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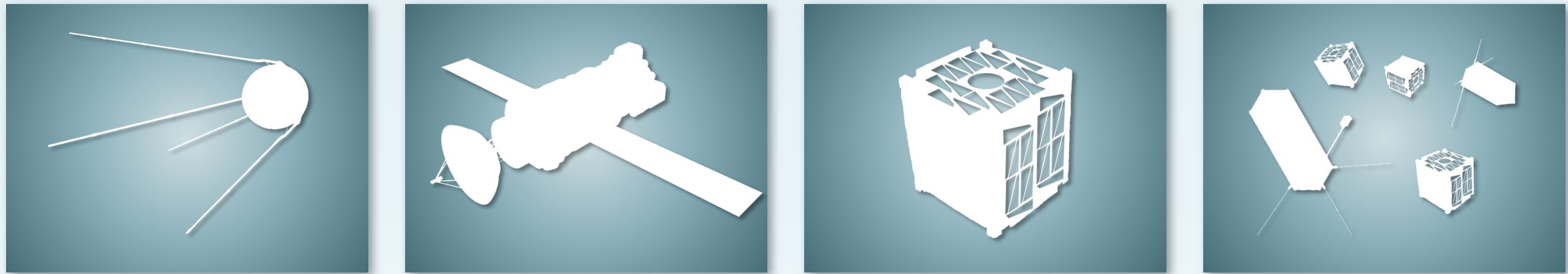
On Software Architectures for Distributed Spacecraft: A Local-Global Policy

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Technological evolution

→ New trend: distributed spacecraft

- Swarms, Fractionated Satellites, Federated Systems, Constellations, Satellite trains...

→ Challenges / enabling technologies

- Networking and Communications → Inter-Satellite Links, Protocols, DTN, Phy...
- Wireless Power Transfer → Service areas, distributed power, ...
- Cluster flight → Collision avoidance, Flight formation, ...
- Distributed computing → distributed algorithms, decentralized management, ...

- Software remains in the background
 - The design of suitable software architectures needs to be addressed.
 - Resource management and exchange.
 - Autonomous task allocation.
 - Designed to mitigate technical constraints.
 - Empower new functionalities (new mission concepts).
 - Mission operability, security and robustness.

- How to conceive software architectures for current mission architectures?
 - What are the key characteristics in distributed spacecraft?
 - What are the missing features in current designs?
 - Can new software architectures be accommodated to all mission topologies?

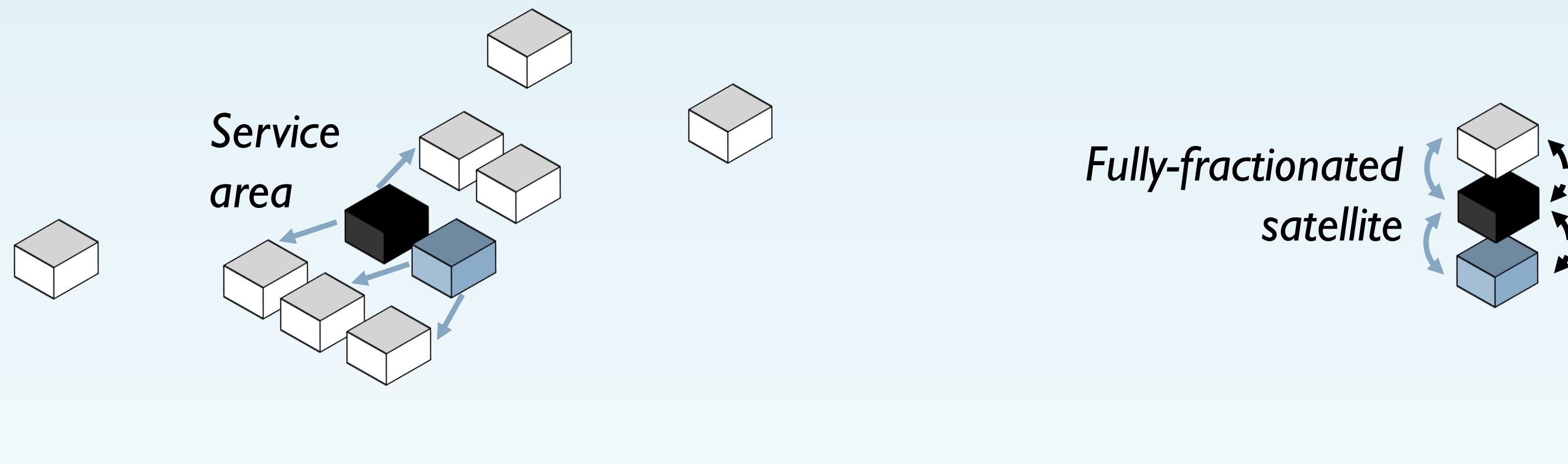
→ Mission archetypes:

