ENABLING RAPID DEVELOPMENT OF ON-BOARD APPLICATIONS: SECURING A SPACECRAFT MIDDLEWARE BY SEPARATION AND ISOLATION

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Dr. Andy Lund, ESA-SW-PA Workshop 23, Madrid - ES, 2023-09-26

Motivation



GOAL: Enabling rapid prototyping for applications on spacecraft

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Let's test some software in space

- Space \rightarrow harsh environment for electronics & software
 - radiation
 - few maintenance opportunities
- Avoiding loss of mission
 - critical

- \rightarrow software quality needs to be assured
 - \rightarrow time-intensive
- Fast testing in-situ (by uploading)
 - might endanger mission





Let's test some software in space

- Satellite OBCs are often
 - custom development
 - radiation-hardened
 - single node
 - inaccessible eco systems
 - \rightarrow prototyping hard
- Cubesats include more and more
 - commercial-off-the-shelf (COTS)
 - ARM core
 - Separate subsystem
 - Single SoC









SCOSA

Scalable On-Board Computing for Space Avionics (ScOSA)





Scalable On-Board Computing for Space Avionics (ScOSA)





ScOSA: Middleware



APP3

APP2

Distributed Tasking

System Mgmt Service

Network Dispatcher

SpaceWireIPC

Linux

APP1

- Abstraction of distributed architecture
 - Linux & RTEMS
 - SpaceWire & Ethernet

- Consists of several layers
- Enables Fault-Tolerance mechanisms
 - Reconfiguration
 - Reliable messaging
 - Voting (TMR)

ScOSA: Middleware



APP3

 $\Delta DD2$

Distributed Tasking

System Mgmt Service

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APP

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Excursion: Distributed Tasking Framework



• APP \rightarrow set of inter-connected tasks and channels \rightarrow data flow oriented



Building the System





Uassert fail@GLIBC_2.2.5 U bind@GGLIBC_2.2.5 0000000000280040 Bbss_start U clock_gettime@GLIBC_2.2.5 U clock_nanosleep@GLIBC_2.2.5 000000000042130 T clockThread U close@GLIBC_2.2.5 0000000000280270 b completed.7698 000000000035d800 B consoleAppender Ucxa_atexit@GLIBC_2.2.5 Wcxa_finalize@GLIBC_2.2.5			
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One process to rule them all



SAFE RAPID PROTOTYPING FOR SCOSA

- In-orbit
 - Development continues
 - New Apps shall be tested







- In-orbit
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 - New Apps shall be tested
- We need:
 - Upload mechanism





In-orbit

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- New Apps shall be tested

• We need:

- Upload mechanism
- An OS which easily supports replacing of binary







In-orbit

- Development continues
- New Apps shall be tested
- We need:
 - Upload mechanism
 - An OS which easily supports replacing of binary
 - Linux
 - A fallback strategy







In-orbit

- Development continues
- New Apps shall be tested
- We need:
 - Upload mechanism
 - An OS which easily supports replacing of binary
 - Linux
 - A fallback strategy
 - Protect the middleware and other apps X







What might be the problem?





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What might be the problem?



rover_pose_t pose =
 computeRoverPoseFromAngles(leg_angles);

computeDrivingWheels(wheel delta angle,
 wheel rate target, wheel acceleration target,
 driving->ccsw_command_driving.delta_position
 driving->ccsw_command_driving.delta_heading
 driving->ccsw_command_driving.wheel_rate,
 parameter->driving.acceleration_limit, &p

CRITICAL!



What might be the problem?



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CRITICAL!

NetworkDispatch Instance VVIPC VSN m. Service n ... Checkpointing Service Reconfiguration Service SCOSA Process

int* ptr;
....
int value = *ptr;

SEGFAULT!



Divide & Conquer \rightarrow Separation & Isolation



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Separation of Apps



Dynamic spawning during reconfiguration





Separation of Apps



























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Neither middleware nor other apps are endangered

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CGroups

- Control Groups
 - Part of the linux kernel
 - Since 2008
- Processes get ordered into groups
 - Groups can be limited in resources:
 - Memory
 - CPU
 - I/O

 \rightarrow Giving ScOSA middleware the ability to further control the apps

Summary & Questions

ScOSA OBC Architecture

- Middleware with autonomous reconfiguration
- Going into space 2024
- One binary including apps and middleware services
- Enabling rapid prototyping and mixed-criticality
 - By dynamically spawning processes
 - Connected with the middleware by shared memory
 - Keeping the property of distributed parallelization
- CGroups



Summary & Questions

ScOSA OBC Architecture

- Middleware with autonomous reconfiguration
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Thanks! Andreas.Lund@dlr.de

CGroups



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BACKLOG

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SystemConfiguration::processReconfigurationService(scosa_system::config_t configId, scosa_system::channelId_t minChannel, scosa_system::channelId_t maxChannel)

```
network_dispatcher::RoutingTable* p_routingTable =
    &(configurationSet.configurations[configId].routingTable);
Configuration config = configurationSet.configurations[configId];
```

```
for (uint i = 0; i < network_dispatcher::processMaxNum; i++)</pre>
```

```
if (taskingTable.p_process[i] != nullptr)
```

```
if (taskingTable.p_process[i]->isRunning() && !p_routingTable->processRoutingInfo[i].isOnNode[getNodeId()])
```

```
LOGD << "Killing process "<< i;
taskingTable.p_process[i]->killProc();
m_relayService->closeIPC(taskingTable.p_process[i]->getId()); You, 2
```

```
else if (!taskingTable.p_process[i]->isRunning() && p_routingTable->processRoutingInfo[i].isOnNode[getNodeId()]){
   LOGD << "Spawning process "<< i << " with configId " << configId;
   taskingTable.p_process[i]->create(configId);
```

```
m_relayService->createIPC(taskingTable.p_process[i]->getId());
```

bool



bool Process::create(scosa_system::config_t configId) { m_processId = fork();

if(m_processId < 0){
 return false;
} else if (m_processId == 0) {</pre>

static char *newenviron[] = { NULL }; execve(m_execPath.c_str(), newargv, newenviron); exit(EXIT_FAILURE);

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ScOSA Demonstration



- Demonstration mission 2024 (CAPTn-1)
 - Evaluating the behaviour in space
 - Reconfiguration
 - Performance
 - Demonstrating typical space appliactions
 - ODARIS
 - Earth observation information and alarm service
 - ORS
 - Simulating an on-board rendez-vous navigation
 - Image Compression by co-processor
 - SEU detection