

MODULAR MODEL-BASED DESIGN AND  
TESTING FOR APPLICATIONS IN SATELLITES

# Software Interlocks in the METASAT Project

Alfred Hönle and Leonidas Kosmidis

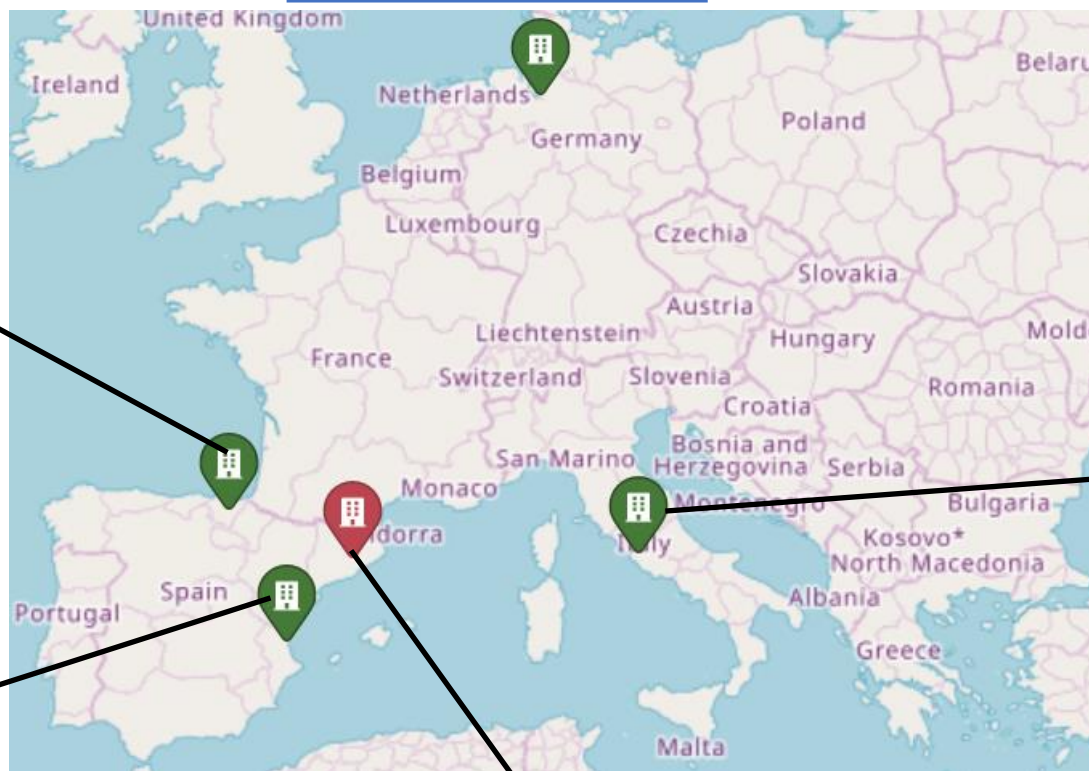
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# Contents

- The METASAT Project (Leonidas Kosmidis, Barcelona Supercomputing Center)
- Software Interlocks in METASAT (Alfred Hönle, Eckart Göhler, OHB System AG)

