

# NASA IV&V Software Emulator Technology Portfolio

<http://www.nasa.gov/centers/ivv/jstar/ITC.html>

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- **Introduction to Software-Only-Simulation**
    - Process and approach for simulation and hardware modeling
  - **Independent Test Capability (ITC)**
    - Jon McBride Software Testing & Research Lab (JSTAR)
    - Infrastructure, Deployment, and Users
    - Technologies Developed
  - **Development Evolution of Spacecraft Simulators**
  - **Closing Remarks**
    - Lessons Learned
-

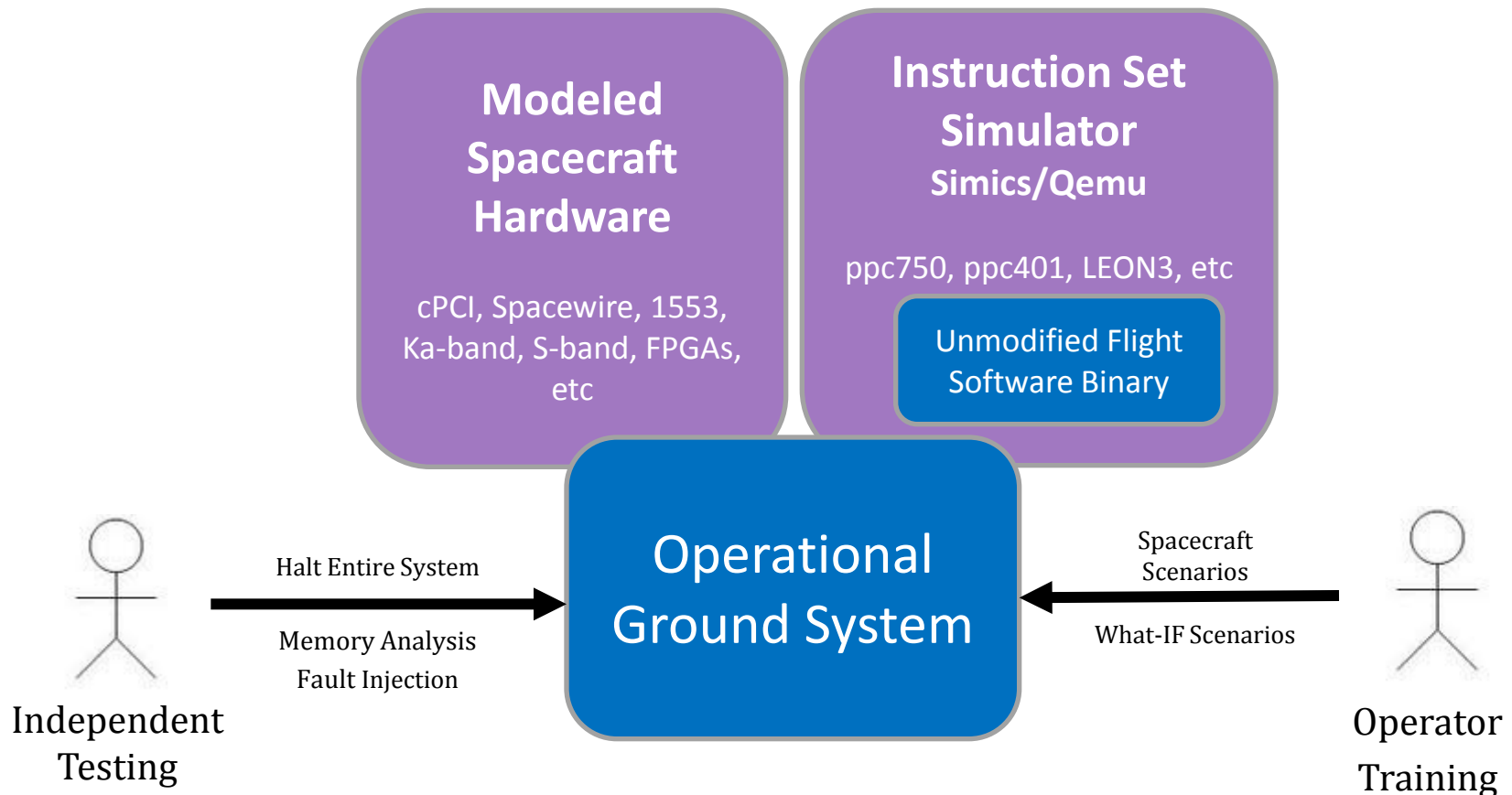
# Software-Only-Simulation Introduction

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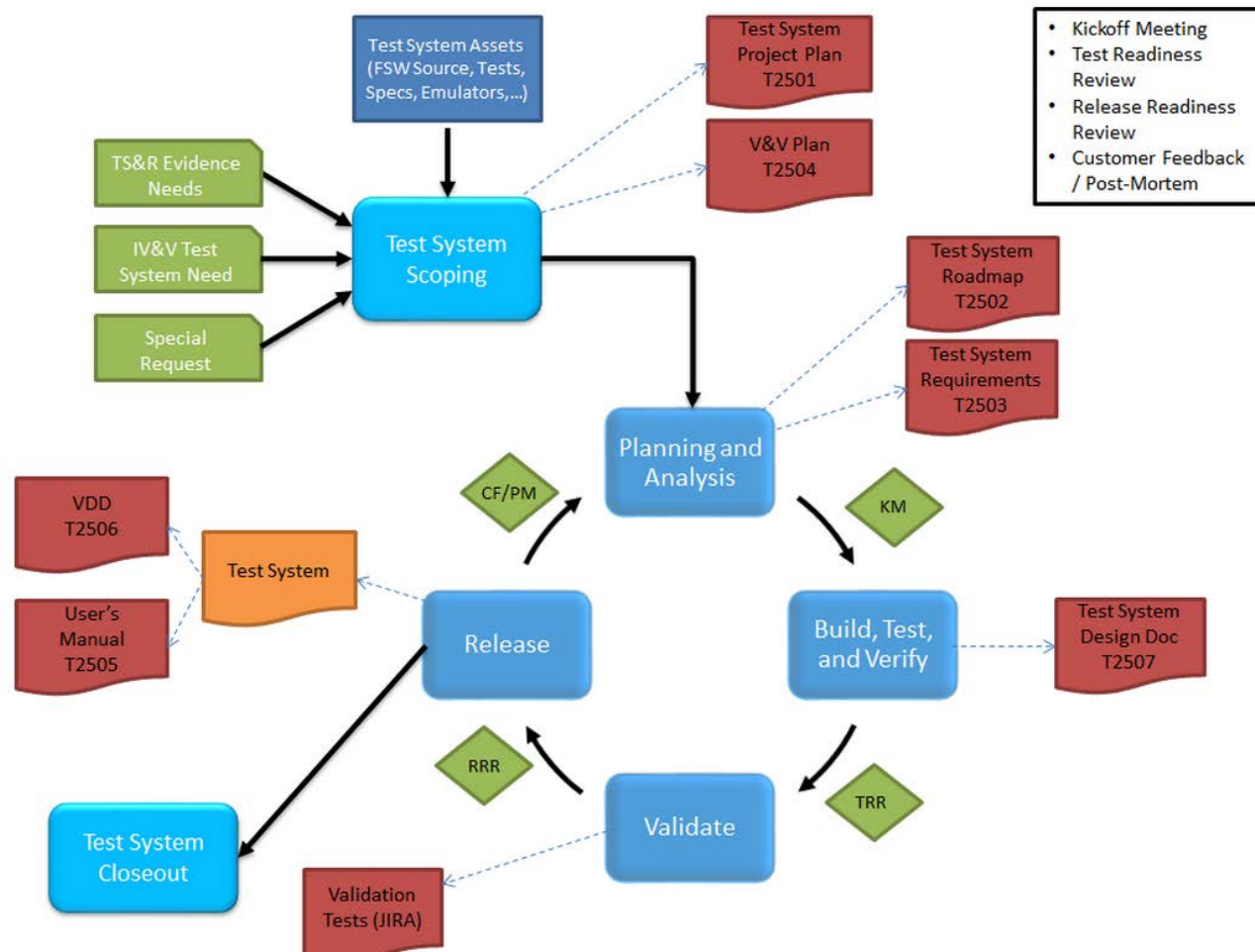
- Software-Only-Simulation is a complete software representation of modeled hardware components and software emulators
