

# Basilisk: A Flexible, Scalable and Modular Astrodynamics Simulation Framework

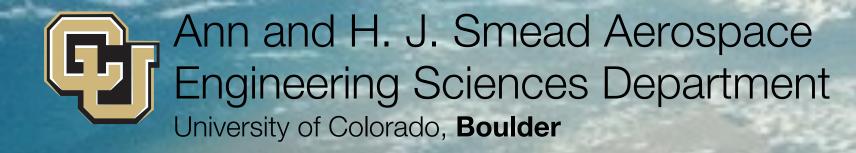
Patrick Kenneally\*, Scott Piggott‡ and Hanspeter Schaub†

\*Graduate Researcher, University of Colorado

†Professor, Glenn L. Murphy Chair, University of Colorado

‡ADCS Integrated Simulation Software Lead, Laboratory for Atmospheric and Space Physics

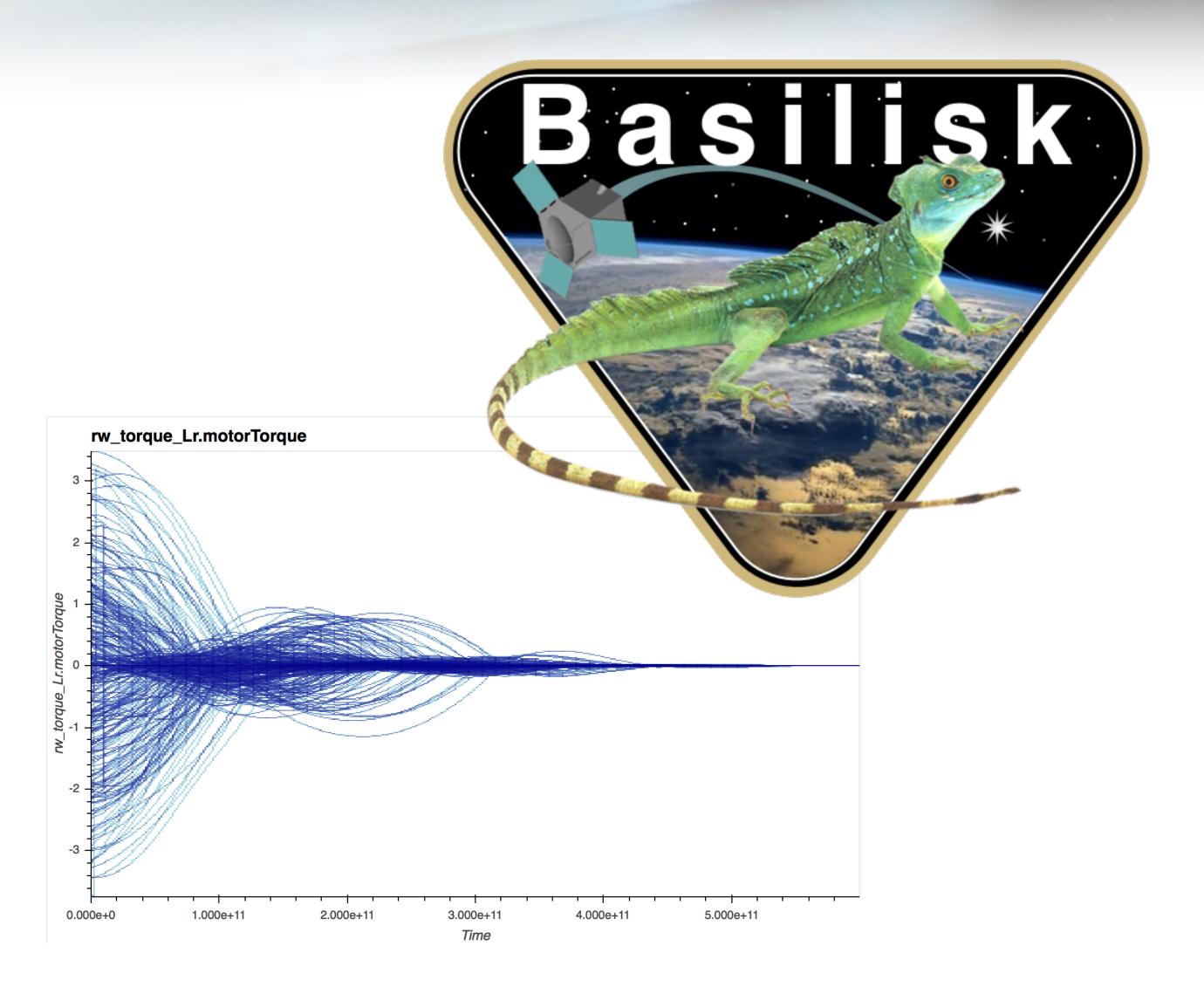
7th International Conference on Astrodynamics Tools and Techniques 6 - 9 November 2018



# Agenda



- Motivation
- Basilisk feature overview
- Basilisk core components
- Basilisk messaging system
- Basilisk dynamics
- Monte carlo simulation
- Examples



# **Astrodynamics Simulation Tools**



- Extensible
- Customizable
- Coupled dynamics
- Hardware and software inthe-loop
- Open source

















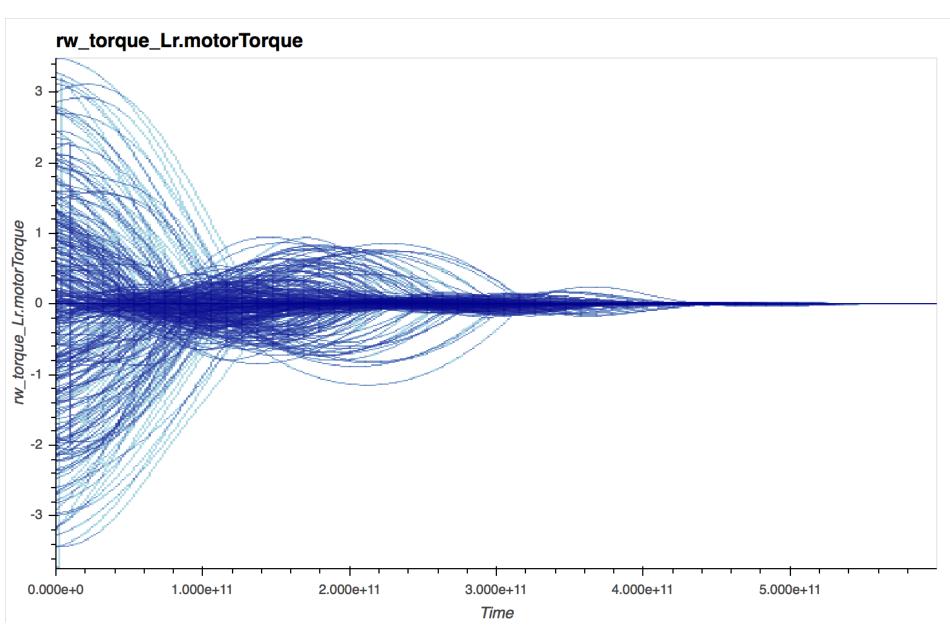
#### **Basilisk Features**



- Multi-body dynamics (docking and separation)
- Multiple spacecraft in single simulation
- Multiprocessing Monte Carlo
- Dynamic setting of integration rates
- Modular architecture extendable across multiple machines and compute platforms
- Speed simulate 1 year in 1 day (full spacecraft attitude, orbit, devices)
- Python models (SWIG wrapped C++), analysis with Numpy, PANDAS, matplotlib, DataShader
- Open source