# METASAT Consortium

- 2-year Horizon Europe project: January 2023-December 2024
- TRL 3-4



**Collins Aerospace**



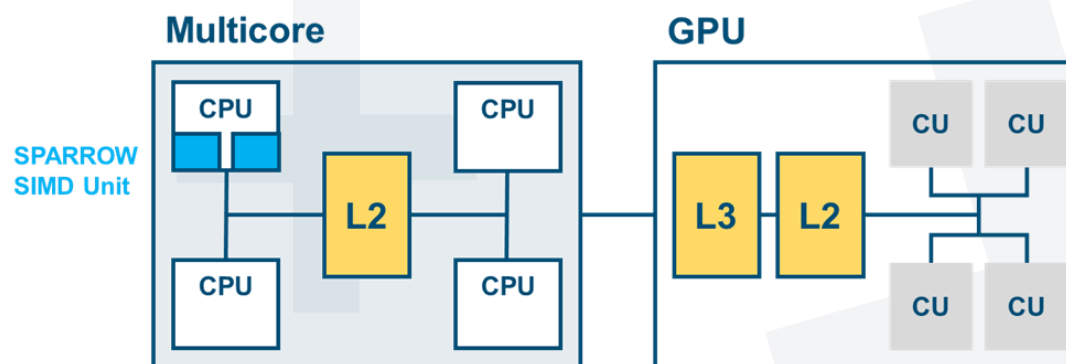
# METASAT Overview

- Modern aerospace systems require new, advanced functionalities
  - Artificial Intelligence (AI)
  - High performance payload processing
  - High resolution sensor preprocessing etc
- Advanced functionalities require complex hardware and software compared to the existing space technologies
- High Performance Hardware technologies: Advanced Multi-cores, GPUs, AI accelerators
- Programming high performance hardware requires complex software: parallel and GPU programming



# Hardware Selection

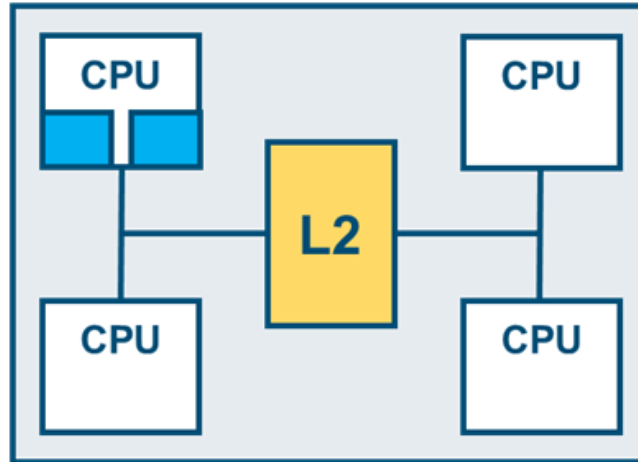
- No hardware with high-performance and architectural complexity exists for the space domain
- COTS Embedded Multicore and GPU devices provide these features but depend on non-qualifiable software stacks
  - GPU drivers available only for Linux
  - Blocking point for use in institutional missions
- Design a prototype hardware platform based on the RISC-V ISA



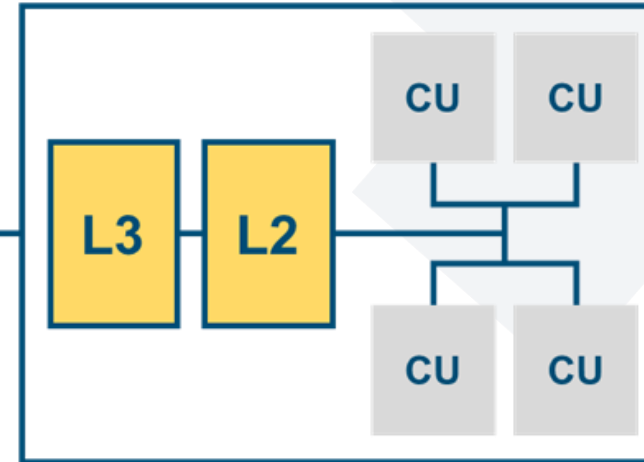
# The METASAT Hardware Platform



Multicore



GPU



SPARROW  
SIMD Unit



- Qualifiable Software Stack: accelerators can be used from bare metal or RTEMS SMP
- Mixed-criticality: TSP support
- Added support in Model-based design tools
- Digital Twin



# Space System Interlocks

- In the space domain: high demands on the overall system dependability
- One possible commonly agreed approach for handling this are architectures with redundancies
- Example for a dissimilar redundancy: the regular control and processing instance (e.g. the control SW of a satellite instrument) shall be monitored
  - by a strictly independent module that acts as an interlock ...
  - ... and steps in when a critical condition is met
- Such an interlock module being implemented in hardware (like in the past at OHB) has several drawbacks
  - A HW solution typically has a rather simple failure isolation functionality
  - Adds extra resource budgets (extent of electronics and/or FPGA size grows)
  - Adaptations during the project may generate high costs and may pose a risk for the project schedule
  - The solution is rather inflexible when the operational conditions change in space