  - Together, the components form a complete spacecraft simulator
  - Software-Only-Simulator provides complete control of CPU, Time, and Memory
    - Can stop all execution for debugging.
    - Can peek/poke memory, perform fault injection
  - Spacecraft simulator used for:
    - Independent Testing (IVV)
    - Operator Training
    - Augment Project Hardware Testing
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## Simulator Components



# Software-Only-Simulation Introduction

## Simulator Development Process



# **NASA IV&V Independent Test Capability (ITC) Introduction**

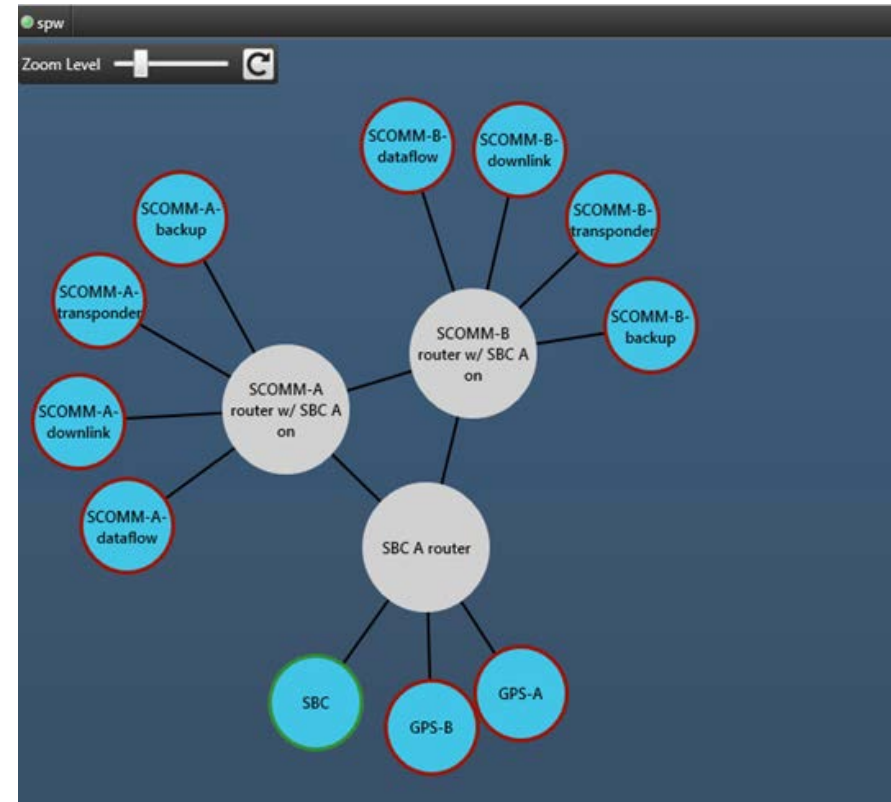
## Charter

Acquire, develop, and manage adaptable test environments that enable the dynamic analysis of software behaviors for multiple NASA missions