■ Fractionated Satellites:

- Fractions are devoted to specific purposes (power, energy storage, data processing, ground link, ...)
- Both **management information** and **resources** (power, bandwidth, ...) are exchanged among modules.
- Fully functional symbiosis.



→ Mission archetypes:



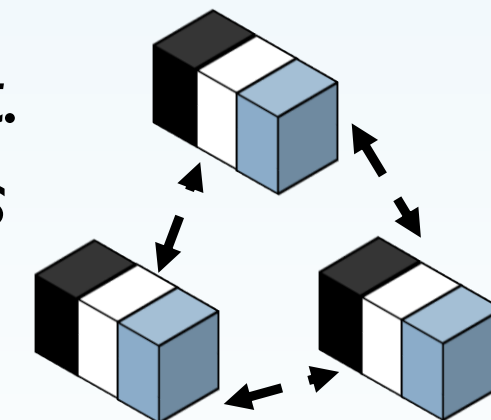
- New concepts have also appeared, such as service areas:
 - Satellite modules provide a specific resource to other modules sporadically.
 - There is exchange of resources (power, bandwidth, processing time, data storage, ...)
 - Service providers and consumers do not share common goals (i.e. are not part of the same mission).
 - Consumers are fractions of a distributed satellite.

→ Mission archetypes:

■ Federated Satellite Systems:

- Collaborative (opportunistic) missions.
- Each module is a complete satellite (can operate independently).
- ***Distributed management***/collaboration implies a certain exchange of management information.

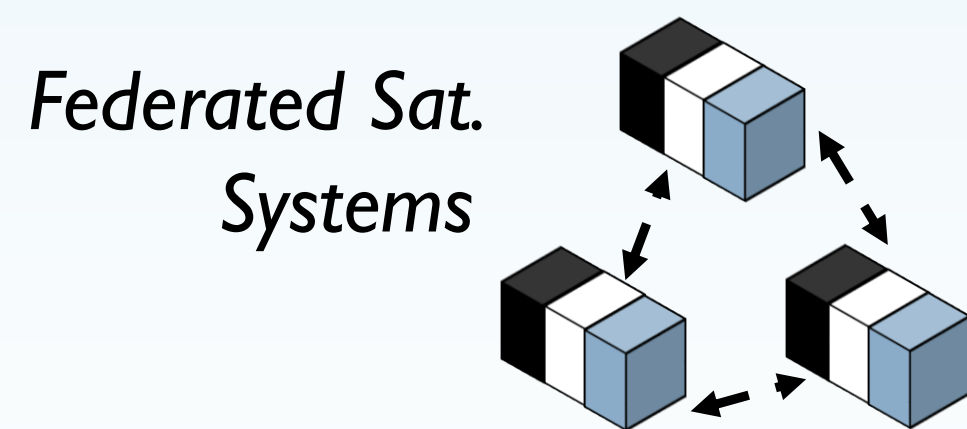
*Federated Sat.
Systems*



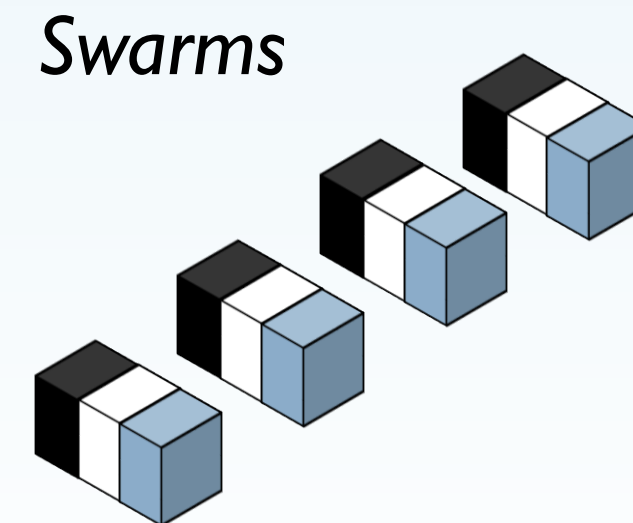
→ Mission archetypes:

■ Satellite swarms / constellations

- Independent satellites (usually homogeneous)
- Each module performs its own tasks. The swarm is managed by ground operators.
- No resource nor management information is exchanged among modules.