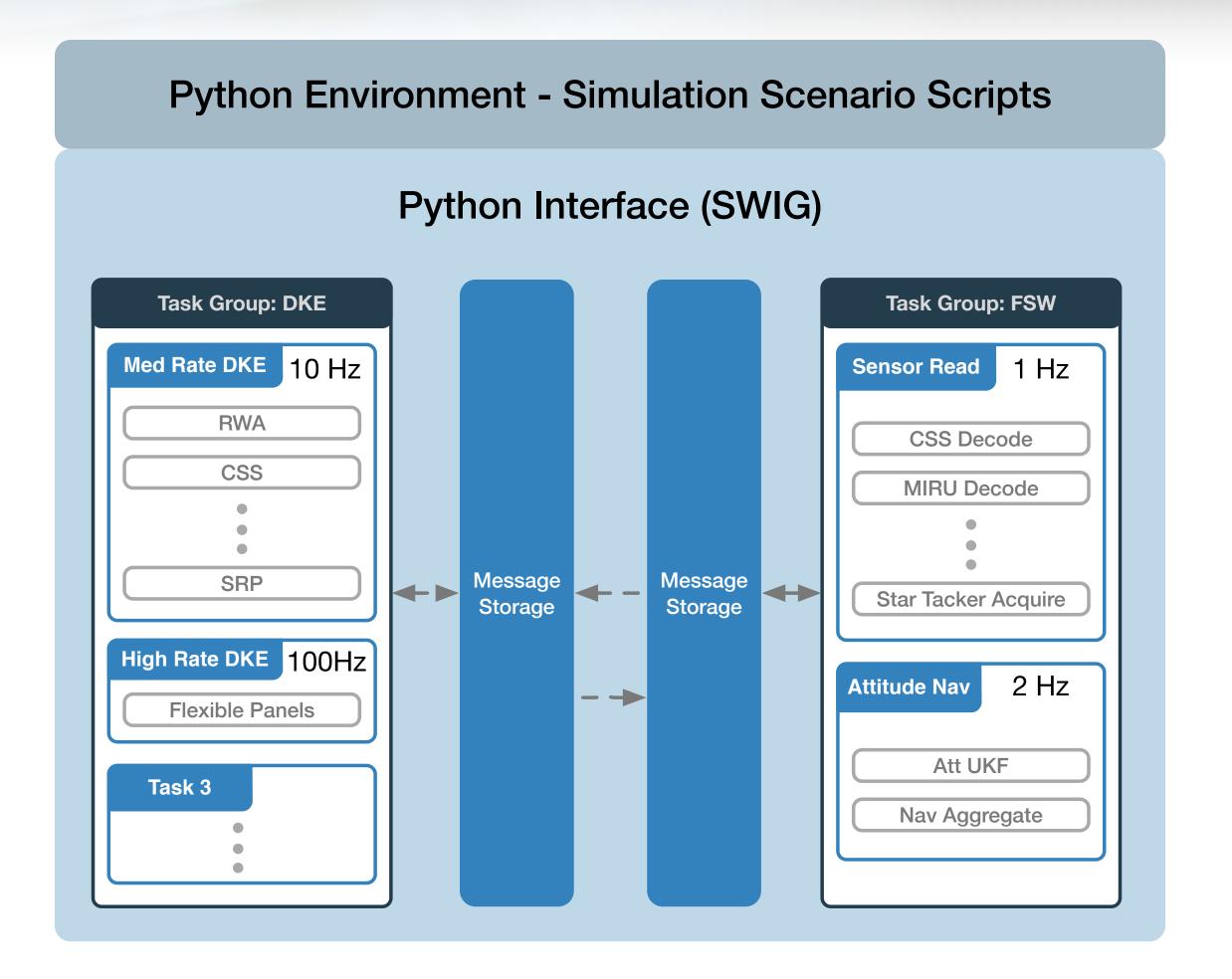




#### **Architecture Overview**



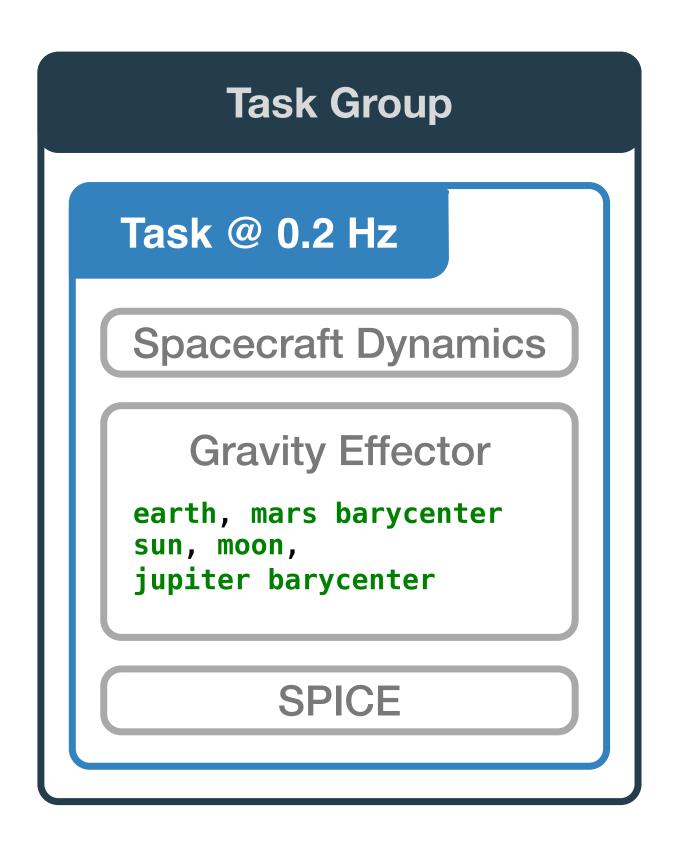
- Modules (models) written in C++/C/Fortran/
   Python
- SoftWare Interface Generator (SWIG)
   generated Python interfaces for C++/C/Fortran
   Modules
- Data exchange between models achieved through a custom Messaging System
- Modules grouped by dynamically set integration rates