Dynamic Analysis is performed on flight software to verify software behavior



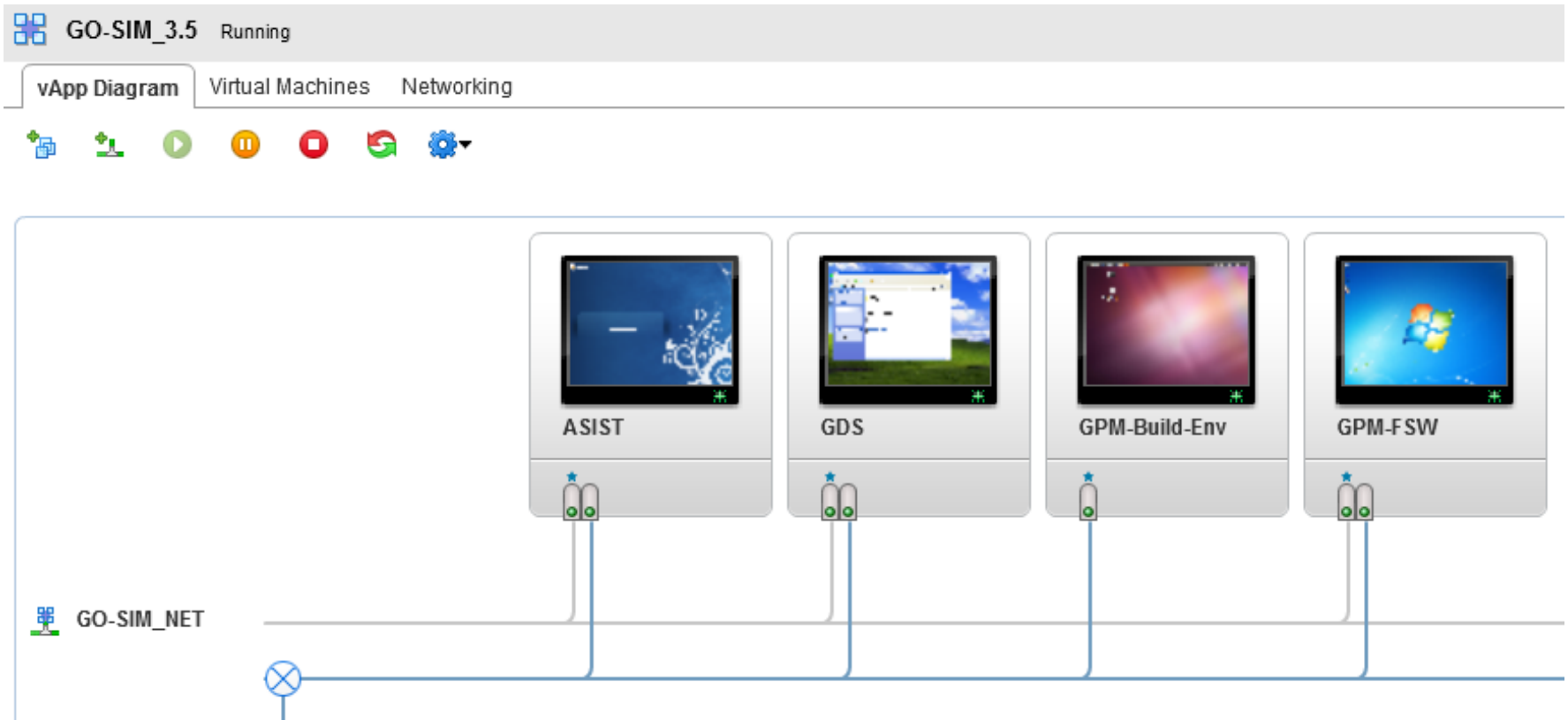
- ITC Develops System Simulators
  - Experts in Hardware Modeling and Distributed Simulation
  - Experts in Simulator & Software Integration



- Cloud-based infrastructure using server and desktop virtualization
- Large scale simulator deployments
- Hardware-in-the-loop and software-only test environments
- Integration of COTS and GOTS software tools to support V&V activities



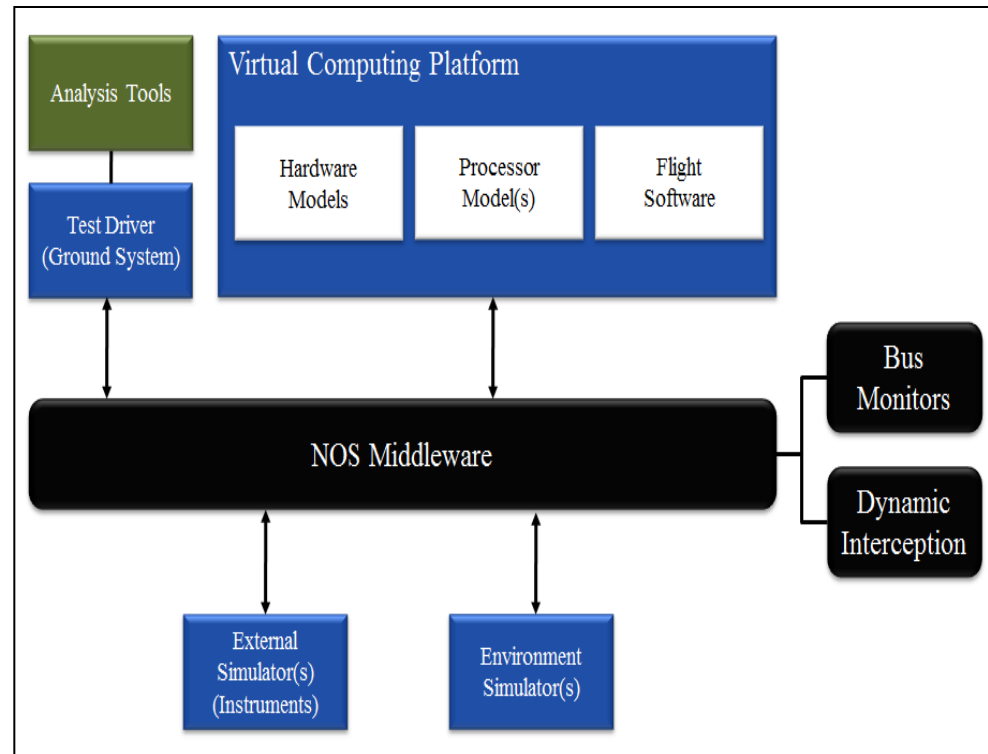
## Virtualized Deployment



# ITC Technologies

## NASA Operational Simulator (NOS)

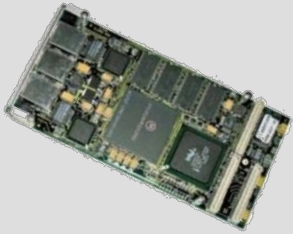
- Software-only simulation architecture
- Capable of executing unmodified flight software
- Custom layered-architecture middleware
- Dynamic interception capability
- Reusable software modules and scripts
- Virtual machine deployment



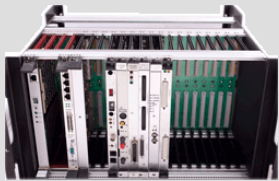
Typical NOS Architecture  
(Space Domain)

# NOS Feature Set

## Plug-and-Play Hardware Models



*Processors,  
Boards,  
Racks*



## Use of Operational Ground Systems Software



## Instrument Model Framework

### Instrument1

Subaddress HandlerA → FunctionA

Subaddress HandlerB → FunctionB

...

