OBC: NGMP and a Network Controller Module (NCM) SoC with TTE chip IP
- TTE synchronised application
- TTE compliant NIC in SA-*



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Ongoing work : FLPP Phase 2.2 Findings

- Findings so far
 - The tools have matured more
 - Supporting TTEthernet E/S chip IP (Pegasus) used by RUAG
 - Supporting usage of 1 single Synchronisation Master in a system
 - Able to generate a working configuration without work required by vendor by applying provided scripts to tool output

- To be evaluated
 - TTEthernet traffic with 2 ms – 500 ms message cycle
 - Warm and Hot redundant OBCs
 - Network latency in multi-hop configurations
 - Failure coverage

Avionic XE

Issues to be studied in coming Increments

- The Communication Network and end-nodes same as in Avionique-X Increment 1, with new functionality in the MDHB-X Demonstrator
- Assess TTEthernet technology maturity and identify industrialisation activities
 - Study optimisation of gate complexity of the TTEthernet IP with respect to configurability requirements
 - Feasibility study of a TTEthernet switch ASIC and associated flight parts and connectors
 - Investigate Fail-silent capabilities
 - Cost aspects including licensing cost and royalties

Questions

Thank you for your attention!