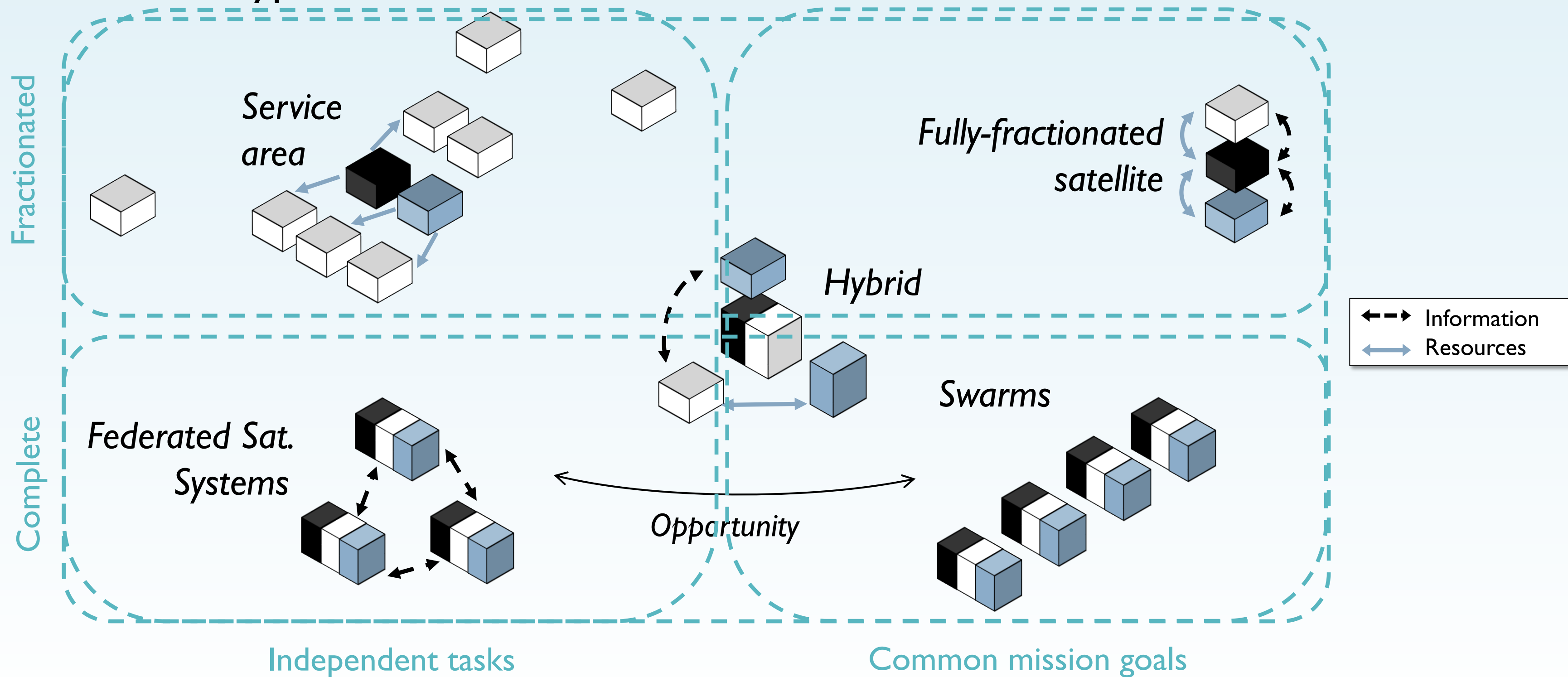


←—→
Opportunity



Taxonomy of Distributed Satellite Systems

→ Mission archetypes:



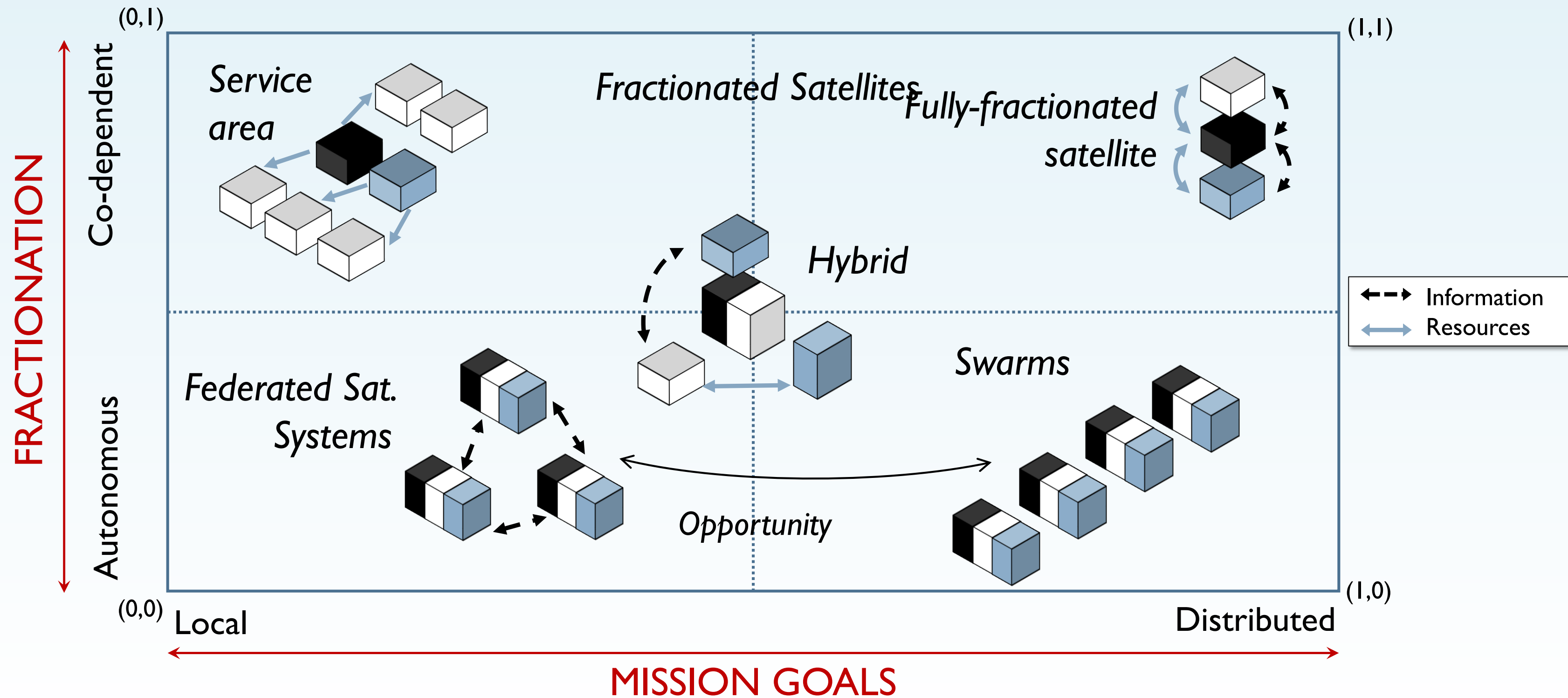
→ Two parameters can be used to classify distributed satellite missions:

- **Degree of fractionation:** *resource interdependence* between modules.
 - How autonomous the modules are.
 - Exchanged resources (power, data storage, bandwidth, ...)
 - Particularities of the exchange (continuous, intermittent, opportunistic)
 - 0: Fully-fractionated satellites (co-dependent) ↔ 1: autonomous (independent)

- **Mission goals:** *local* to the modules, or *global* to a distributed infrastructure.
 - Whether there is a distributed mission management.
 - 0: Each satellite module performs a set of activities which seek to accomplish a local objective.
 - 1: Satellite modules develop small portions of a global objective. (e.g. multi-spectral measurement where each sensor is located at a different satellite module)