Subaddress HandlerN → FunctionN

### InstrumentX

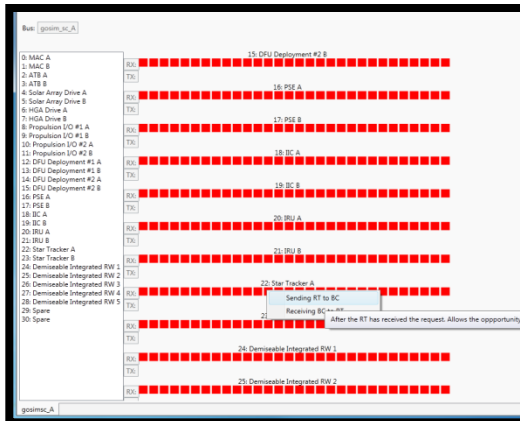
Subaddress HandlerA → FunctionA

Subaddress HandlerB → FunctionB

...

Subaddress HandlerN → FunctionN

## Internal Bus Monitoring



## NOS Middleware



## Deployment & Maintenance



*Virtualization*

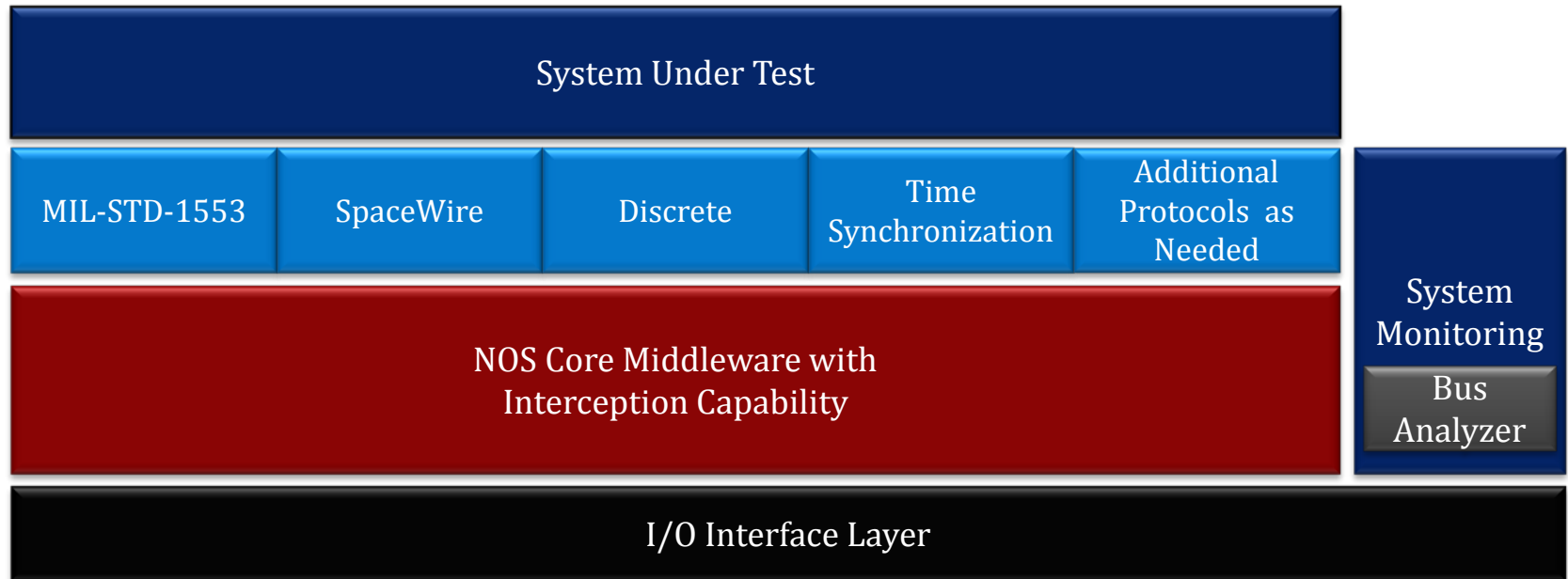
## Overview

- ✓ Offers re-usable communication mechanism
  - Ensures consistent and correct data passing
- ✓ Provides synchronization between distributed applications
- ✓ Flexible and extensible design
  - Can be extended to incorporate any communication protocol

## Features

- ✓ Transport agnostic
- ✓ Cross platform C++ implementation
- ✓ Robust User API
- ✓ Specialized User API Layers
  - MIL-STD-1553B
  - ESA SpaceWire
  - Discrete Signals
  - Time Synchronization
- ✓ Interception allows for V&V analysis
  - No modification to software-under-test

