



# Modern OBSW verification with Rust and data-oriented design patterns

## ADCSS 2023

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# Study Context

## Study “Using game engine techniques and Rust to modernize On Board software” (OXYDE)

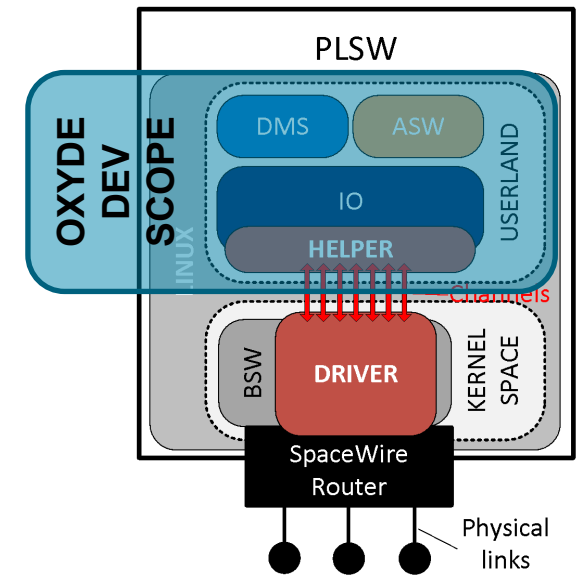
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### Objectives

- Demonstrate space worthiness of Rust for OBSW development
- Evaluate cost & time saving due to potential simplification of ADS SDE & Core Products
- Update reference architecture guidelines to cope with highly-concurrent, heterogeneous OBSW

### Plan

- Port one of our telecom payload to **Rust**, using selected **ECS design principles**
- Target ARM HW with custom Yocto-based Linux distribution
- Demonstrate Rust development across the **complete** OBSW development process
- Use current payload SW validation suite as reference



# OBSW Verification Stakes

## Outstanding verification constraints

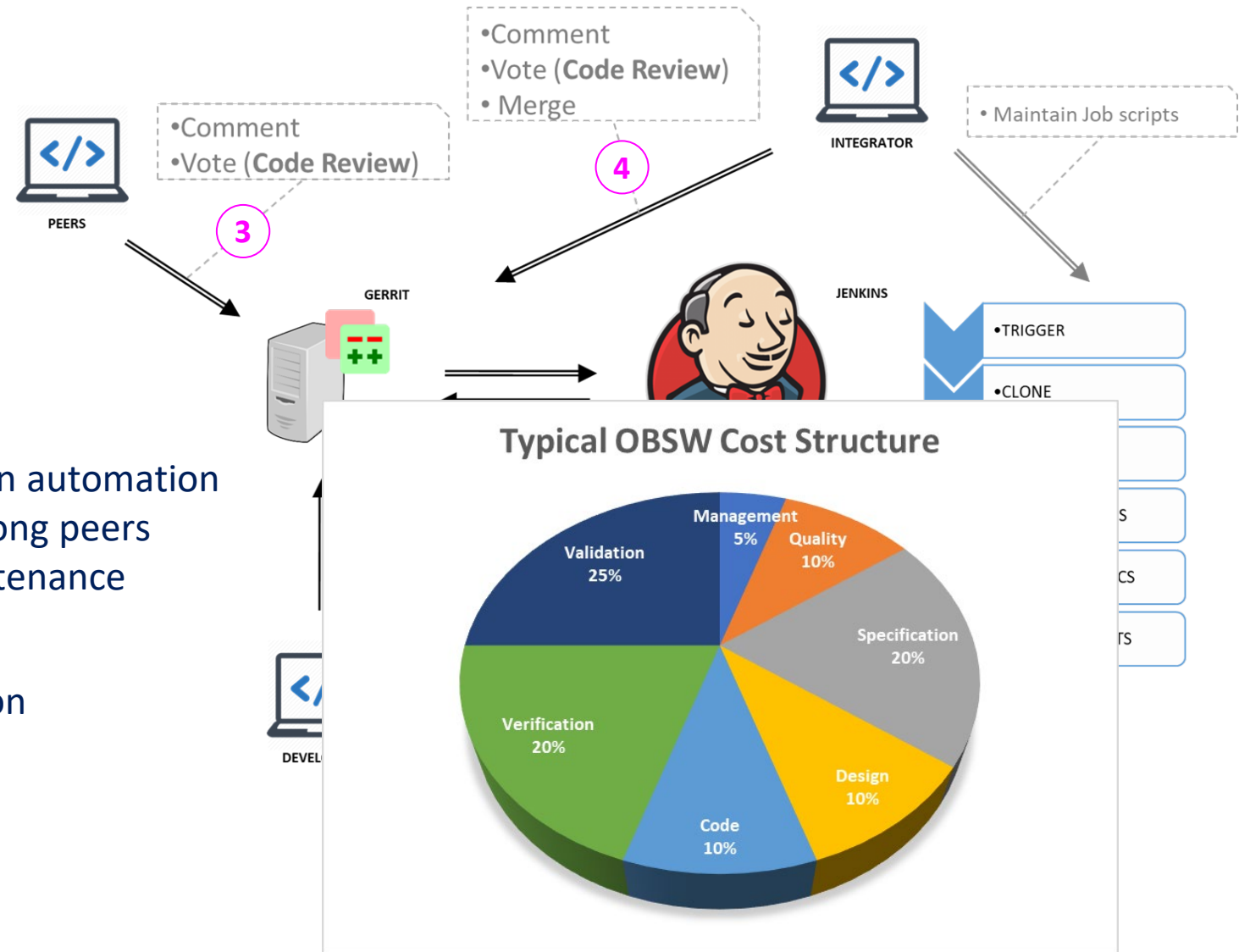
- Real-time SW
- Specialized, multi-modal equipments
- Remote operations
- Cover **all** possibilities

