The Internet of Satellites: A C&DH Software Framework Built on Open Internet Standards and Software



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Capable Cubesats

• Powerful Processors with Small Form Factors

- Beaglebone Black, Raspberry Pi, etc.
- Ethernet Connectivity
 - Internal IP network
- Open Source tools
 - Massive user base
 - Exponentially increases speed of development
- You can now "Fly your Laptop"





Satellite Local IP Network





"Under the Hood" - System Architecture





• Linux Base

- Custom linux build tailored to the Beaglebone
- Familiar platform for developers
- Massive user base to provide open source tools and support





• Core Bus Firmware

- Hardware Interface
 - "bent-pipe"
- CCSDS Spacepacket standard
 Ubiquitous in current flight software and groundstations
- Lowest level interface
- High TRL base





• Python Library

- Open Source On our GitHub
- Library for interfacing with the Core Firmware
 - CCSDS Spacepackets
- Can be used directly to build Python payload applications
 - event-driven applications
 - service based





• HTTP server

- High Level
- Internet standards:
 - ReSTful API
 - JSON data format
- Exposes most common Core functionality
- Advantages to Payload Developer
 - Familiar protocol
 - Wide native or library HTTP support:
 Java, Python, JavaScript, C/C++, C#, ...
 - API retains backward-compatibility through hardware upgrades
 - Data interchange is standard & intuitive (JSON)





• Multiple Levels of Abstraction

- Low level control and direct access to the Core
- High level interface for ease of access and development





Example Payload: Antarctic Observation

- Mission:
 - Support antarctic base research with aerial footage at high temporal resolution.
- Tasks:
 - Take pictures of area around arctic base
 - Process pictures during orbit to measure ice
 - Downlink data & satellite health when passing over ground stations in lower latitudes





Example Payload: Design

• Hardware:

- Camera
- Linux Computer for controlling camera and image processing
 Raspberry Pi, Beaglebone Black, NVidia Tegra
- SSD Drive for photo storage

• Software:

- Pick your favorite language.... Let's say C++
- Open HTTP Library for communication with the Flight Computer:
 - libcurl <u>https://curl.haxx.se/libcurl/</u>
- Open Source JSON library:
 - JSON for modern C++ <u>https://github.com/nlohmann/json</u>
- Open Source library for image processing:
 - OpenCV <u>http://opencv.org/</u>



Example Payload: Payload <--> Bus

- Check for pass over antarctic to take photos:
 - GET /gps/state
 - Response: {lat: 84, long: -44, altitude: 235}
- Request to point camera at targets:
 - POST /adcs/attitude
- Send data to flight computer for downlink on next pass:

 PUT /payload-01/telemetry-downlink Body: {measurement_1: 344, measurement_2: 874, …}
- Check for commands from ground to downlink raw data:
 GET /payload-01/commands
- Send raw files to be downlinked:
 - *PUT /payload-01/data-downlink*



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Data and Commands are human readable

- Send data to flight computer for downlink on next pass:
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Pumpkin Mission Architecture





Example Payload: Ground Station <--> Ground Applications

• Same Interface on Ground

- Payload data pulled into cloud database for analysis
- Command/control remote from ground stations
- Phone alerts about satellite health, pass information, etc. sent to dish operators & mission engineers.
- Design an App for your satellite



Development Status

• Beta Release Ready:

- Core Bus Firmware
- Python Libraries
- HTTP/ReST Server Bus Payload

• In early development:

Ground station HTTP server



Conclusion

- Powerful flight computers for Cubesats are here
- Adopt web standards for easy integration
- Modular and Open Source Systems speed up development



Thanks...

- Shaun Houlihan
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Goals

• Reliable

- Leverage as much flight heritage as possible
- Compartmentalize mission specific code
- Capable
 - Fully utilize all onboard hardware
 - Allow access to all levels of the system

• Compatible

- Fits into current systems seamlessly
- Use widely adopted hardware/software standards

• User friendly

- Provide multiple levels of abstraction
- Enable everyone from novice to veteran developers
- Open source



Typical Mission Architecture





Pumpkin Mission Architecture



