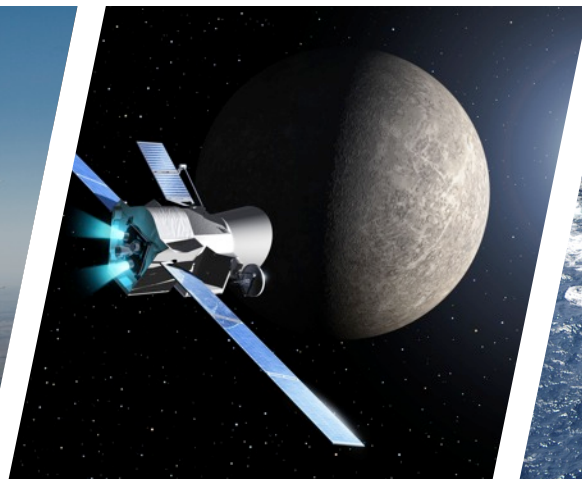


OBC INITIALISATION SEQUENCE AND ATB REMOTE ACCESS

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Outline



- **Introduction to the project**
- **Remote Access to the Avionics Test Bench at ESTEC**
- **The Initialisation Sequence and the OBC Initialisation Converter**
- **The TSIM like interface to the ESOC Emulator 2.0**
- **Feedback to SAVOIR**