## Simple Example Simulation Configuration



Simple replication of Hubble Space Telescope trajectory

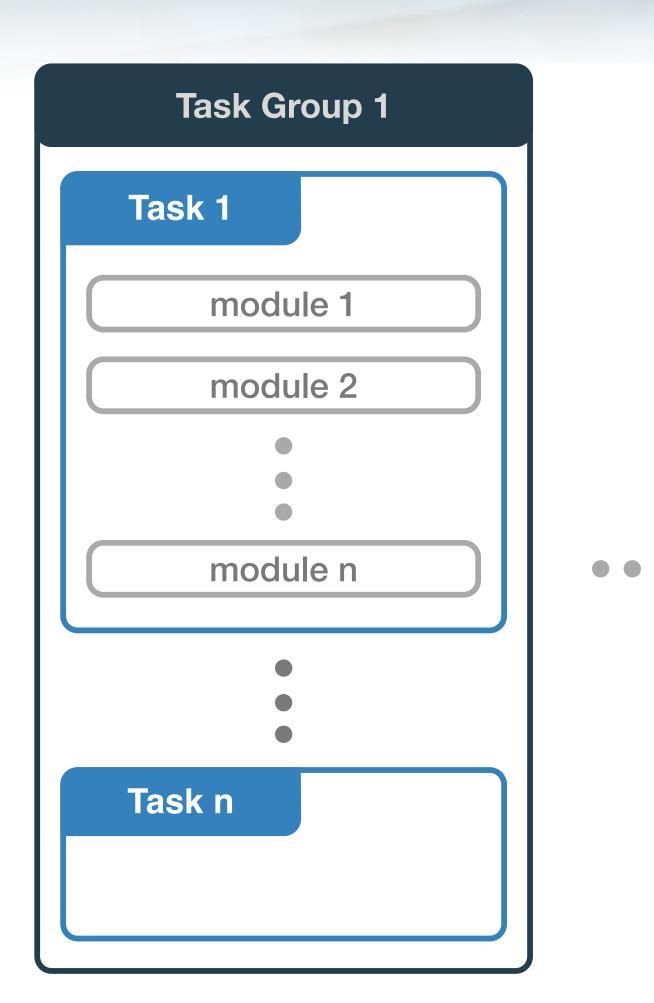


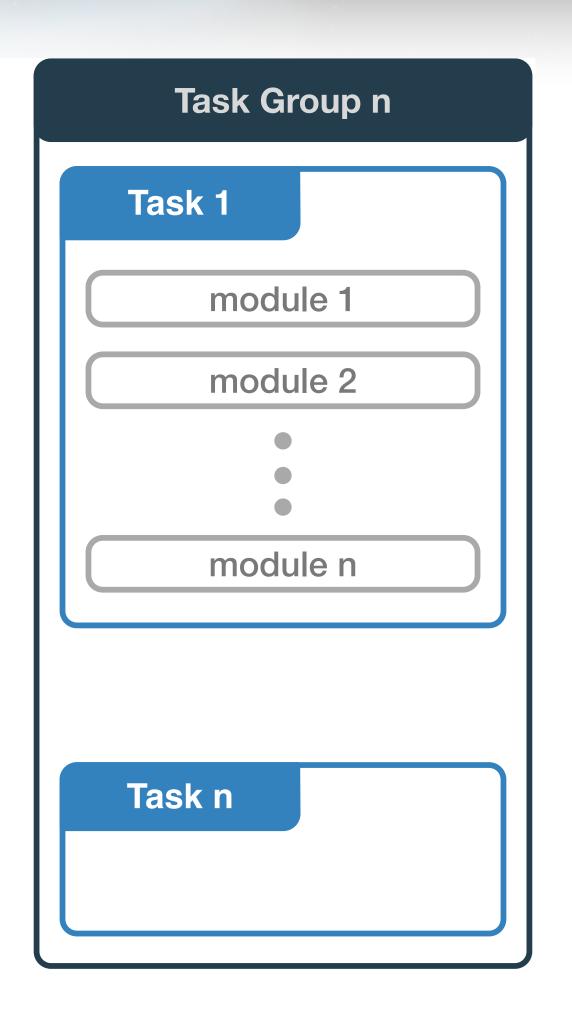
```
scSim = SimulationBaseClass.SimBaseClass
dynProcess = scSim.CreateNewProcess(
    simProcessName)
dynProcess.addTask(scSim.CreateNewTask(
    simTaskName, sec2nanos(5)))
scObject = spacecraftPlus.SpacecraftPlus
2 scSim.AddModelToTask(simTaskName,
     scObject, None, 1)
gravBodies = gravFactory.createBodies(['
    earth', 'mars_barycenter', 'sun', '
    moon', 'jupiter_barycenter'])
2 scObject.gravField.gravBodies =
    spacecraftPlus.GravBodyVector(
    gravFactory.gravBodies.values())
gravFactory.createSpiceInterface(bskPath
     +'/supportData/EphemerisData/',
    timeInitString)
scSim.AddModelToTask(simTaskName,
    gravFactory.spiceObject, None, -1)
 scSim.InitializeSimulation()
2 scSim.ConfigureStopTime(simulationTime)
scSim.ExecuteSimulation()
```

#### **Basilisk Core Elements**



- Module: a stand alone model or self contained logic
  - E.g. Actuator, sensor, dynamics model (SRP, drag, fuel slosh)
  - E.g. Translate a control torque to a RW command voltage
- Task: is a container for Modules, which has a rate (integration step)
- Task Group: a grouping of tasks within which Modules exchange messages.





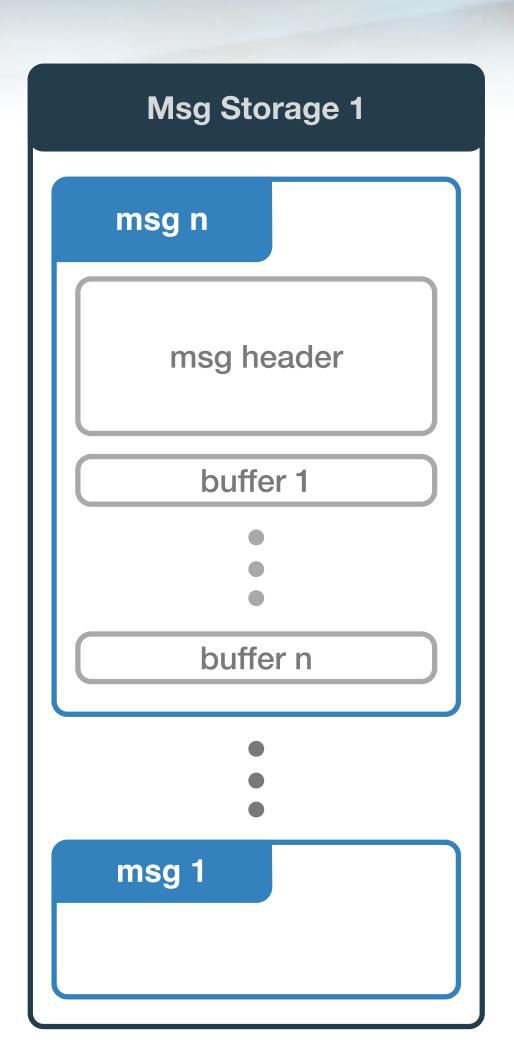
## Basilisk Message System

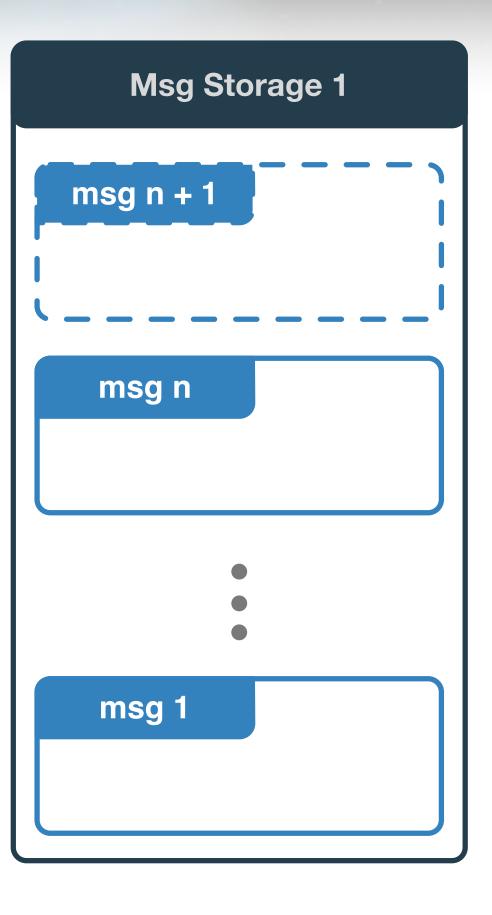


- Messaging creates a common API for Modules to communicate, thus creating Module exchangeability.
- Message: a C++ struct

```
typedef struct {
double maxThrust;
double thrustFactor;
double thrustForce = 0;
double thrustForce_B[3] = {0};
double thrustTorquePntB_B[3] = {0};
components
double thrusterLocation[3] = {0};
double thrusterDirection[3] = {0};
}
THROutputSimMsg;
```

- Each Task Group has an associated message storage container
- Messages are written directly into allocated memory
- Messages are read and written to the messaging system into N buffered message memory entry.
- Messages added to message storage memory block