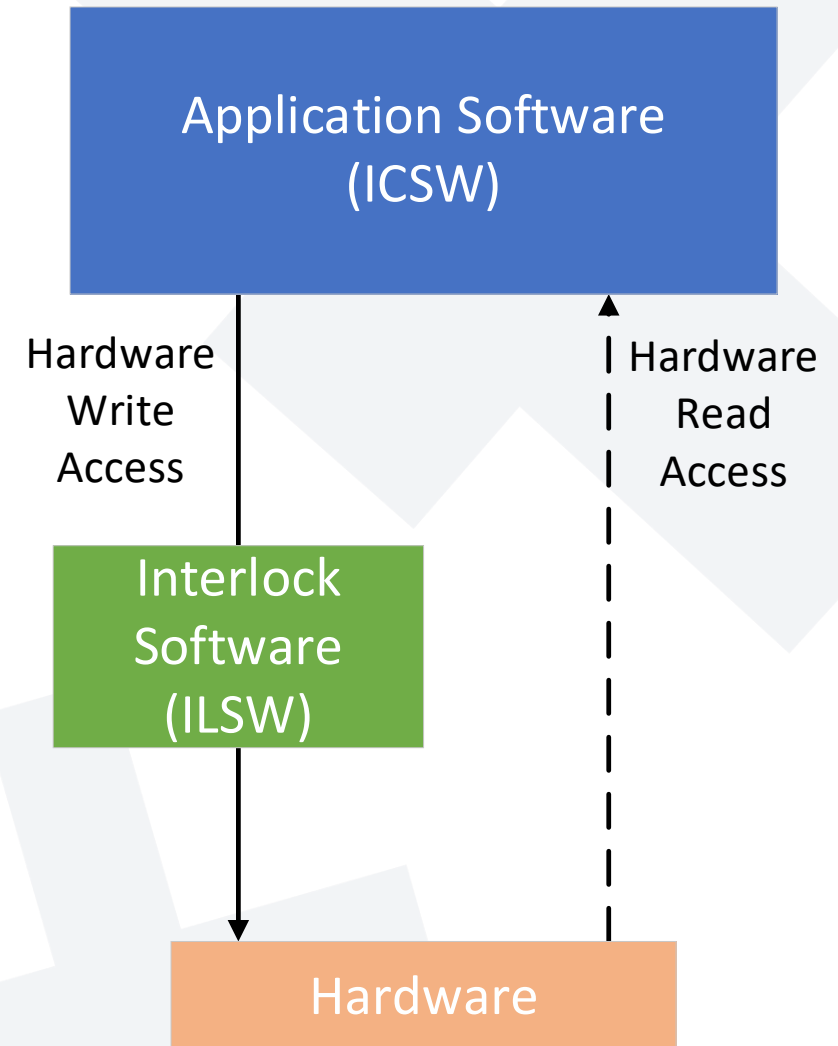
# Motivation: Better in Software

- A software solution for interlocks would not have these disadvantages.  
Idea / scenario:
- Main application software with sophisticated system functionality
  - Complex; multi-tasking; executing on a real-time operating system
  - Interest of OHB to qualify it only to a medium level criticality for cost reasons
  - E.g. ECSS software criticality category “C”
- A second software module (“Software Interlock”) monitoring the application software and performing interlock functionality
  - Software Interlock: small, simple, bare-metal (i.e. no OS)
  - Be a compensating provision to the main application software
  - Has to be qualified one software criticality category higher than the ASW (i.e. SCC-B)
- Overall: more flexibility, and significantly lower V&V project effort assessed than with the complete application software being qualified as SCC-B