# NOS Middleware Architecture



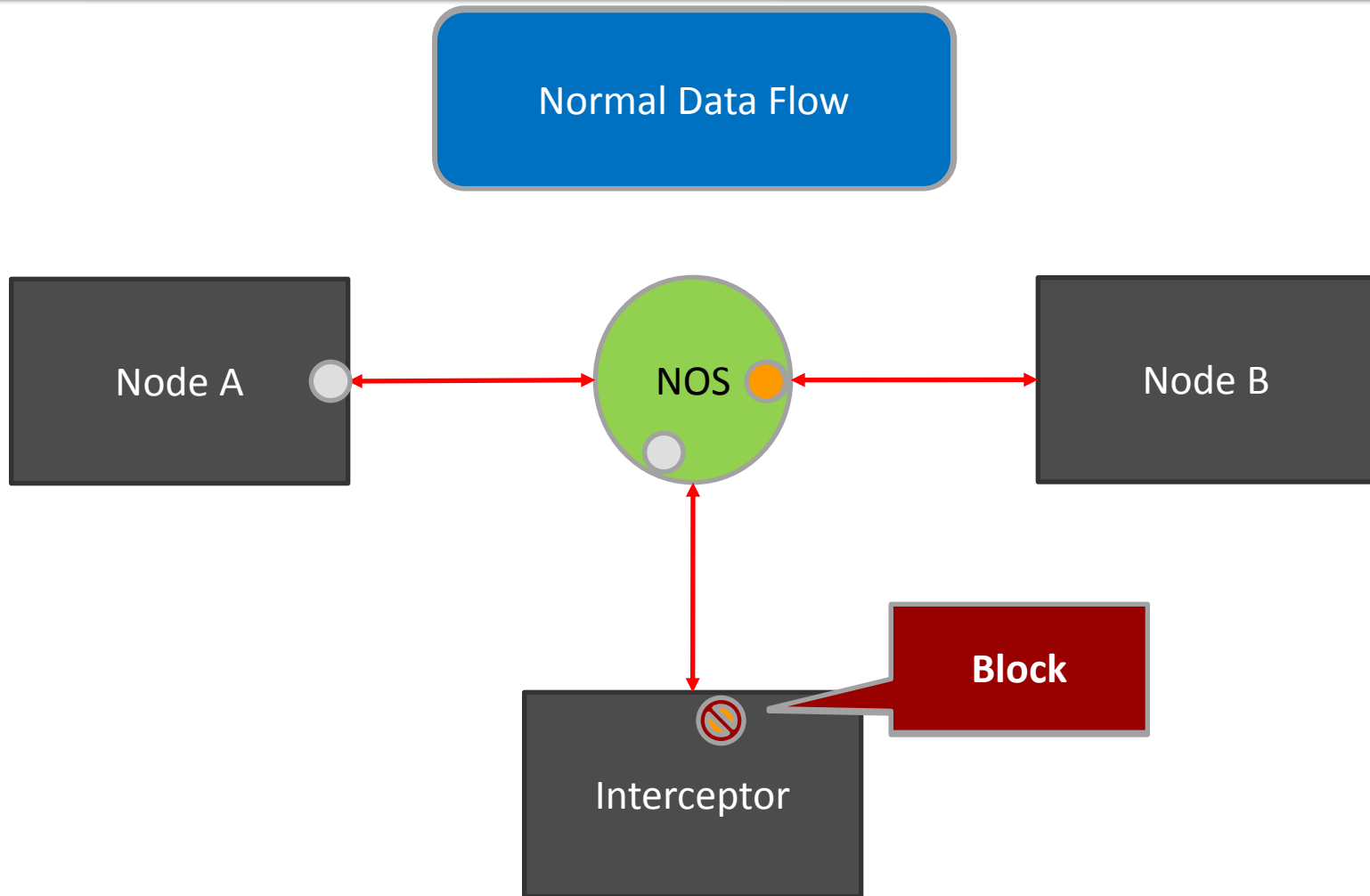


- Virtual Oscilloscope
  - Virtual CompactPCI (cPCI) Analysis
  - Board-Level Signal Analysis
- Virtual MIL-STD-1553 Bus
  - Bus Controller with XML Defined Schedules
  - Remote Terminal
  - Bus Monitor/Logger
  - PASS3200 Software Emulator
- Virtual SpaceWire Router

```
0x16d28 49732611220} output signal lowered
0x16d04 49734659404} output signal raised
0x16d28 49736707599} output signal lowered
0x16d04 49738755772} output signal raised
0x16d28 49740803956} output signal lowered
0x16d04 49742849199} output signal raised
0x16d28 49744897380} output signal lowered
0x16d04 49746945570} output signal raised
0x16d28 49748993748} output signal lowered
0x16d04 49751041977} output signal raised
0x16d28 49753090140} output signal lowered
```

```
<?xml version="1.0" encoding="utf-8"?>
<BusController_Schedule
  xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
  xmlns="http://itc.ivv.nasa.gov/1.0/bc_schedule"
  xsi:schemaLocation="http://itc.ivv.nasa.gov/1.0/bc_sched
  <!-- This XML file serves as a basic example of a BC schedule fo
  <BCSchedule Name="bc_schedule_example" Repeat="true" DoubleB
  <Frame FirstMsgDelayMicroSec="10">
    <Message MessageNum="1" RT="30" SA="14" WordCount="1"
    <Message RT="29" SA="1" WordCount="4" GapTimeMicroSec
    <Message RT="30" SA="14" WordCount="1" GapTimeMicroSec
    <Message RT="29" SA="14" WordCount="1" GapTimeMicroSec
  </Frame>
```

# NOS Dynamic Interception



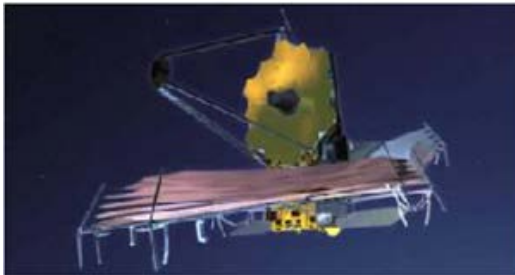
# Evolution of ITC Spacecraft Simulators

# Evolution of ITC Spacecraft Simulators



## Global Precipitation Measurement (GPM) Operational Simulator (GO-SIM)

Closed-loop simulator including **unmodified** operational ground system, **unmodified** flight software, environmental simulator, and science instrument simulators



## James Webb Space Telescope (JWST) Integrated Simulation and Test (JIST)

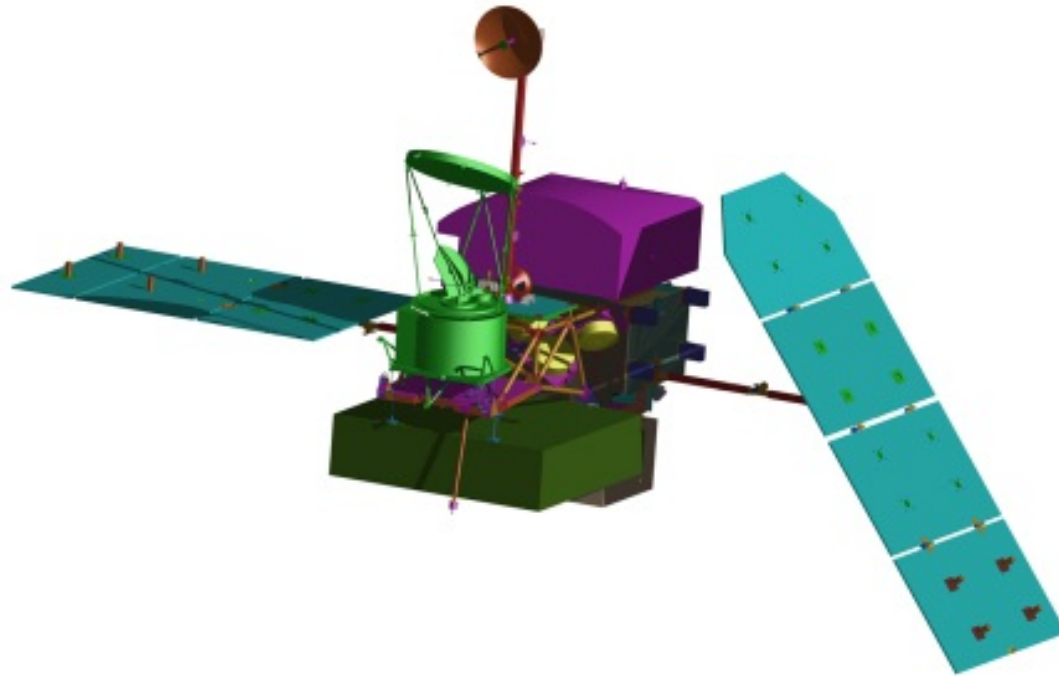
Simulator that demonstrates reusable NOS technologies can be applied to other NASA missions