Introduction

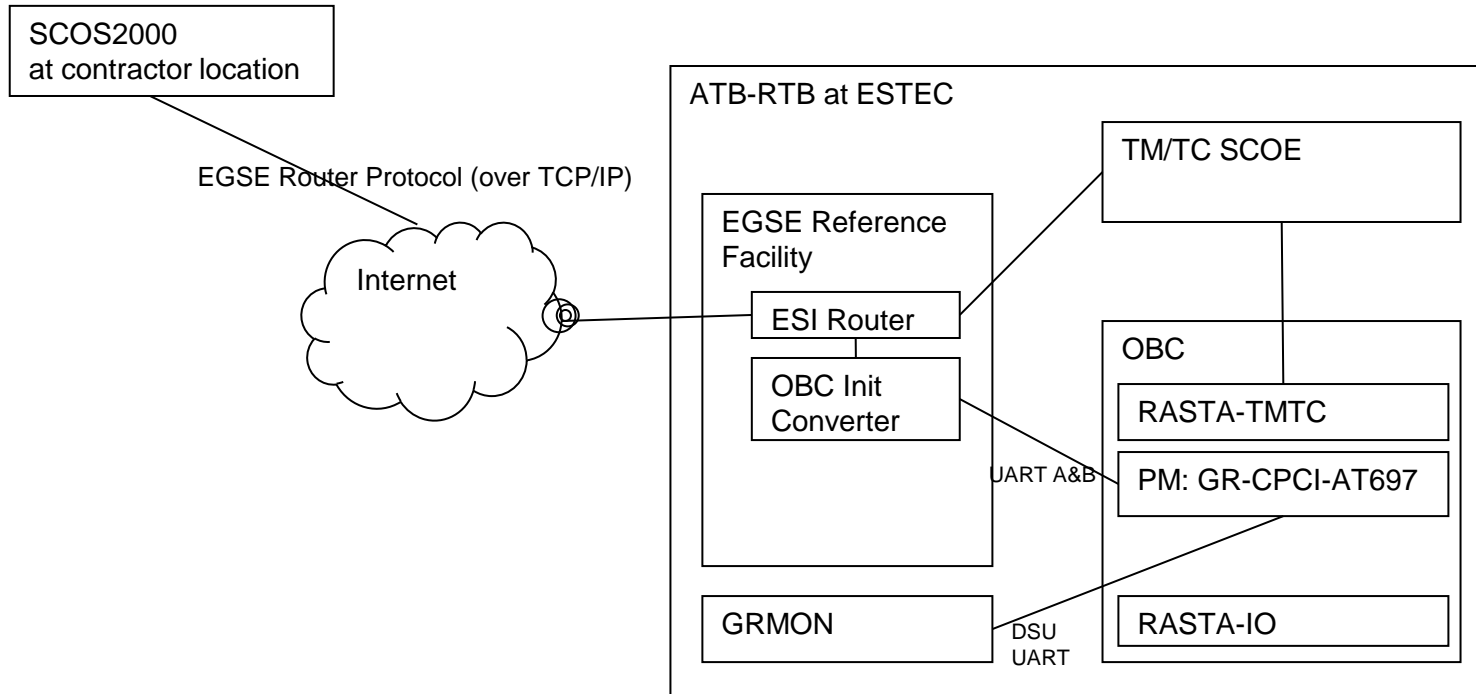


- **SAVOIR group has been working on providing generic building blocks for reusable avionics.**
 - Flight Computer Initialisation Sequence – ESA Requirements
 - Implement Initialisation sequence for the ATB
 - Feedback to SAVIOR for improving generic initialisation sequence requirements
- **ATB is installed at ESTEC Avionics Lab**
 - Long colocations for contractors
 - Difficulties in getting support for problems with the board when e.g. the PM board is located at a contractor's site.
 - Remote access with SCOS connecting to the ATB remotely via the Internet would help.
- **ATB in its SVF configuration supports multiple emulator cores**
 - No support for running with ESOC Emulator 2.0



REMOTE ACCESS

Introduction: Remote Access



- **Currently SCOS2k is in the EGSE reference facility at ESTEC.**
- **If SCOS2k would be moved outside ESTEC, situation would improve for contractors working with the system.**
- **SCOS2k users can stay at home...**

Remote Access



- **Easy setup for SCOS2k to connect to remote ESI Router:**
 - Modify variables EGSE_EGW_SERVER and EGSE_EGW_SERVER_PORT on MISCconfig configuration file.
 - IP of CCS/SCOS must be resolvable through reverse DNS.
- **VPN Software provided by ESTEC.**
 - VPN Blocks all Other Network Connections
 - Run either with physical console or VM, not remote.
- **Terma used a local LAB to test the system**
 - Simulated VPN connection (i.e. firewall blocking everything but relevant ports)
 - Network reliability has been explored in local lab
- **Remote work normal scenario**
 - Remote user configure CCS system for the external ESI router and port
 - User start ESTEC VPN software
 - CCS work can be carried as normal.

Remote Access



- When using VPN, network reliability and latency could be an issue.
- CCS checkout system has been designed for local connectivity with the router. When CCS + VPN connection ends abnormally, human intervention may be need.
- **Problem scenario:**
 - VPN is connected
 - CCS -> ESI connection established.
 - VPN is disconnected (ESI is not properly notified about disconnection).
 - CCS session is closed by user or unexpected failure.
 - VPN is re-established
 - New CCS -> ESI connection is tried
 - ESI router see a running connection and a trial from the same computer to reopen a running session.
- **Workaround: Script that scans ESI router log files for session lockups and tries to recover the situation without human intervention.**
 - Sends close signal, to ensure ESI router terminates the TCP connection.
 - Allows reconnection afterwards.
- Remember: With remote access the contractor does not have the ability to trouble shoot issues on the ESTEC side with e.g. the ESI router.

Remote Access



- **With remote access the contractor does not have the ability to trouble shoot issues on the ESTEC side with e.g. the ESI router.**
 - Plausible problem:
 - Enable and disable commands are used in sequence
 - Disconnection occurs between
 - Disable command will either not be sent, or it will be delayed
 - Ensure the remote on-board-software have timed commands for critical functions that automatically disables themselves (e.g. fire thrusters in 20 seconds for 5 seconds).
- **VPN connection with ESTEC tested.**
 - Acceptance tests with the initialisation sequence in the loop executed successfully over the VPN connection with ESTEC.
 - Enabling the initialisation sequence standby mode
 - Usage of initialisation sequence standby mode
 - Invalid telecommands
- **Further improvements would include**
 - CCS and ESI have different timeouts that can be aligned.
 - Analyse CCS-ESI router protocols to ensure proper session handling (e.g. by providing usernames and passwords)
 - Safe-Killing switch for the remote platform to bring all hardware components on safe state.