Taxonomy of Distributed Satellite Systems

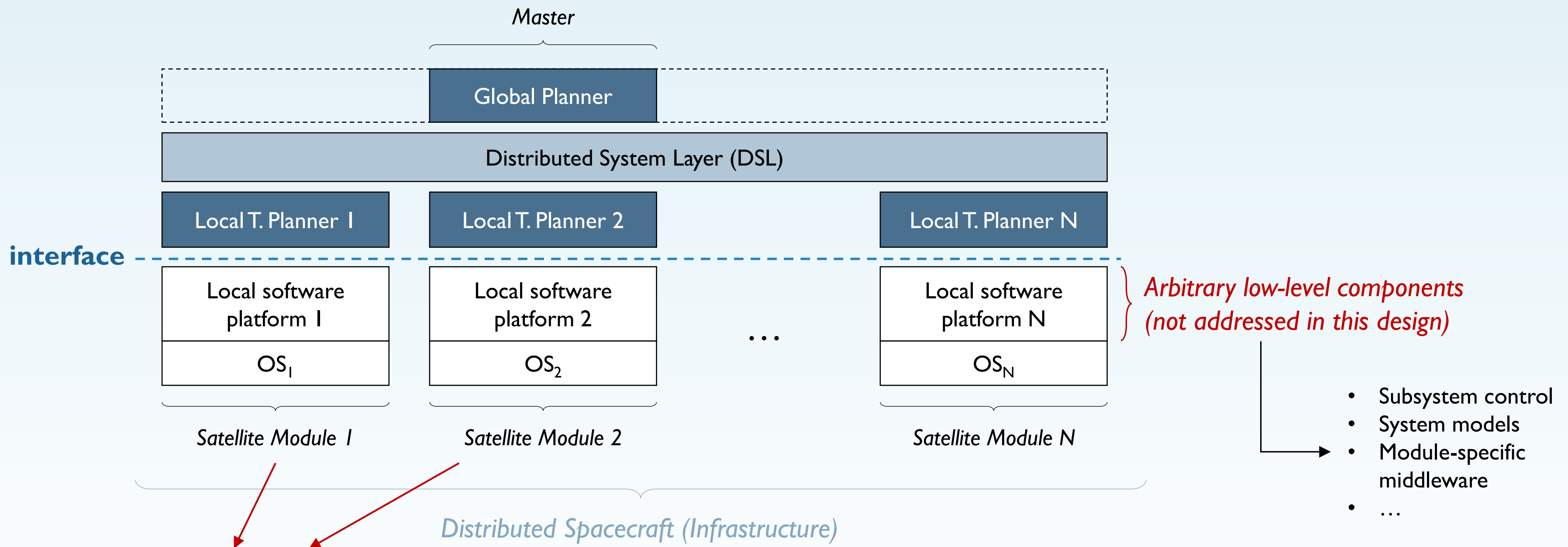
→ Classifying distributed spacecraft:



→ Software architecture: preliminary design

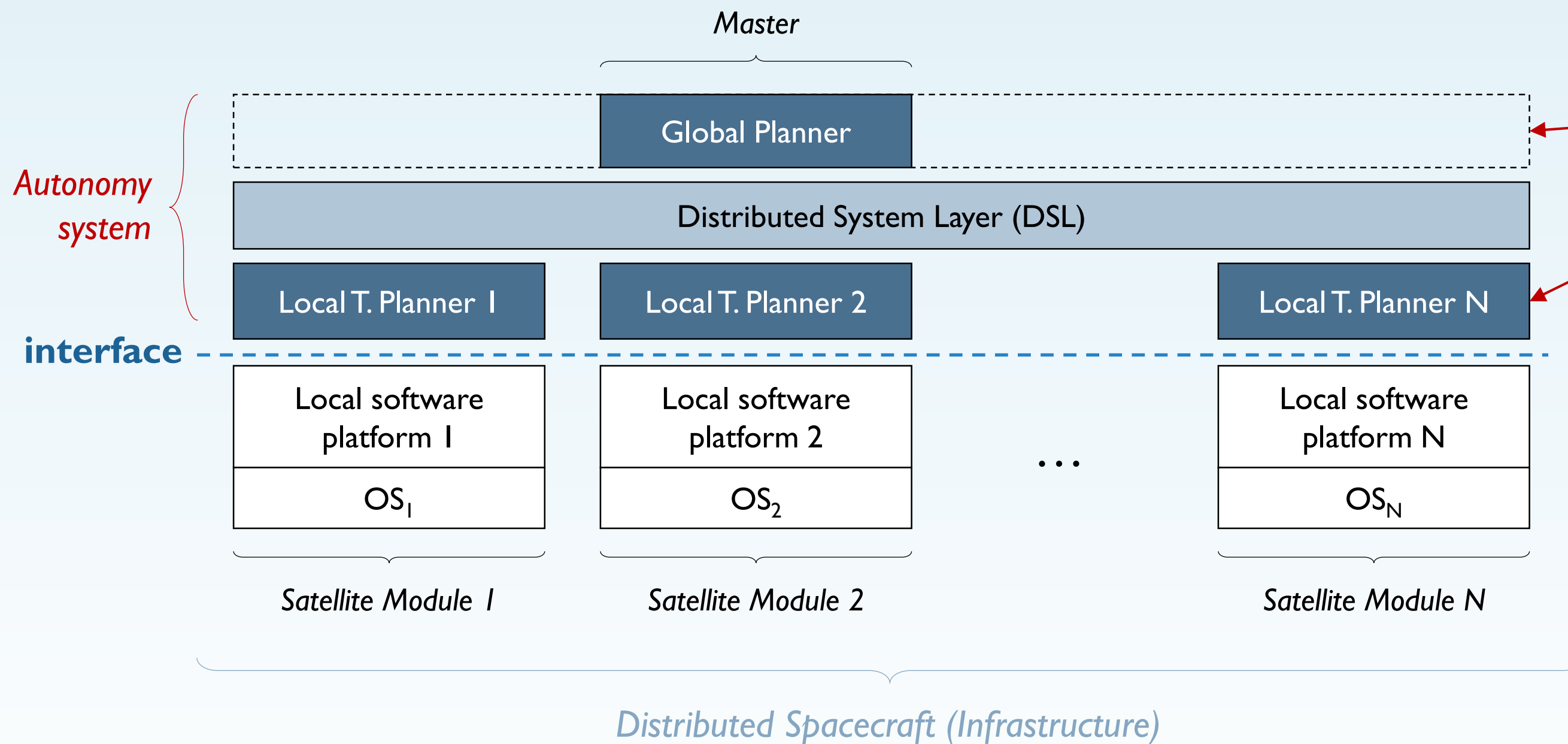
- Based on the features of these mission archetypes, a suitable software architecture has been designed.
- Instead of addressing low-level components (OS, middleware, models, mission-specific components), the software design is approached as a top-level description.
 - Encapsulation of systems.
- Software architecture for autonomous distributed spacecraft.
 - Components interact to autonomously operate the system:
 - Distribute tasks among satellite modules / nodes.
 - Allocate infrastructure resources for these tasks.
 - A policy is defined to perform task scheduling in a distributed manner.
- Currently in its prototyping phase at UPC's NanoSat Lab.

→ Structural view:



- Modules need not be homogeneous (i.e. different computational capabilities, payloads, subsystem availability/capabilities...) → System encapsulation.

→ Structural view:



- Two control levels:

- Global:** relative to the infrastructure domain.

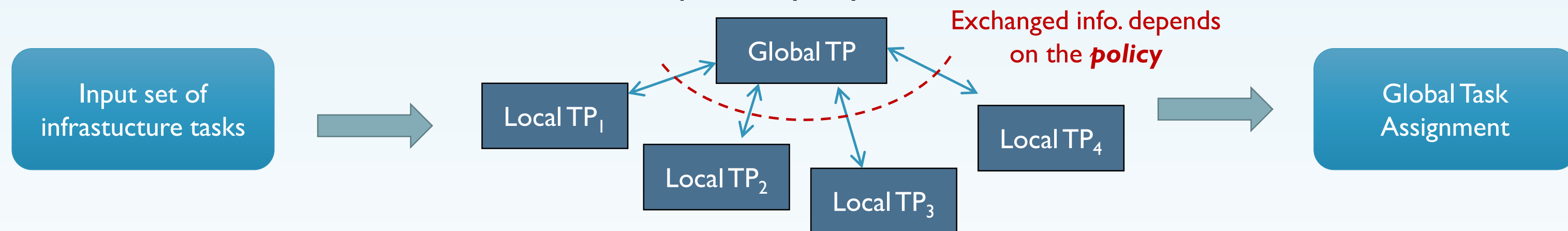
- Local:** relative to each module domain.

- Hierarchical relation similar to master-slave.

- The autonomy system is composed of *Autonomy Management Entities* (i.e. task planners) which interact to operate the spacecraft autonomously.
- DSL provides a transparent communication channel (through ISL) between global and local entities.