## Deep Space Climate Observatory (DSCOVR)

Turn-key modeling effort for spacecraft C&DH

## GPM Operational Simulator (GO-SIM)



## Components

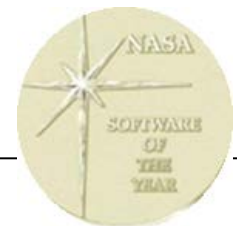
- COTS Emulator
- Primary Instrument Simulations (GMI/DPR)
- GPM Ground System
- GSFC Goddard Dynamic Simulator (GDS)
- NOS Middleware
- GPM Hardware Models



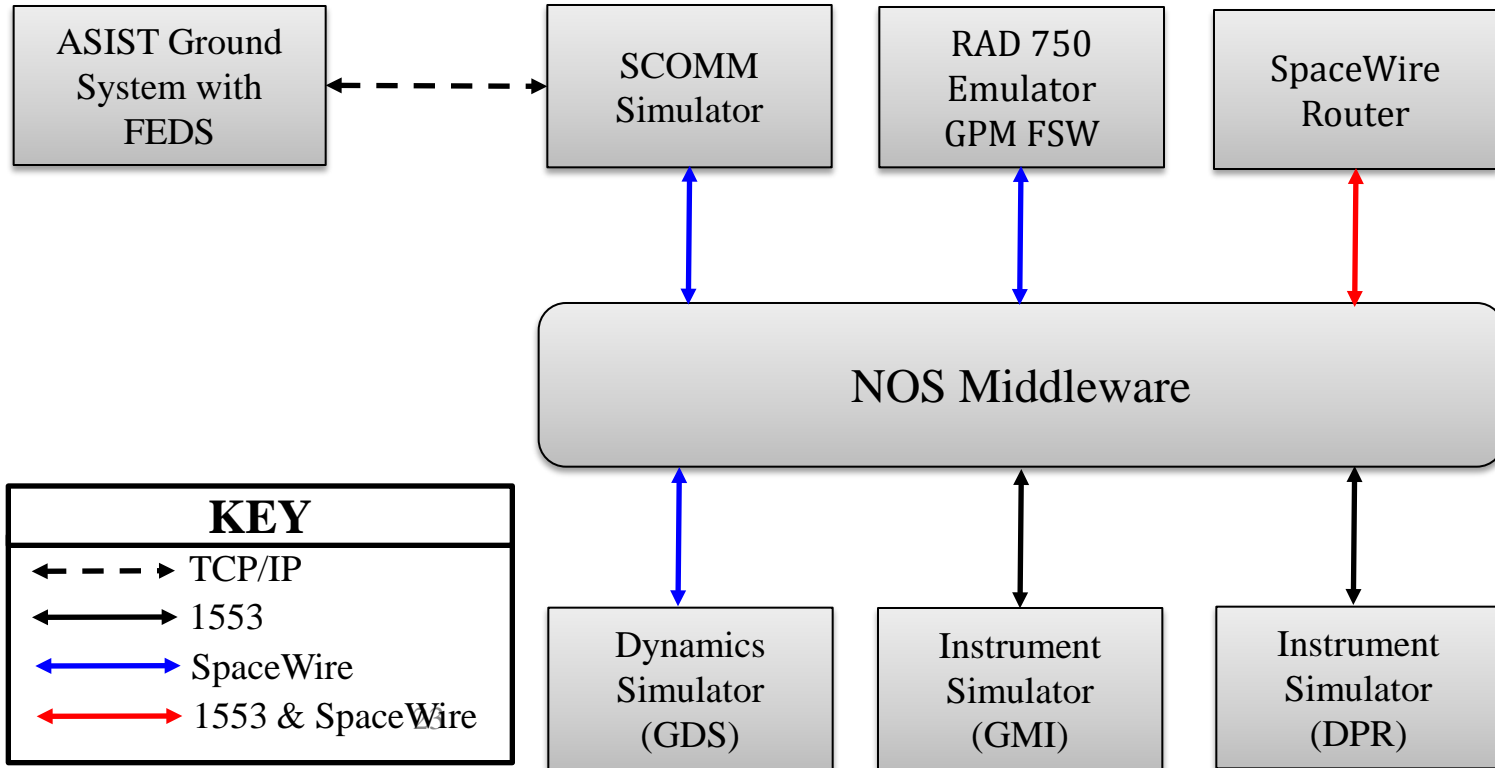
## Capabilities

- Load and run unmodified flight software binaries
- Execute test flight scripts
- Single-step debugging
- Inject errors via ground system and NOS middleware
- Stress system under test

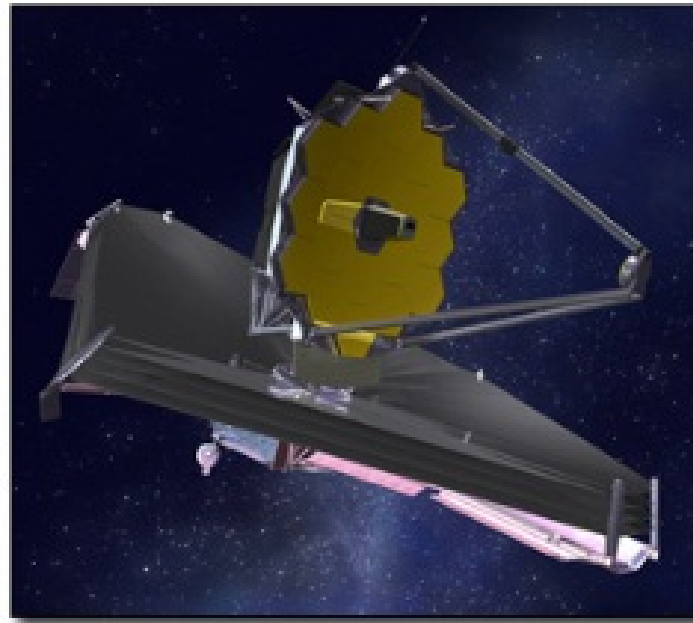
**NASA Software of the Year  
Honorable Mention 2012**