THE OBC INITIALISATION SEQUENCE

Introduction: GR-CPCI-AT697



- **Compact PCI board with an AT697 LEON2 chip**
 - 80 MHz
 - 128 MiB accessible SDRAM (SDRAM chips replaceable)
 - EDAC support for SDRAM
- **GRMON connects to the board via serial cable**
- **Two serial ports routed to UART A and UART B on the AT697 chip.**
- **Flash memory soldered to the board. Two 16 bit wide Intel flash chips following the JDEC CFI standard. 16 MiB flash memory total.**

Introduction: Initialisation Sequence



- **Boot Software**
 - First thing that executes
 - Similar to BIOS, EFI, UBOOT, OpenFirmware, etc.
 - Common features:
 - Hardware initialisation
 - Maintenance mode (e.g. command line for EFI and OpenFirmware, menu interface in many BIOSes)
 - POST: Power-On Self-Test
 - Boot loader (at least the first stage boot loader)
- **Initialisation sequence / boot software for the ATB**
 - First thing that boots
 - Initialises the hardware
 - Maintenance mode called the “standby mode”
 - Patch, dump and check memory
 - Flash unlock, erase and unlock
 - Hardware self-tests (and diagnostics in boot report)
 - Boot loader (loads ELF files from a simple flash memory file system)

Initialisation Sequence: Limitations



- **The OBC in the ATB-RTB has limitations w.r.t. a real OBC**
 - No redundancy
 - No reconfiguration module
 - No relay configuration by HPC/ground
 - No SGM
 - Boot PROM and EEPROM in single FLASH memory.
- **Consequently:**
 - Standby mode enabling using 2 conditions:
 - Preferred: warm start and relay bit set by HPC
 - Now: warm start and 's' in UART B's data register
 - SGM writes and initialisation functions implemented as dummies in the BSP. Called by the boot report functions.
 - Redundant computer (which drives the standby mode) emulated by the OBC Initialisation Converter tool.

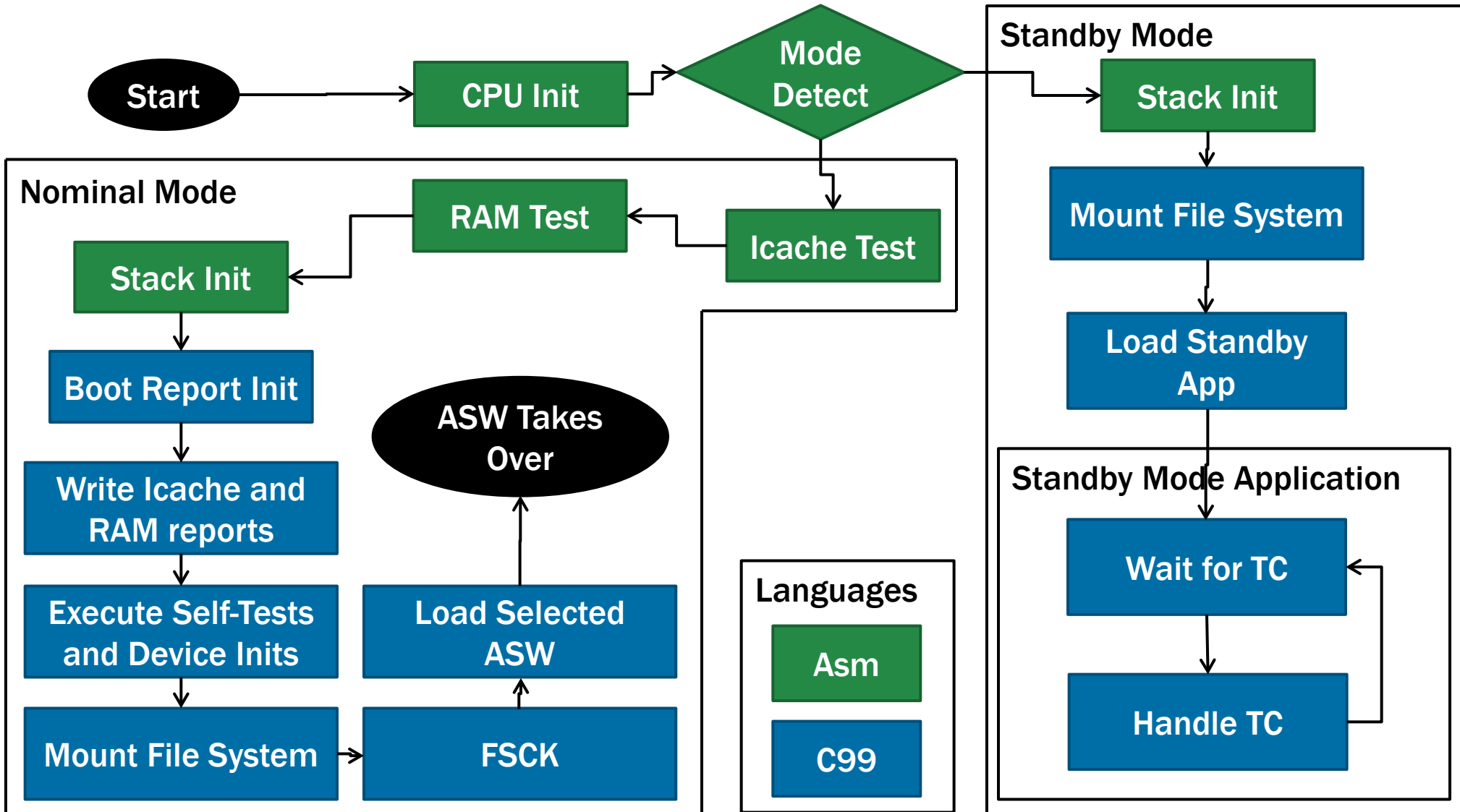
The Initialisation Sequence: Design (1/3)