# Software Interlocks

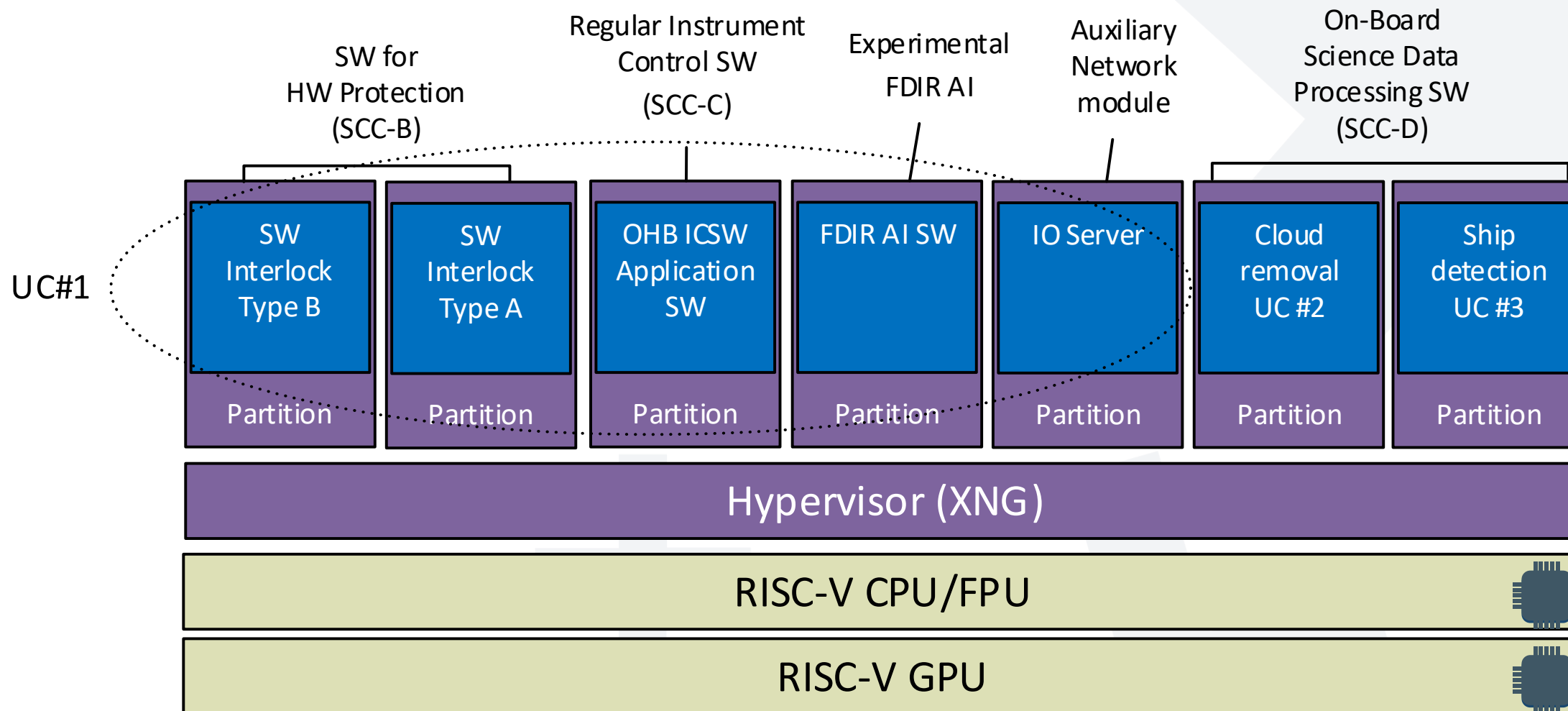
- Requirement:  
The interlock software shall not just be completely independent of the application software, but shall also be able to
  - block the application software from performing off-nominally
  - take over a kind of simple control then