## Recurring, cost & time investment

- Despite significant investment in verification automation
- Long reviews with numerous iterations among peers
- Complex SW Development Env. (SDE) maintenance

## Expected benefits of a (more) modern verification

- Optimized cost & planning
- Risk mitigation through quicker iterations
- Unlock advanced features verifiability



# SW Development Environment

## Replicate C SDE for Rust development

- Rust community is aligned with our priorities
- Heavy focus on code quality
- Automated checks via (elaborated) tooling

## Example: cargo-deny

- Check libraries for known advisories (CVEs...)
- Enforce licensing policy
- Deny specific libraries and version duplicates

## Rust SDE is **significantly** leaner

- Code maintained by community
- Open, integrated ecosystem

## Few limitations to be monitored

- MC/DC coverage not available (yet)
- Formal coding guidelines to be proposed

## Coverage Report

Created: 2023-04-24 16:18

Click [here](#) for information about interpreting this report.

Filename	Function Coverage	Line Coverage	Region Coverage	Branch Coverage
<a href="#">crates/db/src/data.rs</a>	0.00% (0/1)	0.00% (0/3)	0.00% (0/1)	- (0/0)
<a href="#">crates/db/src/lib.rs</a>	100.00% (1/1)	100.00% (1/1)	100.00% (1/1)	- (0/0)
<a href="#">crates/plsw/src/applications/asw/mod.rs</a>	0.00% (0/3)	0.00% (0/9)	0.00% (0/11)	- (0/0)
<a href="#">crates/plsw/src/applications/dms/mod.rs</a>	0.00% (0/10)	0.00% (0/82)	0.00% (0/57)	- (0/0)
<a href="#">crates/plsw/src/io/rtc.rs</a>	0.00% (0/4)	0.00% (0/35)	0.00% (0/13)	- (0/0)
<a href="#">crates/plsw/src/io/spw.rs</a>	0.00% (0/15)	0.00% (0/122)	0.00% (0/103)	- (0/0)
<a href="#">crates/plsw/src/main.rs</a>	25.00% (1/4)	1.20% (1/83)	3.85% (1/26)	- (0/0)
<a href="#">crates/plsw/src/pus/app.rs</a>	0.00% (0/13)	0.00% (0/65)	0.00% (0/34)	- (0/0)
<a href="#">crates/plsw/src/pus/mod.rs</a>	14.29% (1/7)	21.43% (3/14)	12.50% (1/8)	- (0/0)
<a href="#">crates/plsw/src/pus/tm_ack.rs</a>	71.43% (10/14)	69.95% (128/183)	70.21% (33/47)	- (0/0)
<a href="#">crates/spwapi/spwapi-sys/src/lib.rs</a>	100.00% (1/1)	100.00% (1/1)	100.00% (1/1)	- (0/0)
<a href="#">crates/spwapi/src/lib.rs</a>	60.44% (55/91)	69.79% (476/682)	61.74% (234/379)	- (0/0)

```
552 2 pub fn set_addr(mut self, addr: u64) -> Result<Self, FrameError> {
553 2     if self.is_rmap() {
554 2         let result = unsafe { frame_rmap_set_addr(&mut self.0.frame, addr) };
555 2
556 2     match result {
557 2         0 => Ok(self),
558 0         _ => Err(FrameError::InvalidRmapPacketType),
559 2     }
560 2 } else {
561 0     Err(FrameError::InvalidProtocol)
562 2 }
563 2 }
564
```

Total	226	25653	100%	7	181	100%
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# Development Use Cases