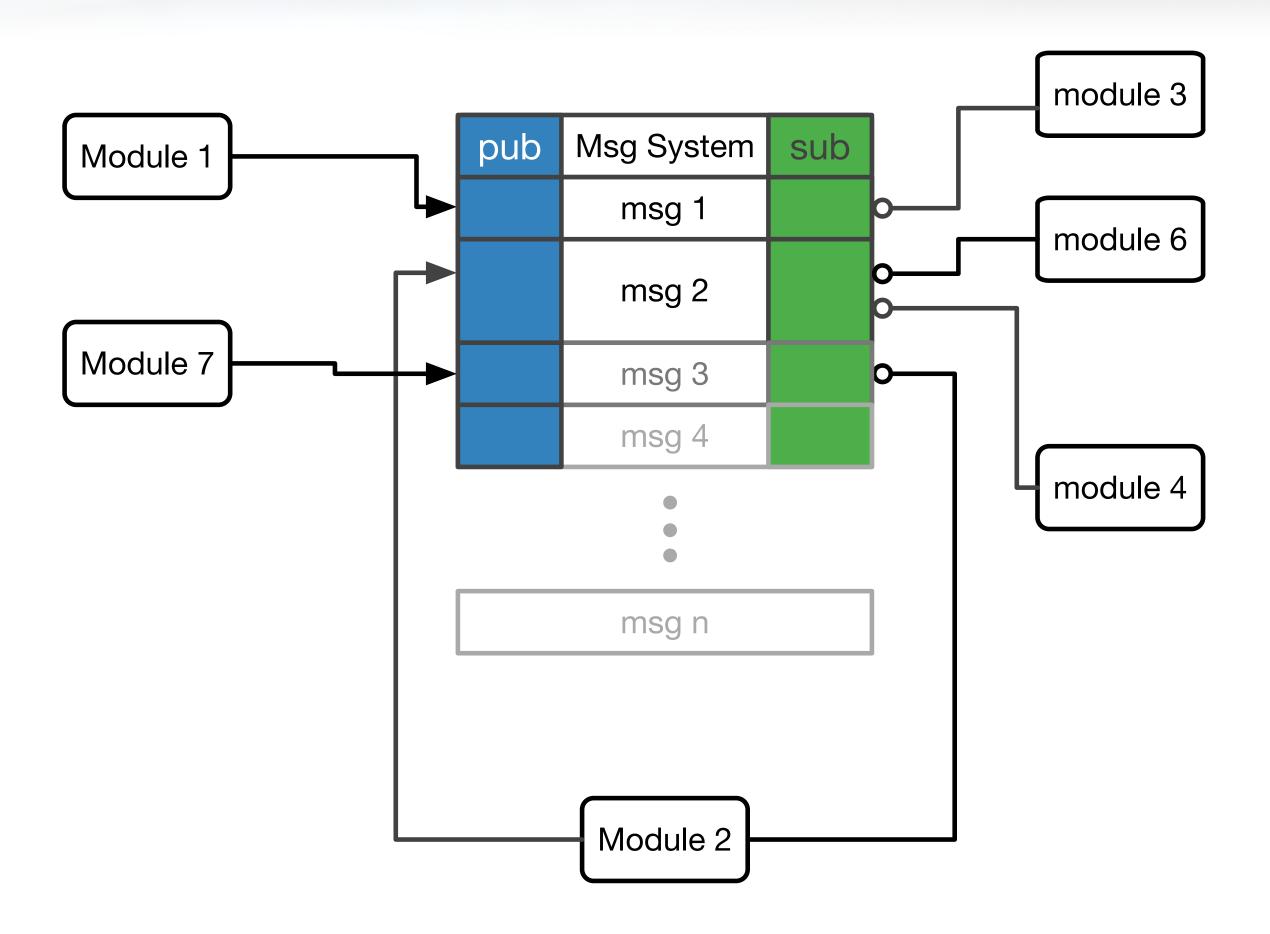




## Basilisk Message System



- A Pub-Sub paradigm is implemented to route module input and output messages.
- Message publisher and subscribers are resolved during simulation initialization.



## Fully Coupled Dynamics



- StateEffector
  - coupled dynamics
  - states are managed by StateManager
- DynamicEffector
  - uncoupled dynamics
- integrateState() called upon the important spacecraftPlus() Module

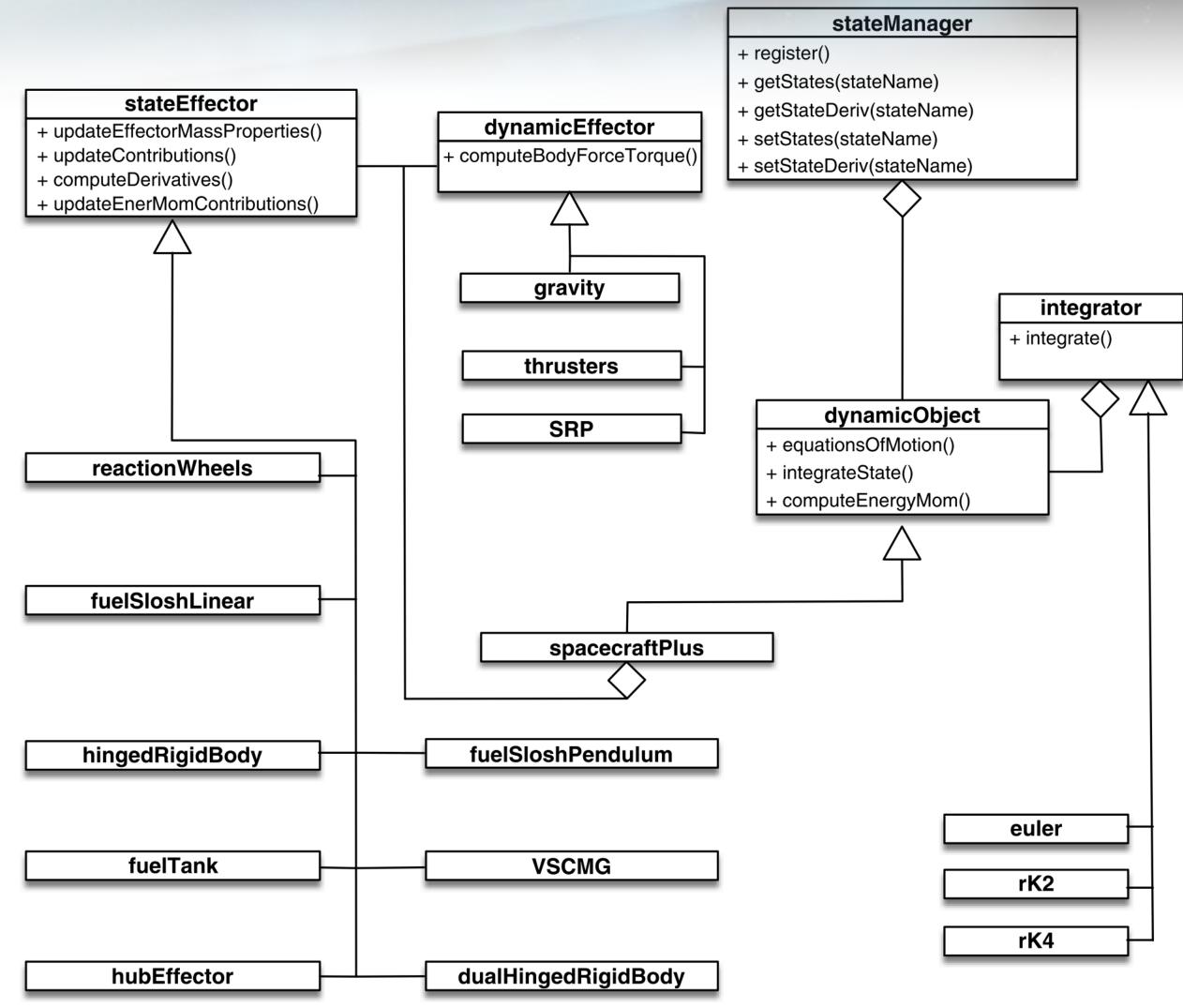
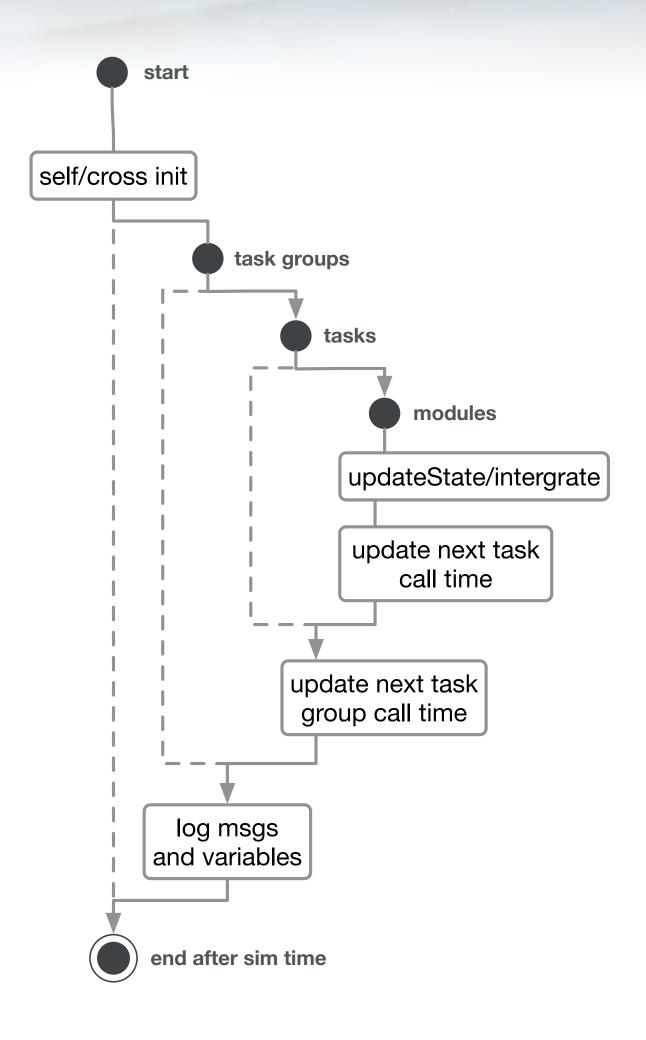