- **Implementation languages**

- Assembler
 - Trap handlers
 - CPU initialisation
 - Mode detection (nominal or standby)
 - Instruction cache test
 - Memory test
 - Stack initialisation
- C99 (requires a working stack for SPARCV8 SysV ABI compliance)
 - Boot reporting
 - Other hardware tests (may contain inline assembler)
 - File system code
 - ELF loader/parser
- ESOC Emulator Test Harness Scripting Language
 - White box unit test
- UNIX shell scripts
 - Test harness (starting unit tests, handling test reports etc.)

The Initialisation Sequence: Design (2/3)



Initialisation Sequence: Design (3/3)



- **Initialisation sequence is independent from runtimes and operating systems**
 - Own implementations of everything needed by a C-compiler (e.g. memcpy) and standard library needs (e.g. stdint.h, string.h etc.)
 - Loads ELF-files
 - Load information in the program headers of the ELF file
 - Entry point in the ELF header
- **Source organised for portability**
 - `src/arch/sparc-v8` for specific common SPARC code
 - `src/bsp/gr-cpci-at697` for code specific for the board.
- **Linker scripts**
 - One for including (defining locations of init sequence constants and addresses) by ASW
 - One for linking
- **Build system**
 - Plain GNU make
 - Very little to configure, just works

Initialisation sequence: Self Tests



- **Power-On Self Tests for**
 - I-Cache (tags and lines)
 - RAM:
 - Address bus (often overlooked)
 - Data bus (often overlooked)
 - Content (including EDAC bits)
 - D-Cache (tags and lines)
 - Interrupt controllers (forced IRQs)
 - UARTs (loopback)
 - Timers (enable timer and check if IRQ taken)
 - PCI interrupts (force PCI interrupts)
 - Register EDAC (diagnostics)

Initialisation Sequence: File System (1/3)



- **Virtual file system layer for boot software and one concrete file system implementation:**
 - Virtual file system layer mounted in stack memory when system is executing C-code.
 - Supports
 - Directories (read only)
 - Files (read only)
 - `eboot_vnode_t` represents anything in the file system (directories and files).
 - Pointer to virtual function table installed by the file system
 - All node operations using a common interface are dispatched to the file system implementation.
 - `eboot_mount(eboot_fs_t *fs, eboot_vnode_t *root)`: mount file system
 - `eboot_fsck(eboot_vnode_t *fsroot)`: File system consistency check / integrity check
 - `eboot_file_t` represents an open file, file operations inspired by POSIX
 - `eboot_open(eboot_vnode_t *vnode, eboot_file_t *file)`
 - `eboot_read(eboot_file_t *file, void *dest, size_t len)`
 - `eboot_lseek(eboot_file_t *file, eboot_off_t offset, int whence)`
 - `eboot_close(eboot_file_t *file)`