# Hypervisor and Software Interlocks

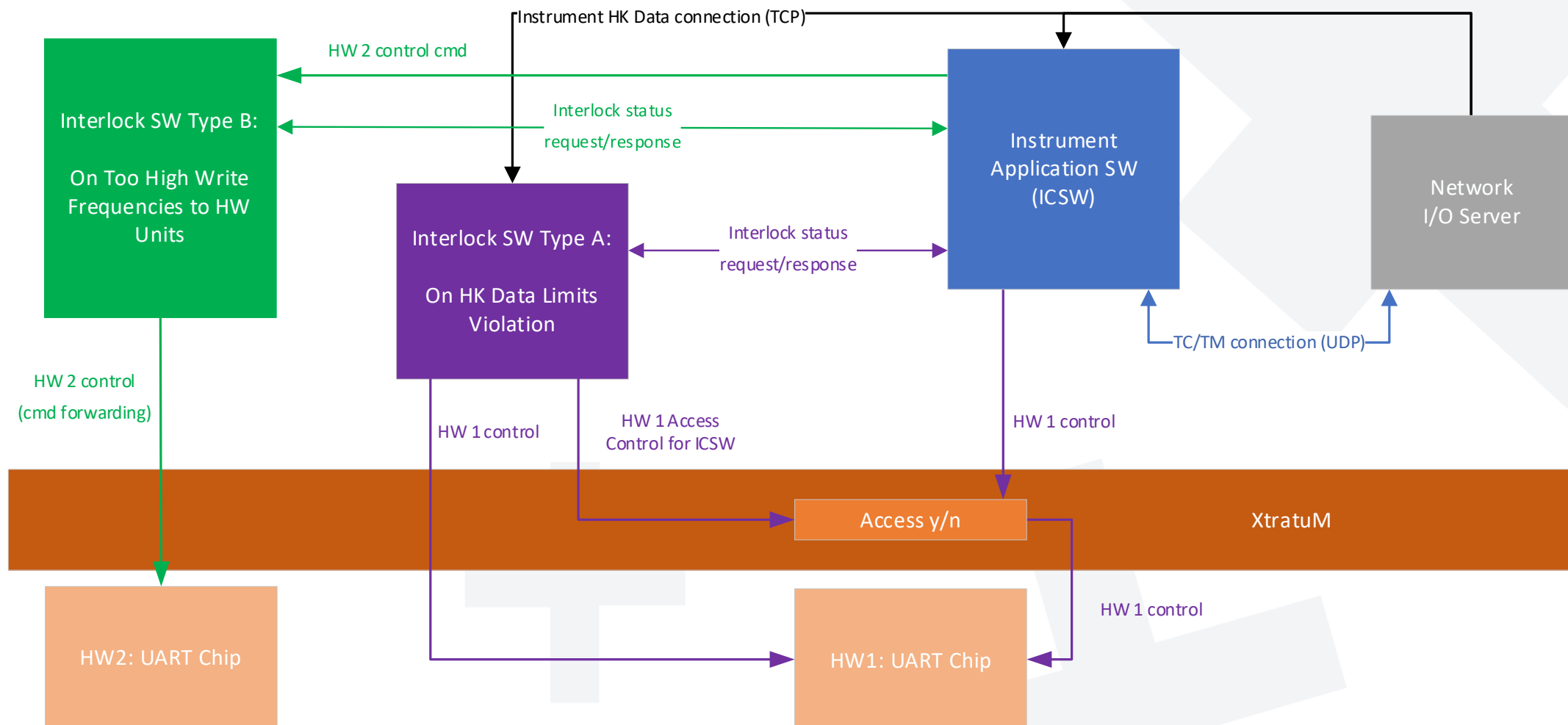
- One solution -> utilization of a hypervisor software: keeps different application-level software parts *time* and *space* and *resource* separated in so called “partitions”
- Hypervisor typically qualified for SCC-B
- The Hypervisor guarantees that a regular partition cannot interfere with the other ones (except using well-defined communication channels)
- Due to this separation, and when executing on a powerful multi-core processor board, several totally different on-board software components, having dedicated software criticalities, can be operated in parallel
  - > the METASAT use cases