Fig. 4 UML diagram for modular architecture.

#### **Execution Control**



- Initialization to set Module defaults and resolve messages
- Loop through all Task Groups
  - Loop through all Tasks
    - Loop through Modules
- Update next call times
- Log messages and variables



## Data Logging

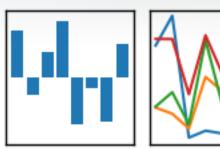


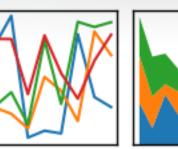
Data from messages logged at request

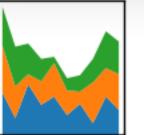
```
scSim.logThisMessage(scObject.scStateOutMsgName, logRate)
posData = scSim.pullMessageLogData(scObject.scStateOutMsgName +
'.r_BN_N', range(3))
velData = scSim.pullMessageLogData(scObject.scStateOutMsgName +
'.v_BN_N', range(3))
```

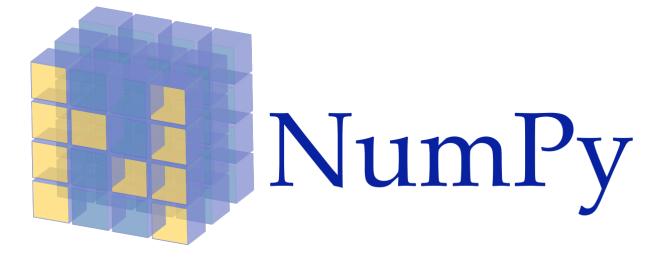
Data from variables with public scope can be logged











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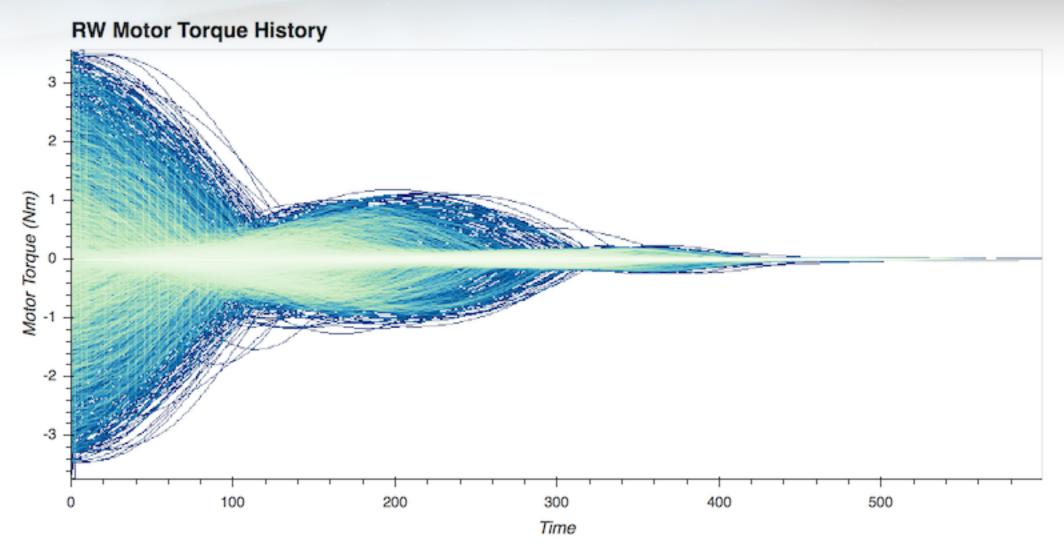
scSim.addVariableForLogging(scObject.ModelTag + ".primaryCentralSpacecraft" + ".totOrbEnergy", logRate, 0, 0, 'double')

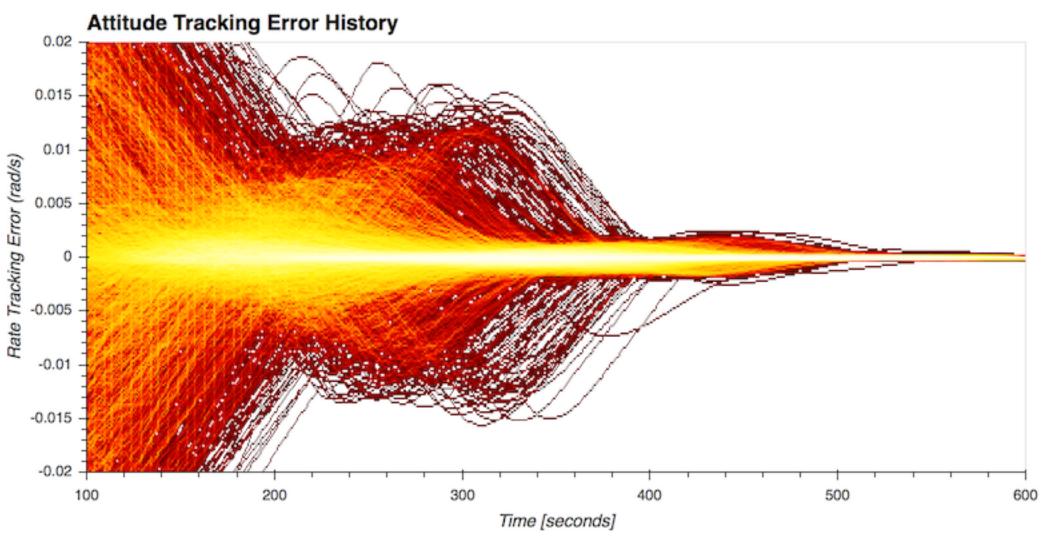
orbEnergy = scSim.getLogVariableData(scObject.ModelTag + ".primaryCentralSpacecraft" + ".totOrbEnergy")

#### Monte Carlo



- Multi-processing MC runs
- Dispersions applied to all accessible variable types (scalar, vector, tensor)
- Bit-for-bit repeatable: initial conditions saved as JSON file and can be rerun
- Data analysis and post processing with PANDAS
- Multi-gigabyte data sets plot within second using DataShader plugin to Python's Bokeh plotting module