# GO-SIM Architecture



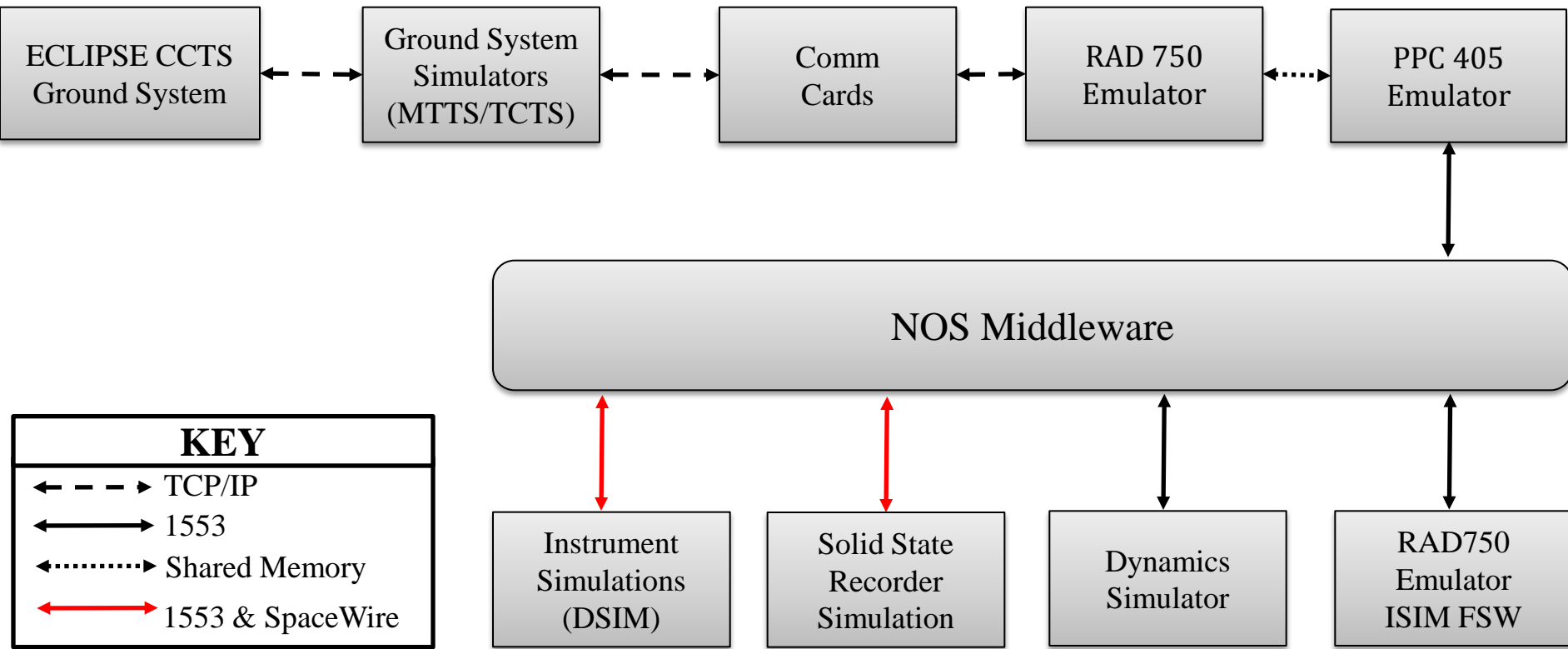
## James Webb Space Telescope (JWST) Integrated Simulation and Test (JIST)