# METASAT Use Cases Architecture

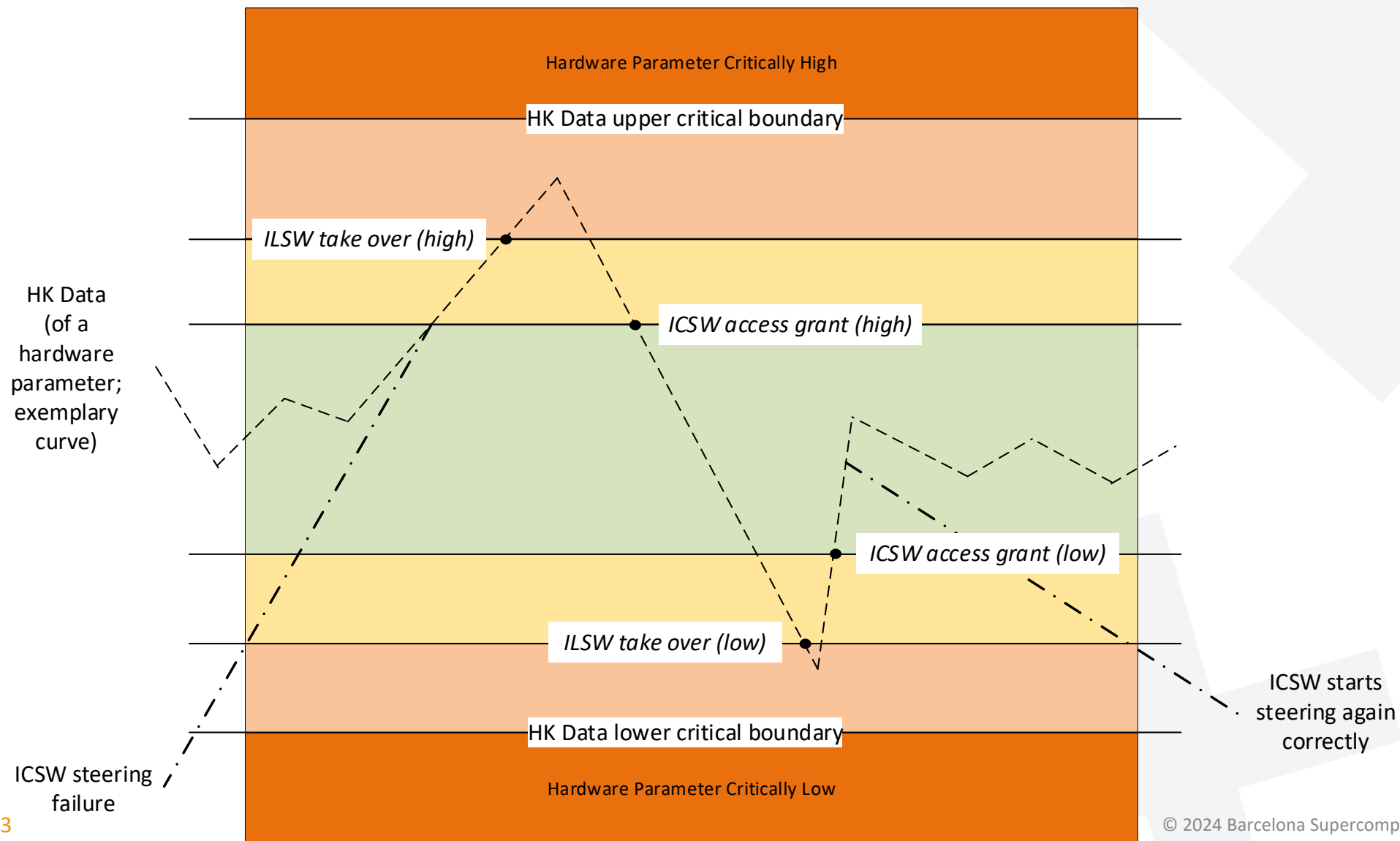


# Software Interlocks (Exemplarily in UC#1)

*(patent pending)*



# SW Interlock Type A: Example Behaviour



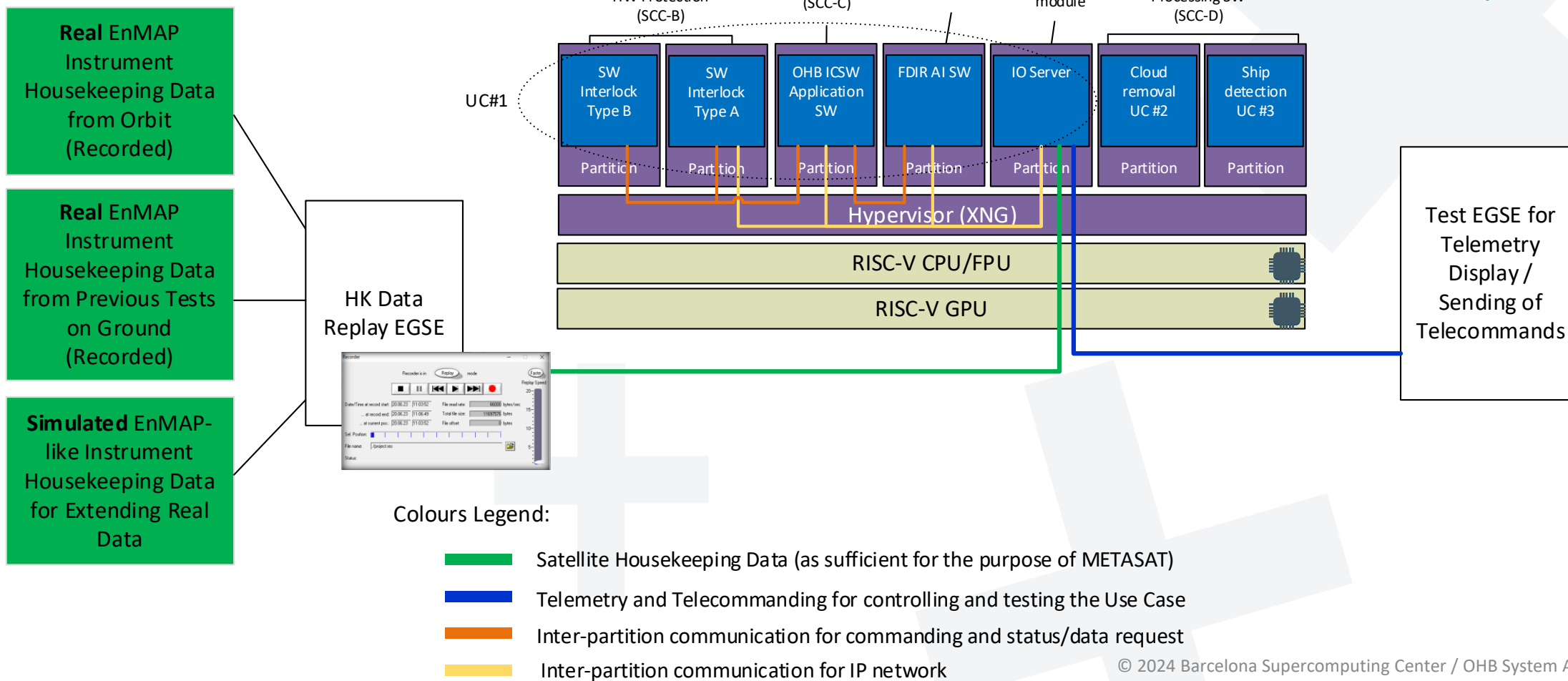


# METASAT Use Case #1 Setup: Validation

Satellite Instrument Environment Emulation  
(Outside the Computer on the Instrument)

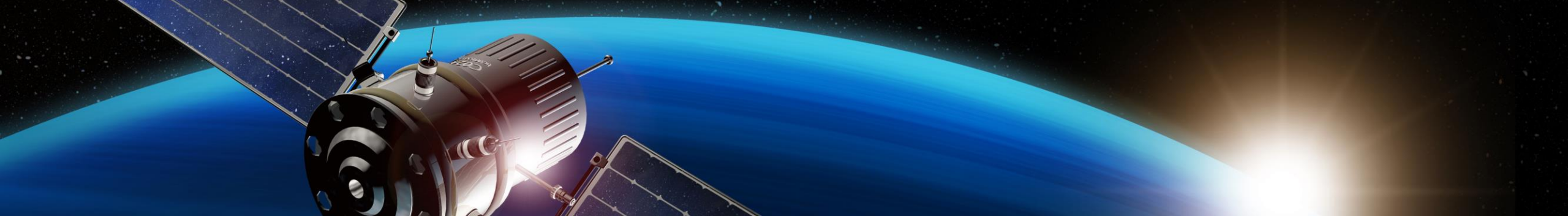
Satellite Instrument Computer

Satellite Platform & Ground Station  
Emulation regarding  
TM/TC



# METASAT Use Case #1 Summary

- METASAT system resembling a satellite instrument computer HW+SW
- RISC-V CPU based multi-core HW architecture
- Regular OHB Instrument Control Software (model-based; C++; RTEMS6 QDP), ported to METASAT, and with a TM/TC connection with “ground”
- Two different exemplary types of Software Interlocks realized
- In addition: experimental FDIR AI, and an I/O Server
- All software executing on a COTS Hypervisor
- Setup being demonstrated by means of replaying and on-board processing recorded HK data from the EnMAP satellite instrument in space (provided by courtesy of the DLR German Space Agency)
- The separation of the software in different partitions and the use of Software Interlocks is assessed to reduce the overall V&V effort



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