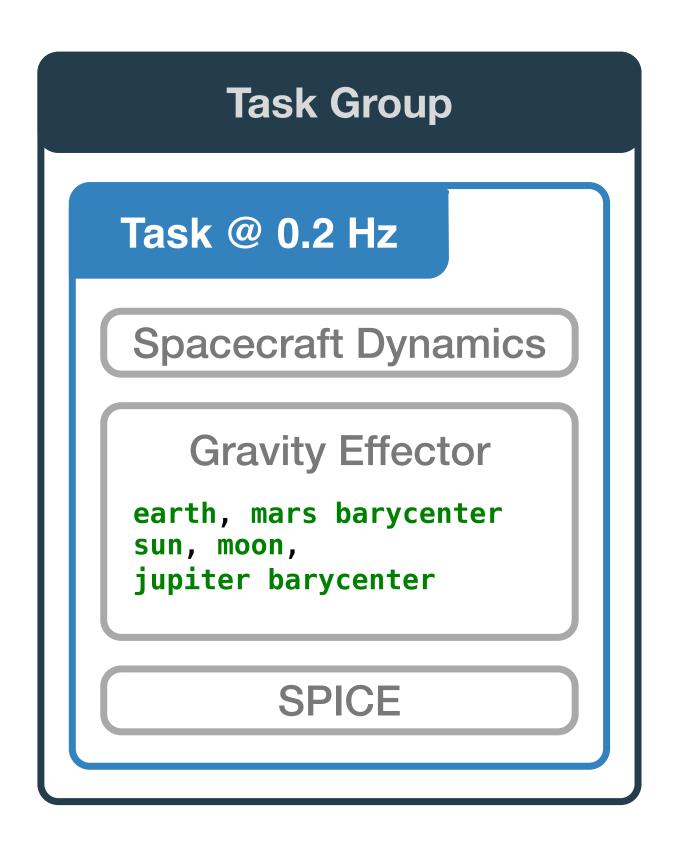




## **Example Simulation Configuration**



Simple replication of Hubble Space Telescope trajectory

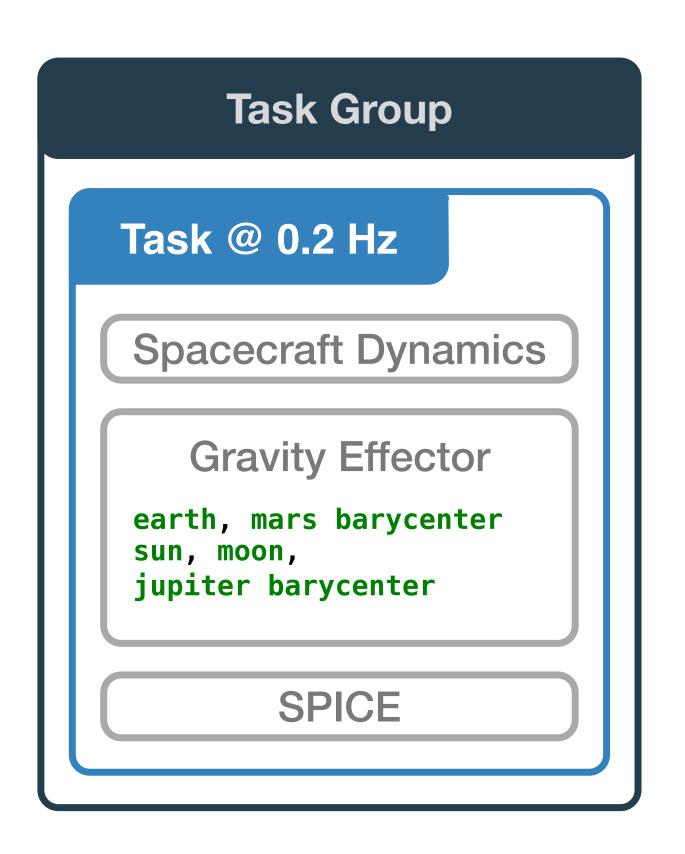


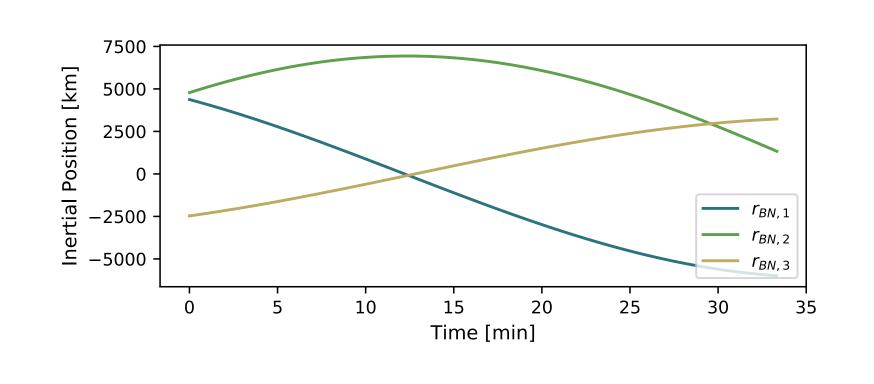
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dynProcess = scSim.CreateNewProcess(
    simProcessName)
dynProcess.addTask(scSim.CreateNewTask(
    simTaskName, sec2nanos(5)))
scObject = spacecraftPlus.SpacecraftPlus
2 scSim.AddModelToTask(simTaskName,
     scObject, None, 1)
gravBodies = gravFactory.createBodies(['
    earth', 'mars_barycenter', 'sun', '
    moon', 'jupiter_barycenter'])
2 scObject.gravField.gravBodies =
    spacecraftPlus.GravBodyVector(