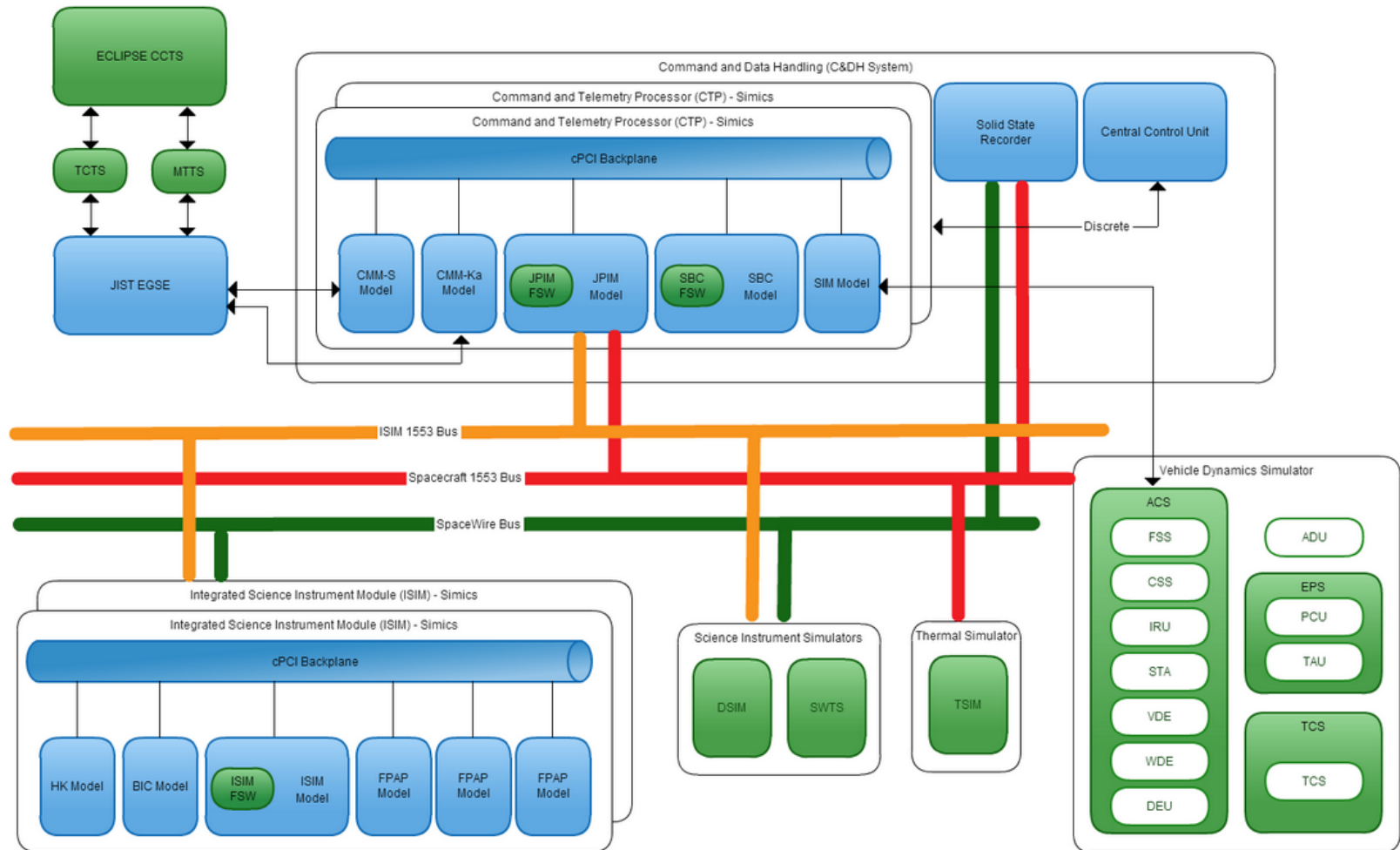


- Software-only spacecraft simulator
- Flexible environment to support V&V activities
- Unmodified ground system and scripts
- Unmodified software-under-test binaries
- Integration of COTS, GOTS and in-house developed components
- Custom hardware models
- Automated Testing Framework
- Fault Based Testing

# JIST Architecture



# JIST Architecture

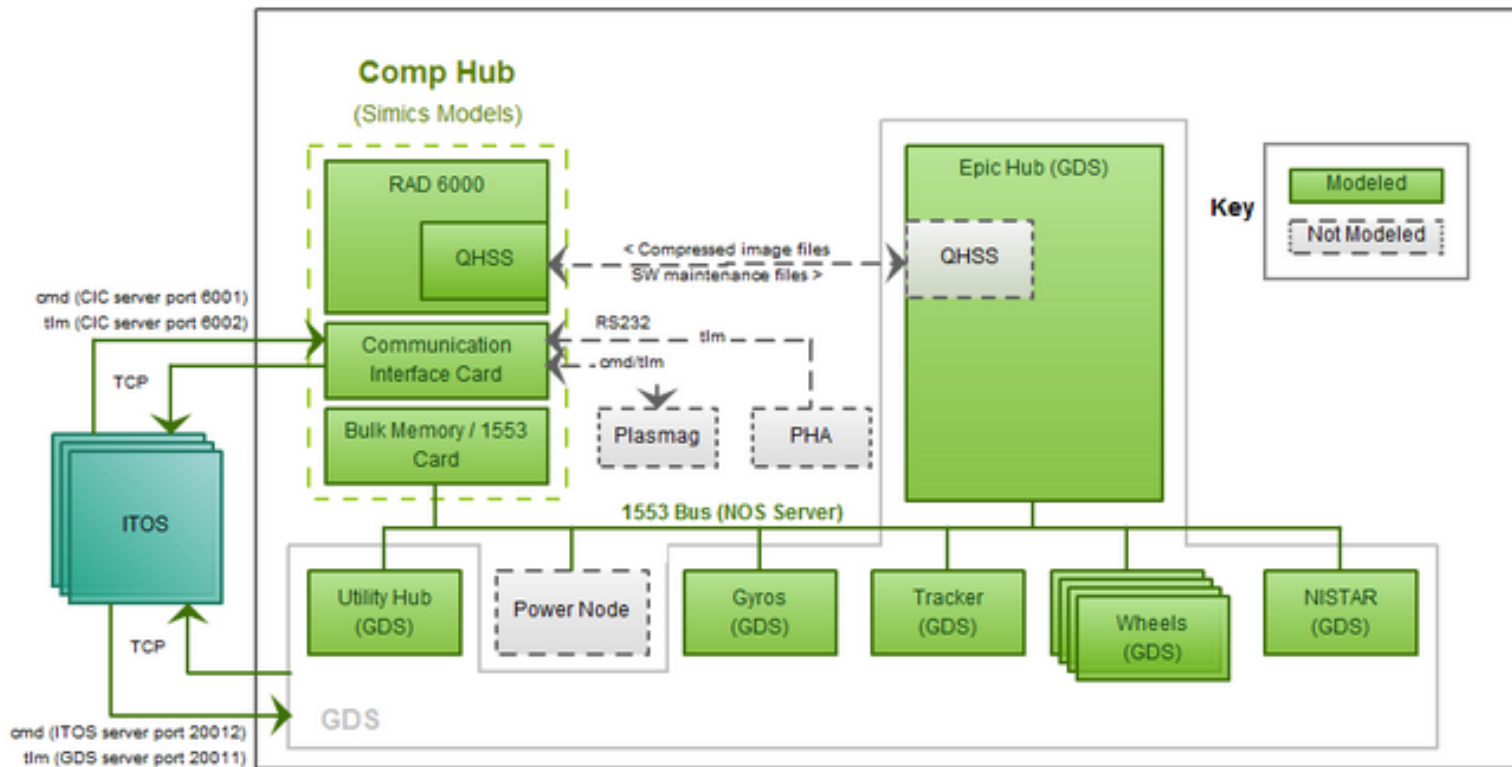


## Deep Space Climate Observatory (DSCOVR)



# DSCOV R Architecture

## Mission Training Simulator (MTS)



# Simulator Level-of-Effort Comparison

Year Usage	Simulator	Effort	Prototype (Basic C&DH)	Complexity	Users
2011-2014	GO-SIM	2 FTEs	6 Months	Medium	IV&V, GPM Project Testers Launch Support
2012 - Ongoing	JIST	2 FTEs	4 Months	Very High	IV&V, JWST Test Labs, JWST Operations
2013 - Ongoing	DSCOVOR	1 FTE	2 Months	Low	DSCOVOR Testers DSCOVOR Operations

# Evolution Lessons Learned

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- Establishment of a reusable simulation architecture has proven to save costs and reduce future effort
  - Automate tests and deployments as much as possible as it allows for engineers to focus on more challenging tasks
  - Hardware modeling should focus on the minimum needed in order for the flight software to execute. Establish this baseline then augment to support full V&V dynamic testing using an iterative process.
  - Spend considerable time writing unit tests for the hardware models. When things go wrong, debugging is very difficult.
  - Integration of simulators to form a system will require significant development labor, cost, and time.
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- Web Page
  - <http://www.nasa.gov/centers/ivv/jstar/JSTAR.html>
- E-Mail
  - Scott.Zemerick@TMCTechnologies.com
  - Justin.R.Morris@nasa.gov
- Contact us for...
  - Demonstrations of test beds
  - Middleware usage agreements
  - Simulator development
  - Hardware modeling
  - V&V Services, HWIL Testing, Performance Testing