

PolySat's Next Generation Avionics

• CP4
+ Cal Poly
• CP3

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CubeSats Are Evolving

- Cal Poly and the CubeSat community is moving past educational experiments
- Now that we have a significant launch history, CubeSats are being looked at for more significant and involved missions
 - The most exciting part is these more complex missions are actually being funded, too!
- However, payload volume and computing requirements are exceeding that of the typical CubeSat bus
- New bus design approach can help solve these problems

A world map is visible in the background, showing the continents of North America, South America, Europe, and Africa. Several thin, curved lines representing satellite orbits are overlaid on the map, with one prominent green line on the left and a red line on the right.

Avionics Discussion

- General Avionics Requirements
- PolySat's Legacy Bus Design
- Legacy Bus Results
- Avionics Design Principles
- New Avionics Design
- Avionics Comparison
- Fault Tolerance

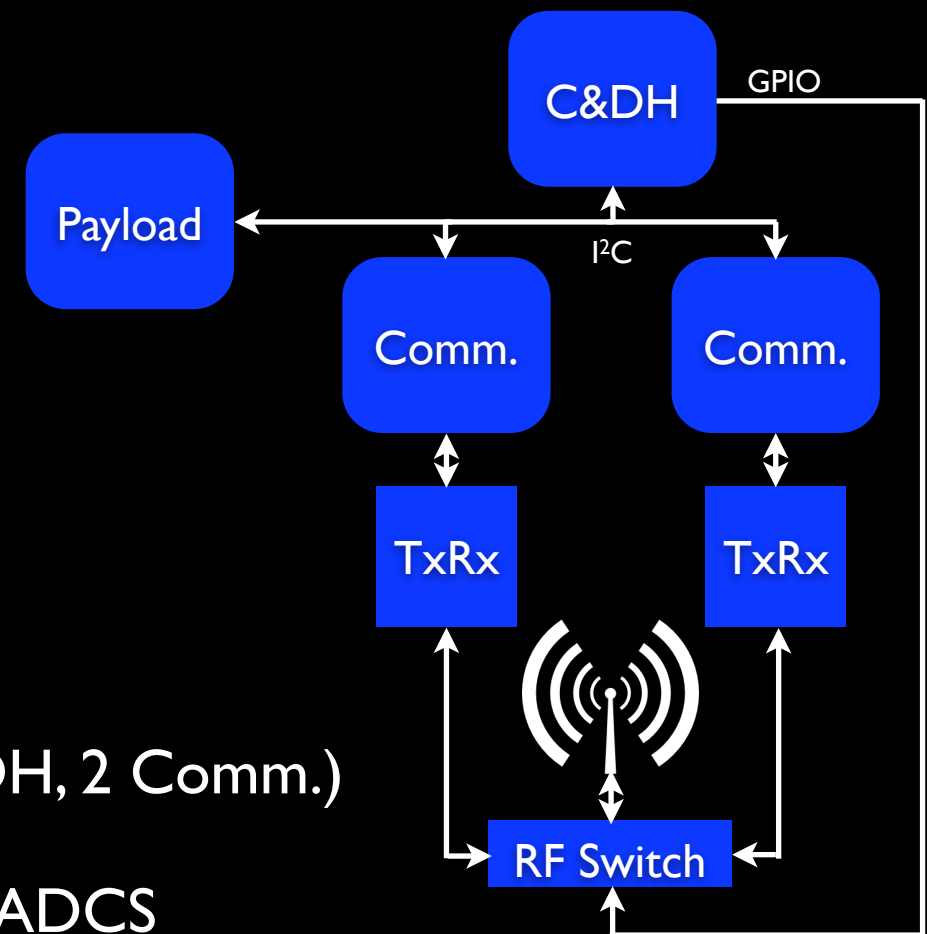
A world map is visible in the background, showing continents and oceans. Several thin, colored lines (green, yellow, red) are overlaid on the map, representing flight paths or routes across the globe. The map is centered on the Atlantic Ocean, showing North America, South America, Europe, and Africa.