→ Functional view:

- Locally managed activities are hidden to the autonomy system.
 - Activities/tasks performed by local software platforms. E.g.:
 - Maintenance tasks.
 - Flight formation.
 - Functionalities/tasks extrinsic to the infrastructure.
- Global tasks are scheduled by the autonomy system.
 - Activities/tasks that could be executed, a priori, by any node in the infrastructure.

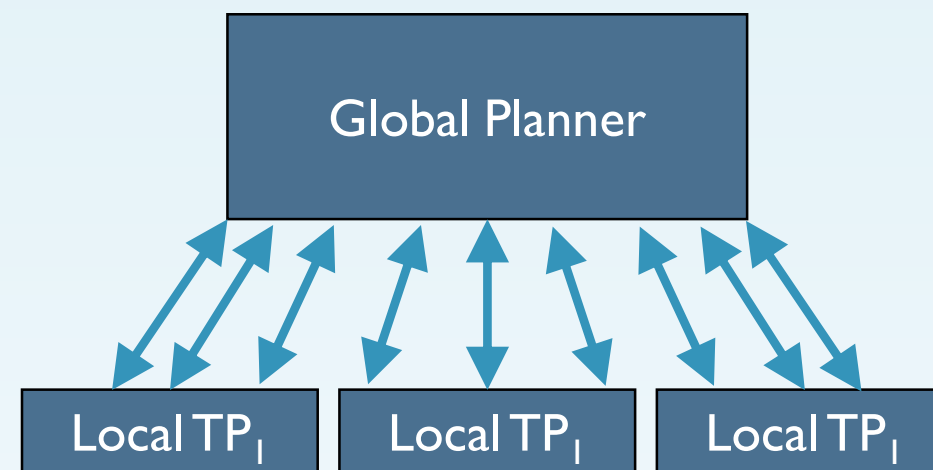


- “Policy” as the architecture’s functional behavior/model.
 - Establishes the exchange of information between the Global and Local control levels.
 - Provides a mechanism to perform distributed assignment of **global** tasks, for each node and period of time.
 - Compendium of algorithms.
- Software architecture for dynamic contexts → **dynamic** management policies.

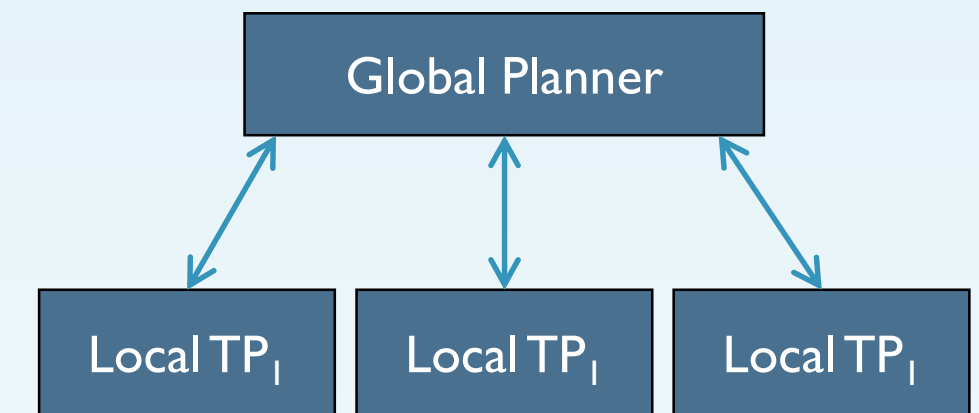
→ Possible scenarios (management policy types):



- **Local management:** most information is processed at the local level.
- E.g. Swarms



- **Global management:** utterly centralized management (requires *all* local information to be transferred to the global entity, which processes it)
- E.g. FracSats.