Initialisation Sequence: File System (2/3)



- **Very simple file system in flash memory**
 - Does not support writes to files
 - Does support:
 - Multiple application binaries
 - Standby application as separate app
 - CRCs for file system consistency
 - Layout
 - Flash blocks are 256 KiB
 - Boot SW installed in flash block 0
 - File system root directory in flash block 1
 - Directory and file CRCs (including boot sw and standby app)
 - Number of files
 - File info: CRC, size, location
 - Metadata: CRCs for expanded ELF program loading segments
 - Standby application in flash block 2
 - ASW 1 in flash block [3, k]
 - ASW 2 in flash block [k+1, m]
- **Very easy to add additional file systems if needed**

Initialisation Sequence: File System (3/3)



- **Tool for generating the file system images implemented**
 - `mkfs.eepromfs boot-sw.elf standby.elf asw1.elf asw2.elf
0x00040000 [corrupt]`
 - Hex value specify the address where the root directory tables should be placed
 - Optional corrupt-command added for testing purposes, inverts all CRCs in the file system
 - Generates a binary file system image without the boot software (boot software is linked to the FS image with a file entry though)
 - Binary image is converted to SREC with objdump (automatically started by the tool)

The OBC init converter



- **Connects the ESI Router to the GR-CPCI-AT697 board**
- **ESI router to OBC Init Converter connects using the EGSE libraries via TCP/IP**
- **OBC Init Converter connects to the GR CPCI board over via two serial cables connected to the LEON2 UARTs.**
- **Simple ASCII based TM/TC protocol between the board and the converter.**
 - Patch
 - Dump
 - Crc
 - Reset
 - Enable / disable standby mode
 - Flash memory lock, unlock and erase
- **Written in Python 3**
- **MIB-database updated with additional TCs to reset the board, manage standby mode and flash memories.**

Initialisation Sequence: Testing and Validation



- **Unit testing boot software not practical in traditional sense**
 - White box unit testing performed using the ESOC emulator test harness (EMTH).
 - Emulates failed hardware by:
 - Injecting unexpected characters on the UARTs
 - Modifying the read values from registers and memory
- **Validation tests executed on the board (without remote access)**
 - Load custom application software that prints messages on the UARTs (e.g. dumping the boot report)
 - Start standby mode by writing 's' to UART B
 - Positive cases tested (i.e. no failing hardware, no way to really inject hardware errors in a predictable way in the board).
 - Performance test:
 - Boot time without instruction caches enabled before the RAM test: ~120 seconds
 - Boot time with instruction caches enabled before the RAM test: ~25 seconds
- **Acceptance test plan based on full system**
 - SCOS in loop, using the board, using the init sequence
 - Custom application software
 - Focus on testing end user functionality:
 - Activation of standby mode
 - Dumping the boot report
 - Selecting application software

Remote Access Demo Scenario



- **Based on acceptance test scenarios:**
 - Execute a maintenance cycle (with flash memory) using the initialisation sequence.
 - Using the application software from the acceptance testing.
 - Sequence:
 - Program the board's initial software
 - Start boot software
 - Startup SCOS, ESI router and converter
 - Enable standby mode
 - Unlock flash block
 - Erase flash block
 - Write patch value to flash block
 - Select ASW 2
 - Reboot
 - Inspect memory modified by ASW 2 (using patch in flash memory)
 - All steps executed from SCOS except initial programming of flash memory and starting the boot software.