Avionics Requirements

- Minimize volume
- Reasonable amount of power consumption based on performance
- Modular, reusable software
- Enables quick mission turn-around time

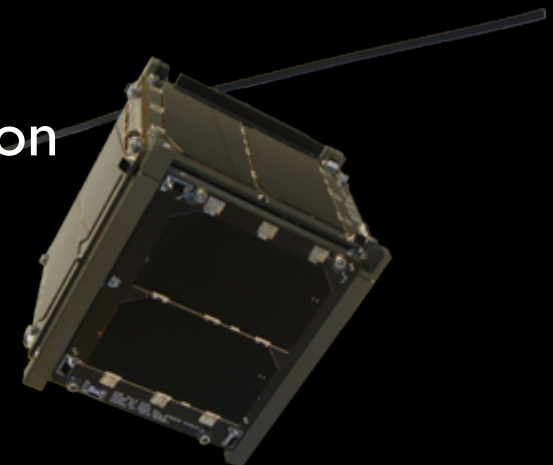
Legacy Bus Design

- Fault Tolerant Architecture:
 - Redundant communication subsystems
 - “Smart Fuse” custom circuit for latchup protection
 - External watchdog chip for each controller
- 3 PIC18 4MHz single-purpose microcontrollers (1 C&DH, 2 Comm.)
 - Full-custom software with telemetry collection and ADCS
- Typical payload requires own controller



Legacy Bus Results

- CP3 -- Successful launch, DNEPR 2 in April 2007
 - Basic bus operations successful, but receive sensitivity limited commands
- CP4 -- Successful launch, DNEPR 2 in April 2007
 - C&DH failure soon after reaching orbit, only comm. processor commands functional
- CP6 -- Successful launch, Minotaur I in May 2009
 - Refly of CP3 with improved receive sensitivity
 - Greater operational success; validated de-tumbling algorithm
 - Unfortunately, same result as CP4: C&DH failed, ending mission



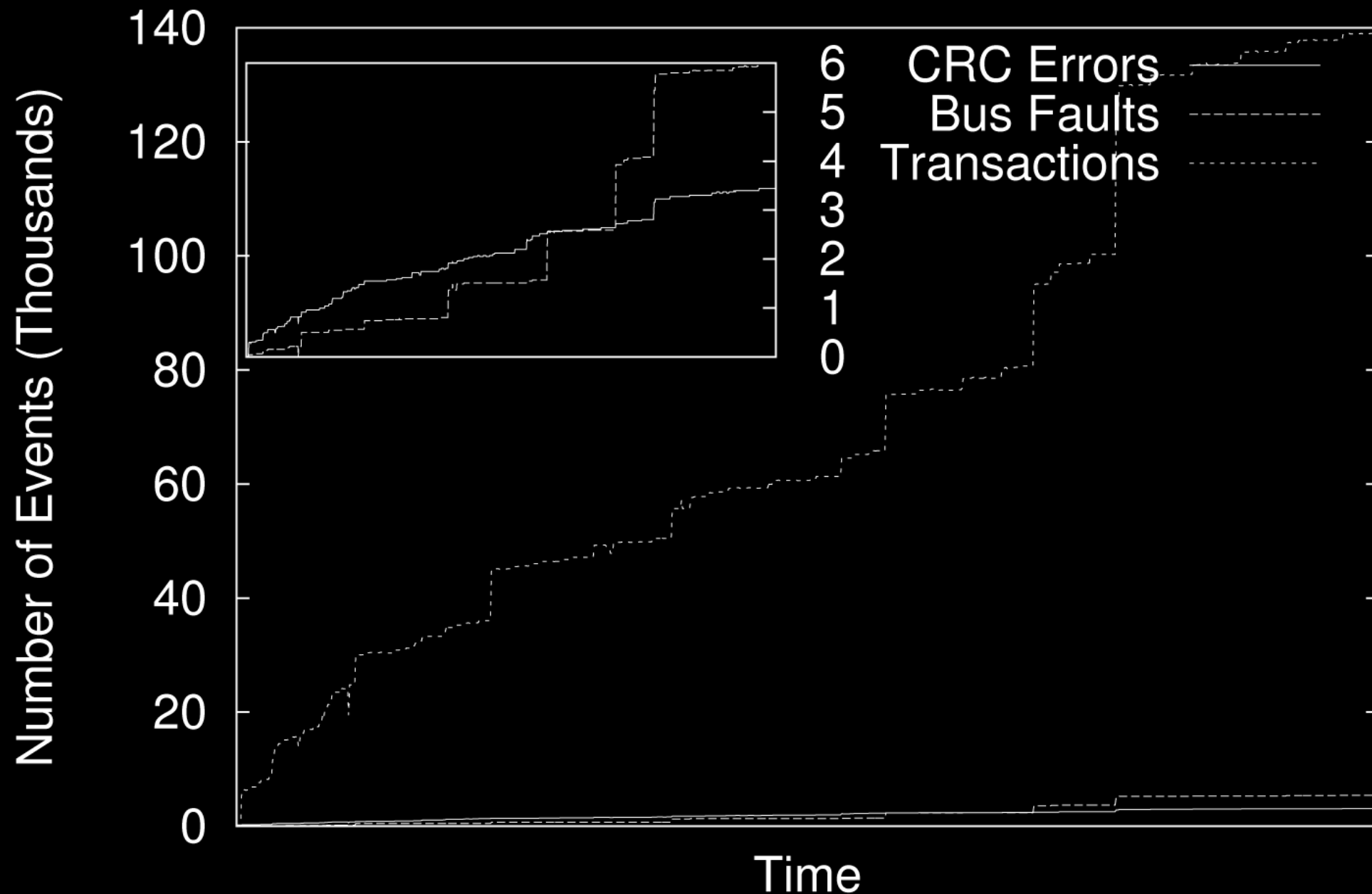
A world map is visible in the background, showing the continents of North America, South America, Europe, and Africa. The map is dark and serves as a background for the title.