    gravFactory.gravBodies.values())
gravFactory.createSpiceInterface(bskPath
     +'/supportData/EphemerisData/',
    timeInitString)
scSim.AddModelToTask(simTaskName,
    gravFactory.spiceObject, None, -1)
 scSim.InitializeSimulation()
2 scSim.ConfigureStopTime(simulationTime)
scSim.ExecuteSimulation()
```

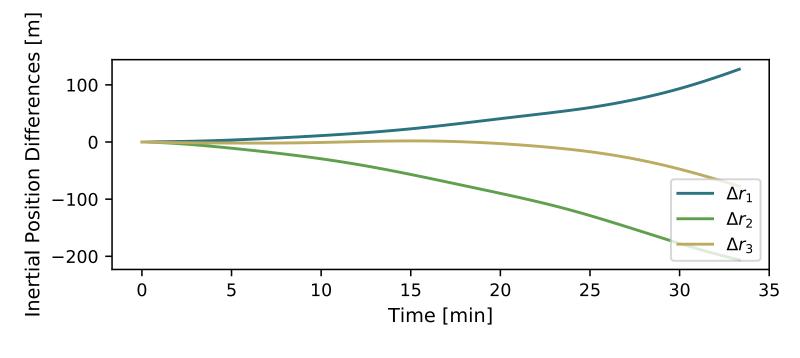
## **Example Simulation Configuration**

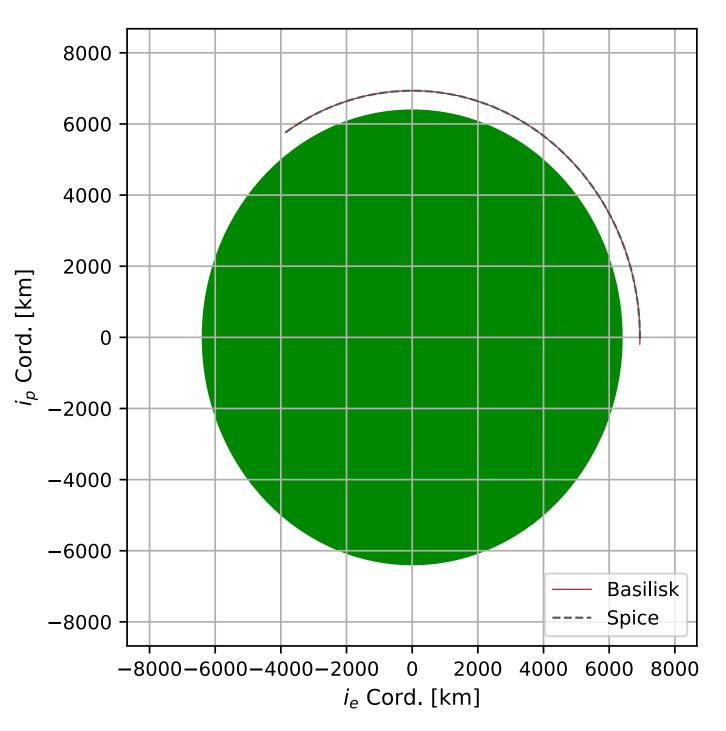


Simple replication of Hubble Space Telescope trajectory







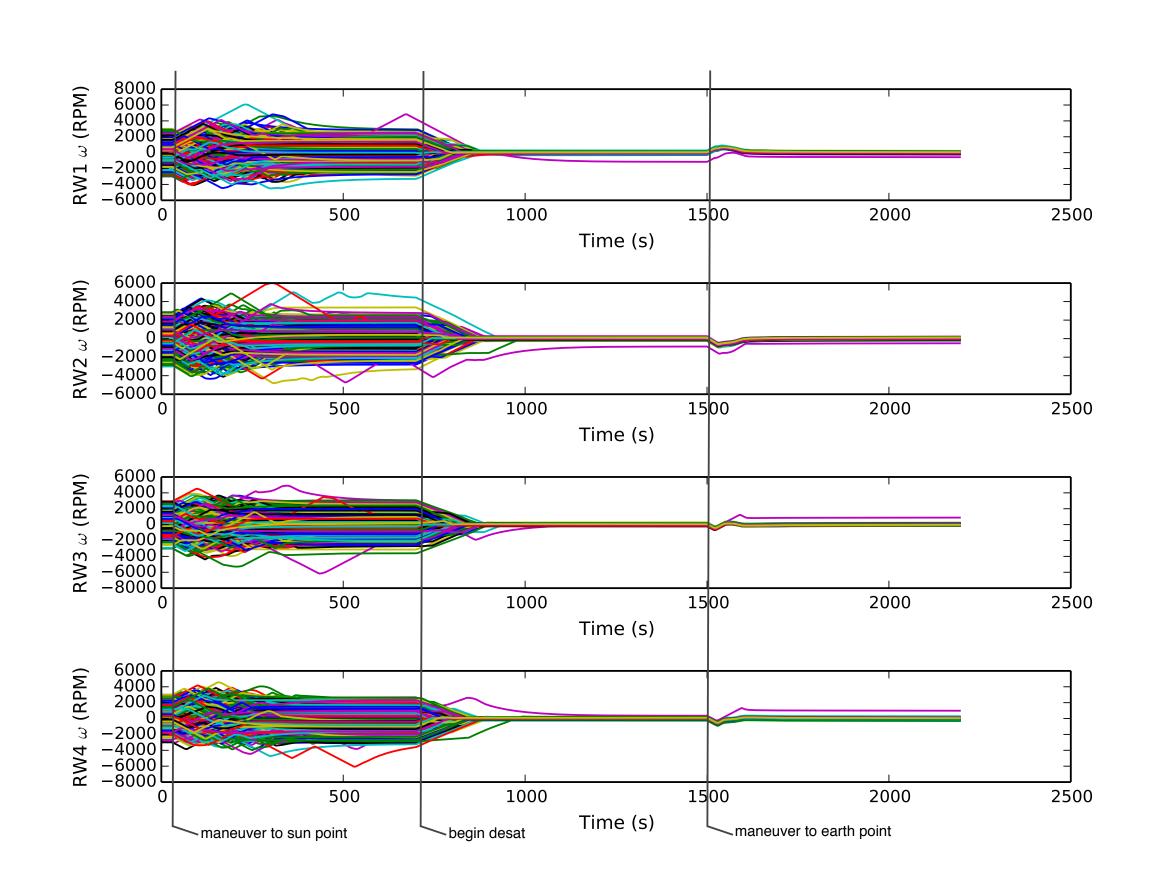


#### Simulation Control



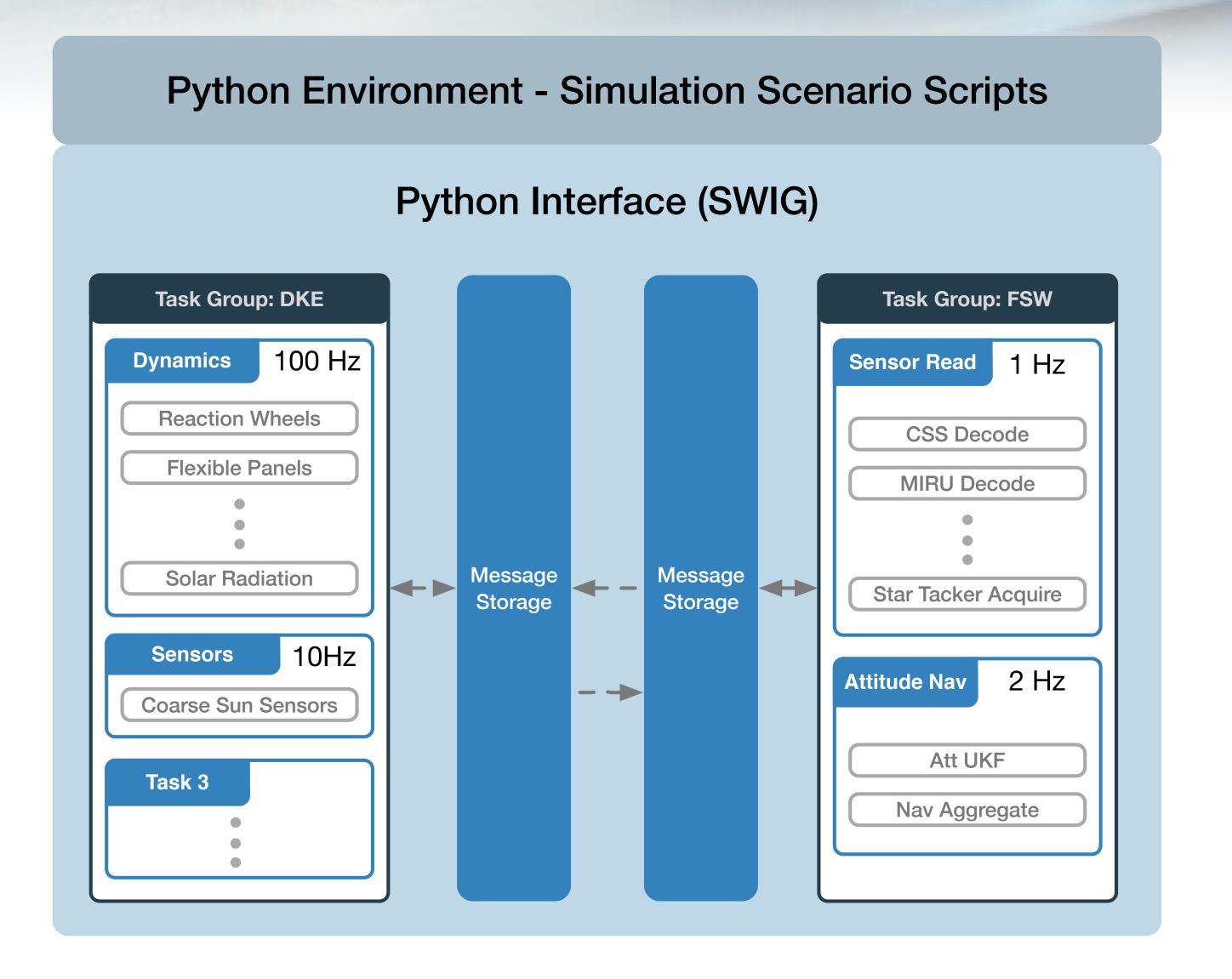
Simulation can be controlled according to spacecraft state