The Initialisation Sequence: Problems along the way (1/2)



- **UML as a tool for boot software (and operating systems)**
 - Sequence and activity diagrams are useful
 - Remaining UML is hard to map to low level mostly sequential software
 - Nothing that gains from object oriented design in boot software (except perhaps file system support)
 - Structured software engineering methods and tools for this type of software...
- **Unit testing boot software / operating system kernels**
 - Not practical in the traditional sense, too much direct access to hardware
Solution: Unit tests are white box tests implemented as emulator scripts (Can fake hardware failures easily)
- **Flash memory on the GR-CPCI-AT697**
 - Interleaved 2x16 bit flash chips:
 - The CFI flash command 0x12:
 - Per chip: 0x1200 (SPARC is big endian)
 - Write both chips at once (is a must for erasing and writing): 0x12001200
 - No documentation available (except the individual chip docs and the CFI standard from JDEC)
- **Register EDAC selftest**
 - Implemented according to LEON2 documentation (did not work)
 - CPU errata for the AT697 and the register EDAC diagnostics system (oops!)

The Initialisation Sequence: Problems along the way (2/2)



- **Bricked board**

- At one point the board appeared to have become bricked (shortly before the CDR delivery)
- GRMON was unable to connect
- Problem: boot-sw was writing the MEMCFG registers early in the boot process and used invalid values

Workaround: push reset and break buttons at the same time, board then breaks before starting to execute instructions and GRMON can connect before the MEMCFG values are written

- **GRMON does not support the uploading of blobs only ELF and SREC**

- Used GNU objcopy to generate SRECs from the file system images.

- **LEON2 / AT697 documentation for ASI instructions**

- Very difficult to read and understand how to address the instruction and data caches with diagnostic ASI access.

- **sparc-elf-gcc (binary releases)**

- 3.4.4 linker does not support the EXCLUDE_FILES linker script directive and does not complain about it.
- 4.4.2 compiler does not run on some Linux versions due to dynamic linking to absent libraries.
- Mixed (unsupported) mode added to build system which can be enabled if needed: i.e. use 3.4.4 compiler and 4.4.2 linker (don't use this mode for final builds)



THE ESOC EMU 2.0 IN THE ATB

Introduction: ESOC Emulator 2.0



- **ESOC Emulator 2 is the evolution of the previous ESOC emulator.**
 - Drops the MIL-STD-1750A CPU support
 - Adds LEON2 and LEON3 support
- **High performance on the x86-64**
 - LEON2 runs in realtime
 - Previous backends still around (MIPS, Alpha)
- **The emulator is written in a CPU independent macro assembler**
 - Host specific backends generate the cores for the relevant target
- **User/integrator is responsible for tailoring the emulator**
 - Exposing APIs to the simulators
 - Defining I/O decoding mechanisms
- **Common devices (e.g. LEON2 on chip registers) are emulated in the core**
 - Memory accesses to external devices are dispatched by target specific code.

ESOC Emulator in the ATB



- **Integrated by implementing the TSIM API**
- **ATB/SVF is not 64 bit clean**
 - One crashing issue
 - At least one silent problem that resulted in failures for the EagleEye integration tests
- **ESOC Emulator 2.0 is very flexible**
 - Supporting the TSIM API (a foreign emulator's API) is straight forward
 - The other way around would be very hard
- **TSIM API relies on string parsing**
 - Room for improvement...
 - Easy to integrate new emulators by wrapping the API but one may lose functionality or performance as the native emulator APIs may have other assumptions
 - E.g. the ESOC emulator has facilities for integrating devices and address decoding of them in the core.



- **Very clean set of requirements**
 - Programmers with the right knowledge can go from baseline requirements to an implementation directly
- **Possible improvements**
 - Instruction caches should be tested and enabled before the RAM test
 - Code execution from PROM / Flash is slow.
 - Speeds up boot times around 10 times, from 200 to 25 seconds
 - Testing the instruction cache first appears to violate requirements with respect to boot reporting
 - Additional remarks in report
 - OBC Initialisation Sequence and ATB Remote Access: Final Report (terma/sdp/63/final/rep/1001)

Delivered Items



- **User manuals:**
 - Remote Access
 - EMU 2 TSIM API
 - Initialisation sequence (and converter)
- **UML model for boot software**
- **Software**
 - Boot Software Code
 - mkfs tool code
 - Unit tests
 - Tailored ESOC emulator code
 - TSIM API code for tailored emulator
 - Converter tool code
- **Updated MIB database**
- **Other documents**
 - Testing plans and procedures
 - Testing reports
- **ECSS-E-ST-40 quality documents**
 - TERMA C99 coding standard

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