Failure Investigation

- The common believed cause for the CP4 failure was the I2C bus between the comm. and C&DH microcontrollers
 - On CP6, I2C telemetry was added, in attempt to validate this assumption
 - A CRC byte was also added to comm. to C&DH messages for transaction failure detection
- CP6 telemetry showed a constant ~8% I2C bus transaction failure rate
 - Suggests I2C is not necessarily the source of blame
 - The fact that the comm. and C&DH link failed again though does suggest this single point of failure is a significant problem

CP6 I2C Telemetry

I2C Bus Event Counters



I2C bus event data from CP6. Inset in upper left shows only the CRC error and bus fault event counters. Time progresses left-to-right, but not proportionally due to periods of time when no data was downlinked.

A satellite-style map of the Earth showing the Americas, Europe, and Africa. Several thin, colored lines (green, yellow, red) represent orbital paths or trajectories across the globe. The title 'Lessons Learned' is overlaid in large white text.

Lessons Learned

- Always implement a simple reset command!
- Hardware redundancy may not always provide sufficient fault tolerance
- I2C may not be the sole source of bus failure
- Gather as much telemetry available, even if not obviously usable



Avionics Design Principles

- Prefer software to hardware modularity
 - “Easier” to throw hardware at the problem
 - Reduces available payload volume
- Minimize hardware redundancy
 - Too expensive: adds power, volume, price and complexity
 - Not enough operational history to identify where it’s needed most
 - Cost of a single CubeSat encourages redundancy through backup flight units
 - e.g. CP3 and CP6, CP2 and CP4