## Simple, asynchronous SpaceWire TC development

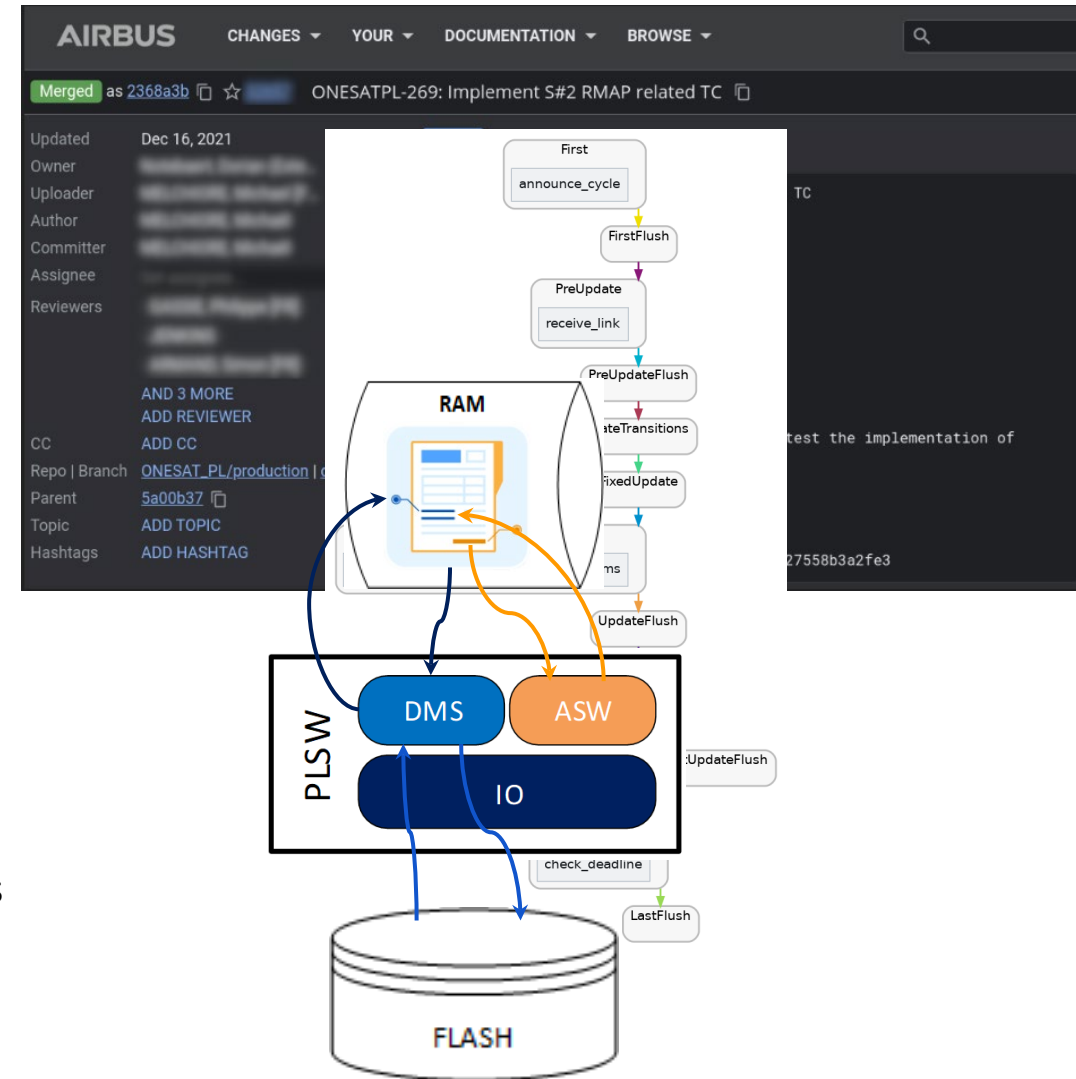
- Extracted typical C dev. pitfalls from *manual* review database
  - Memory management across API & thread boundaries
  - Buffers, dangling pointers, data copies, endianness...
- *Rust* encodes such constraints in its expressive type system
  - Copy vs. Clone, data ownership, borrow checker

## Dynamic architecture of the Payload Software (PLSW)

- Data and logical service dependencies, operational modes...
- Capture and maintain schedulability analysis hypotheses
- *ECS engine* encodes dynamic constraints through Rust type system
  - Developers implement systems as passive, stateless functions
  - Architects register systems onto execution schedules

## Smart and reliable algorithm data duplication

- Prevent data corruption due to concurrent state updates during backups
- Minimize Flash device power on cycles to maximize device lifetime
- *Developers* encode business specific constraints in PLSW design



# Conclusion

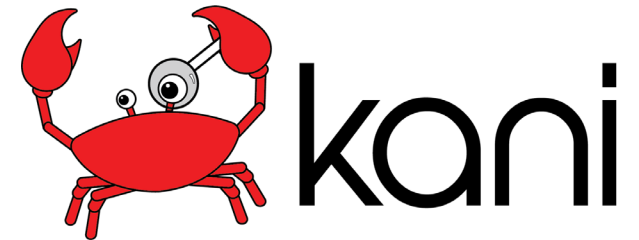
Rust provides a promising framework for automated, compile-time verification

- Expressive & flexible type system with unique semantics
- Leveraged by **everyone** to build efficient & reliable SW
- Emerging open, integrated tooling ecosystem
  - Property, fuzz testing: `proptest`, `cargo-fuzz`, `afl...`
  - Advanced code/model checkers: `MIRI`, `Kani`, `Loom`



Significant opportunities to optimize OBSW verification activities

- Focus manual reviews focus on problem understanding (Specification - Why?)
- ECS provide an architectural framework to statically enforce typical OBSW constraints
- Prepare separation of concerns in line with OSRA/SAVOIR principles



Currently identified enablers on which we should collaborate

- Spaceworthy OS/HW support
- OBSW-subset characterisation of the Rust ecosystem
- Ecosystem maturity growth



Ongoing industry initiatives !



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Thank you