```
scSim.ConfigureStopTime(sec2nanos(20))
2 scSim.ExecuteSimulation()
# Command the FSW to go into safe mode
    and advance to ~ periapsis
scSim.modeRequest = 'safeMode'
scSim.ConfigureStopTime(sec2nanos(60))
6 scSim.ExecuteSimulation()
7 # Command the FSW to go into Nav only
    mode
scSim.ConfigureStopTime(sec2nanos(60 *
    11 * 1 + 30))
9 scSim.modeRequest = 'navOnly'
 scSim.ExecuteSimulation()
```

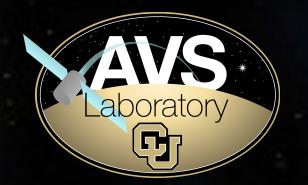


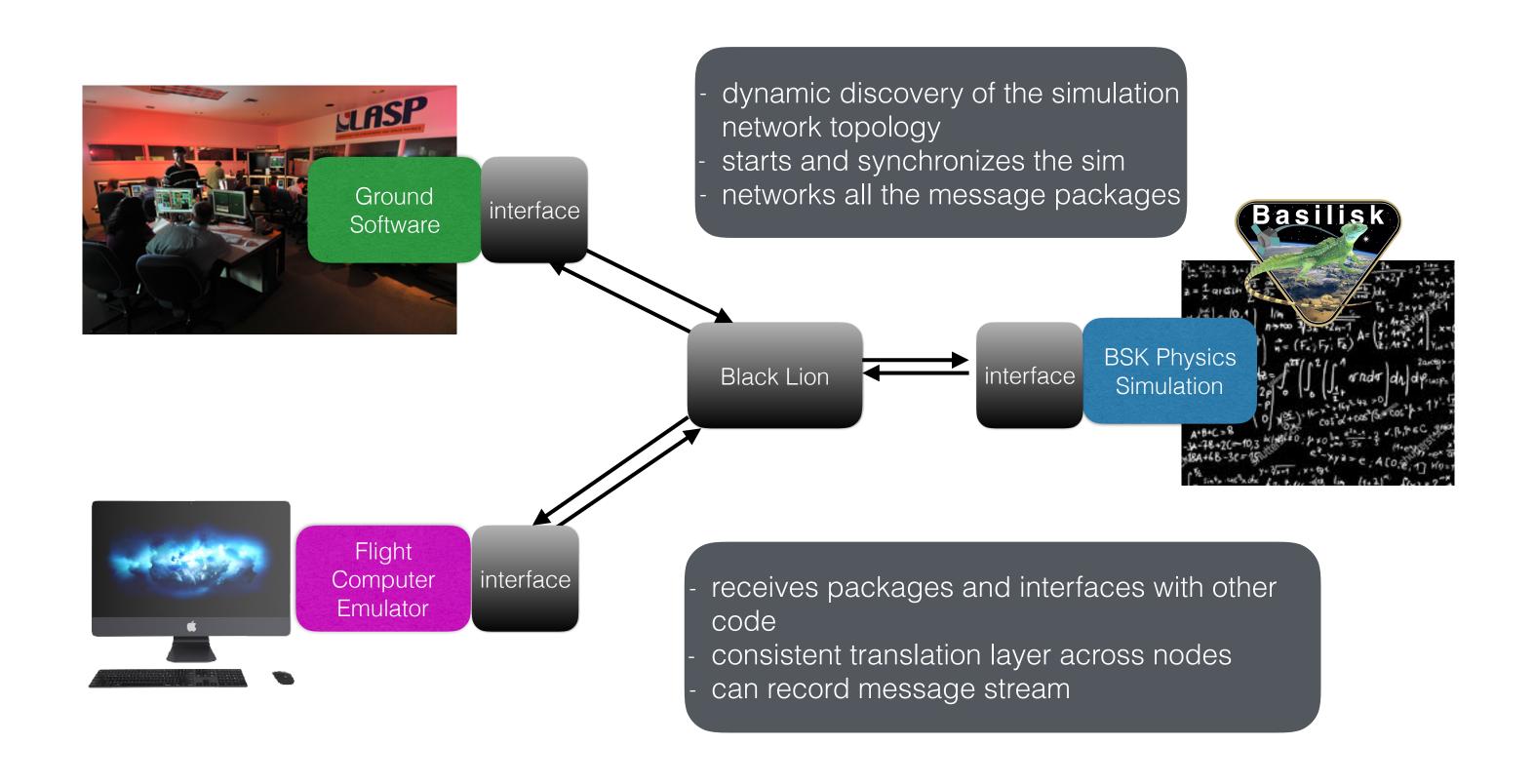
# Complex Simulation Configuration





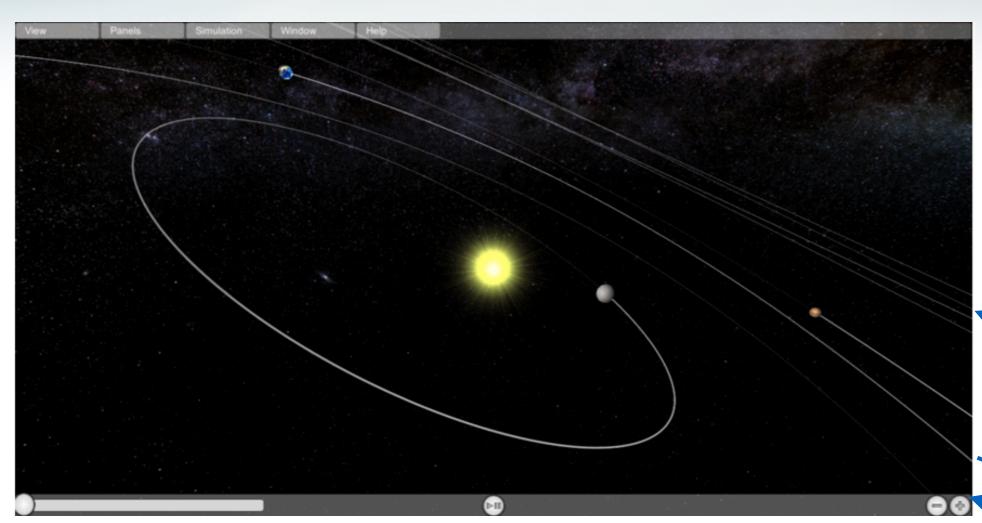
## Hardware/Software in-the-loop





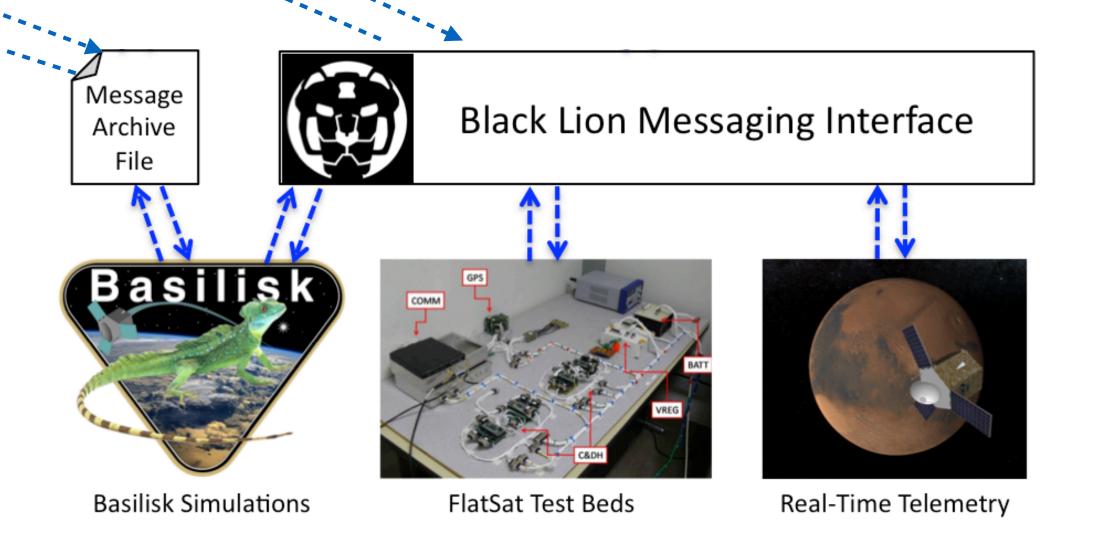
## Visualization





Unity Visualization





## Conclusions



- Basilisk's modularity provides for a wide range of spacecraft simulations
- Simulation from early feasibility to complex spacecraft
   FSW algorithms and dynamics analysis
- Simple simulation configuration and data analysis within the Python environment
- Currently supporting interplanetary and earth orbit missions
- Available via http://hanspeterschaub.info/bskMain.html