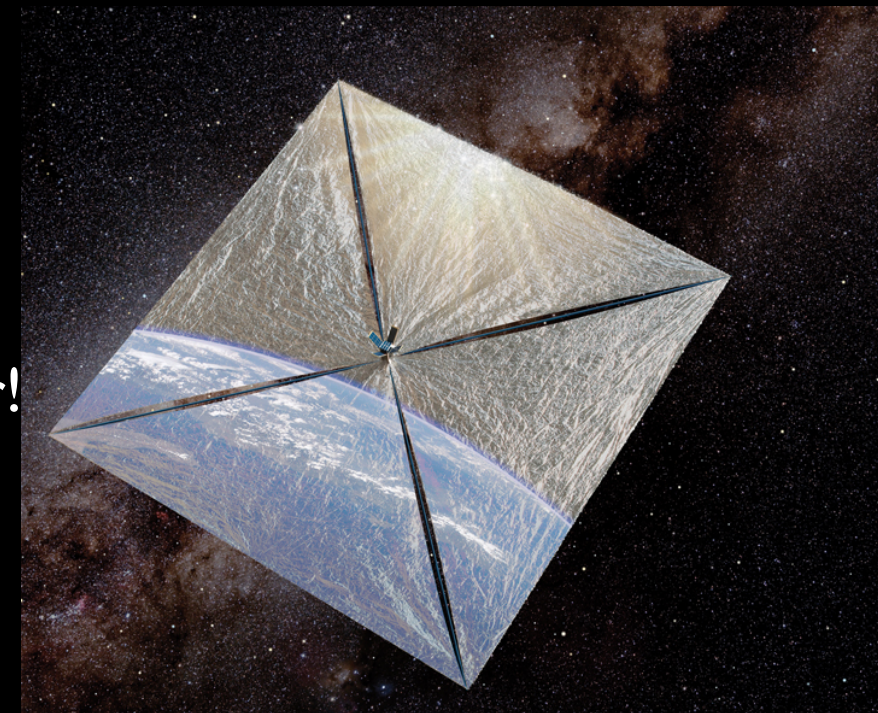


Change Payload Interface Philosophy

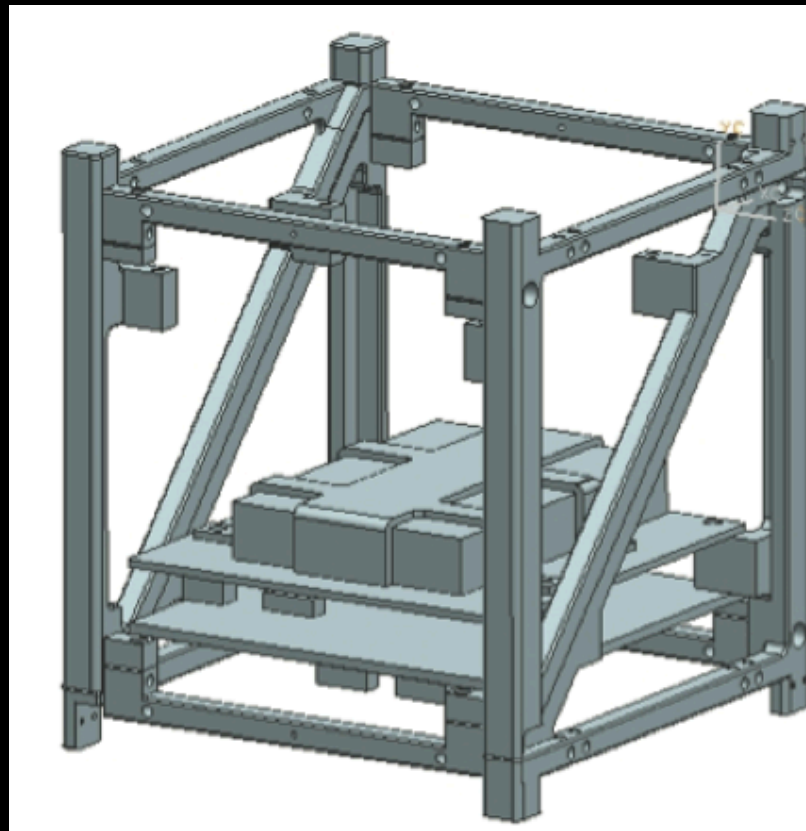
- Eliminate payload controllers!
 - Most designs include a controller for the payload
 - Appears to be the “clean” option, but adds substantial complexity!
 - Custom interface protocol typically required and code/hardware rarely reusable
 - Instead, payload can utilize a variety of direct interfaces from C&DH controller
 - Similarly simple hardware design, but minimizes interfacing requirements
 - Tradeoff is complexity of main controller is increased

New Avionics Design

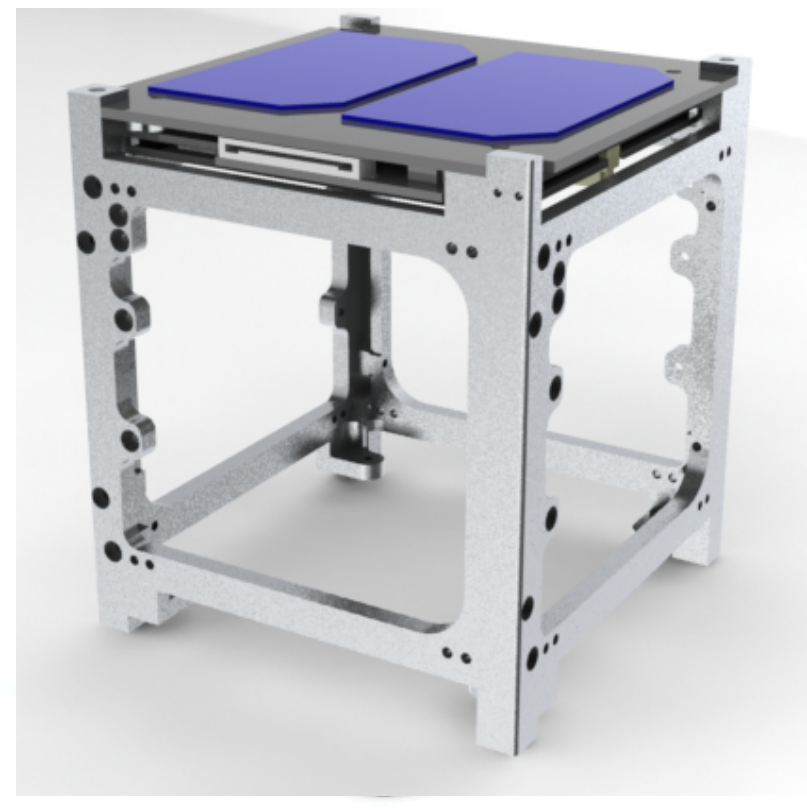
- Culmination of design principles, requirements, and past experience
- Basis for two current missions: (3U) LightSail, and (1U) CP7
- Consolidation of standard bus electronics (EPS and C&DH) onto one board
- 2 daughtercard expansion slots for transceiver(s) and/or mission specific electronics
- Eliminates 2 of 3 processors, but necessitates more powerful one
- C&DH built around 32bit ARM9-based Atmel chip
 - Supported by SDRAM and NAND flash
- Resulting design only consumes approximately .1 liter!



Design Comparison



1st Gen Design



2nd Gen Design

Revision	Processor	Clock (MHz)	Volatile Memory	Non-Volatile Memory	OS	Volume	Idle Power (W)
1st	3x PIC18	4	3.75 KB	256 KB	Custom	.25L	0.2
2nd	AT91SAM9	400	64 MB	528 MB	Linux	.1L*	0.34

*without batteries

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New Avionics Software

- Significant software architecture change: new microprocessor runs full Linux!
 - Instant learning curve reduction thanks to Cal Poly Linux coursework
 - Large amount of pre-existing software to leverage for new design
- Custom distribution of Linux via use of open source tool Buildroot
- Each primary function relegated to a process
 - e.g. Beacon, Data Logging, System Management, S/W Watchdog, Communications
- Each process utilizes a common library to provide frequently used capabilities
 - Event scheduling, .config files, debug interface, inter-process communication, etc.
- Drivers implemented in both user space and kernel

A satellite map of the Earth showing the Americas, Europe, and Africa. The map is dark with green and brown landmasses and blue oceans. A thin green line and a thin red line are visible on the map, possibly representing flight paths or orbital tracks.

New Avionics Fault Tolerance

- Primary mechanism to recover from single event upsets: reset satellite
 - Hardware + software watchdogs, and long-term hardware counter
- Radiation tolerant phase change memory for multiple basic software images
 - Custom bootstrapper to verify integrity of image before boot
- NAND Flash ECC for file system error correction and bad block detection
 - “Free” from existing Linux driver and file system code!
- Robust message checksums for IPCs and commands

A world map is visible in the background, showing the Americas on the left and Europe and Africa on the right. The map is dark and serves as a backdrop for the title text.

Implementation Progress

- Revision 2 of hardware ordered last week
 - Revision 1 functional w/ wire mods and minor component additions
- Majority of low-level software functionality has been demonstrated
- First release of primary software libraries in April, 2011
- Engineering model to be completed by June, 2011

A world map showing the Americas, Europe, and Africa. Several satellite orbits are overlaid on the map, including a green circular orbit around the Earth, a yellow elliptical orbit, and a red elliptical orbit.

Conclusion

- We see this avionics system as an enabling technology for CubeSats
- Software modularity can be a wonderful thing
 - However, needs to be considered at the beginning of the design!
- PolySat's software team is interested in discussing Linux designs in detail

Questions?