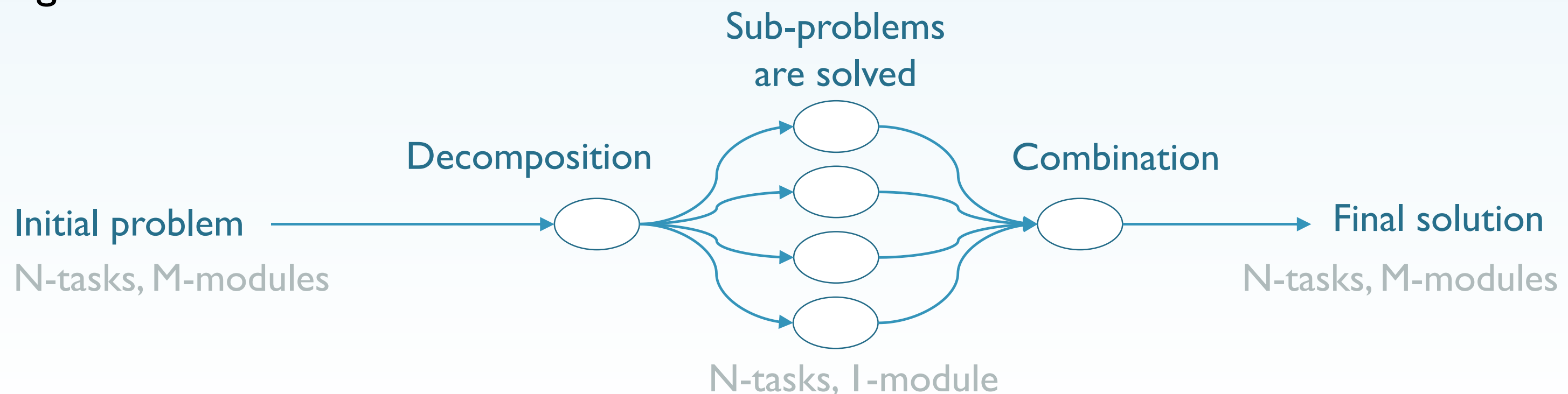


- **Mixed management:** information exchange and process is balanced between local and global entities.
- E.g. FSS

→ Dynamic: the policy changes with mission opportunities.

→ Local-Global approach (L-G):

- Mixed management policy.
- Aimed at providing an **adaptive** planning solution for a **distributed** spacecraft with an arbitrary number of **heterogeneous** modules (i.e. different platforms, hardware, payloads, computational capabilities, ISL bandwidth, ...)
- Adapts to the number of modules present in the infrastructure.
- Balances the amount of information processed by the master node.
- Based on decomposing the “multiple-tasks multiple-modules” problem into “multiple-tasks single-module”.



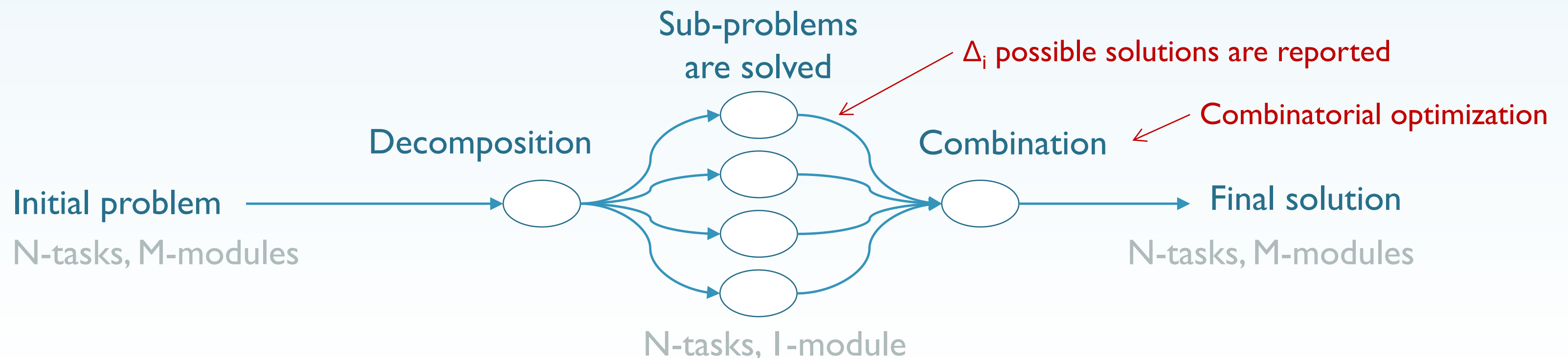
→ Local-Global approach (L-G):

Golden index (Δ , integer)

- Amount of reported sub-solutions by every local planner.
- Calculated a priori with the computational capacity of the master and network features.
- Tries to mitigate heterogeneity problems.

Figure of merit (F)

- Encompasses a set of variables that state the goodness for each sub-solution reported to the master.
- Optimality criteria.



The Local-Global Policy

→ L-G policy steps:

1. Characterization: Δ is set for every module.

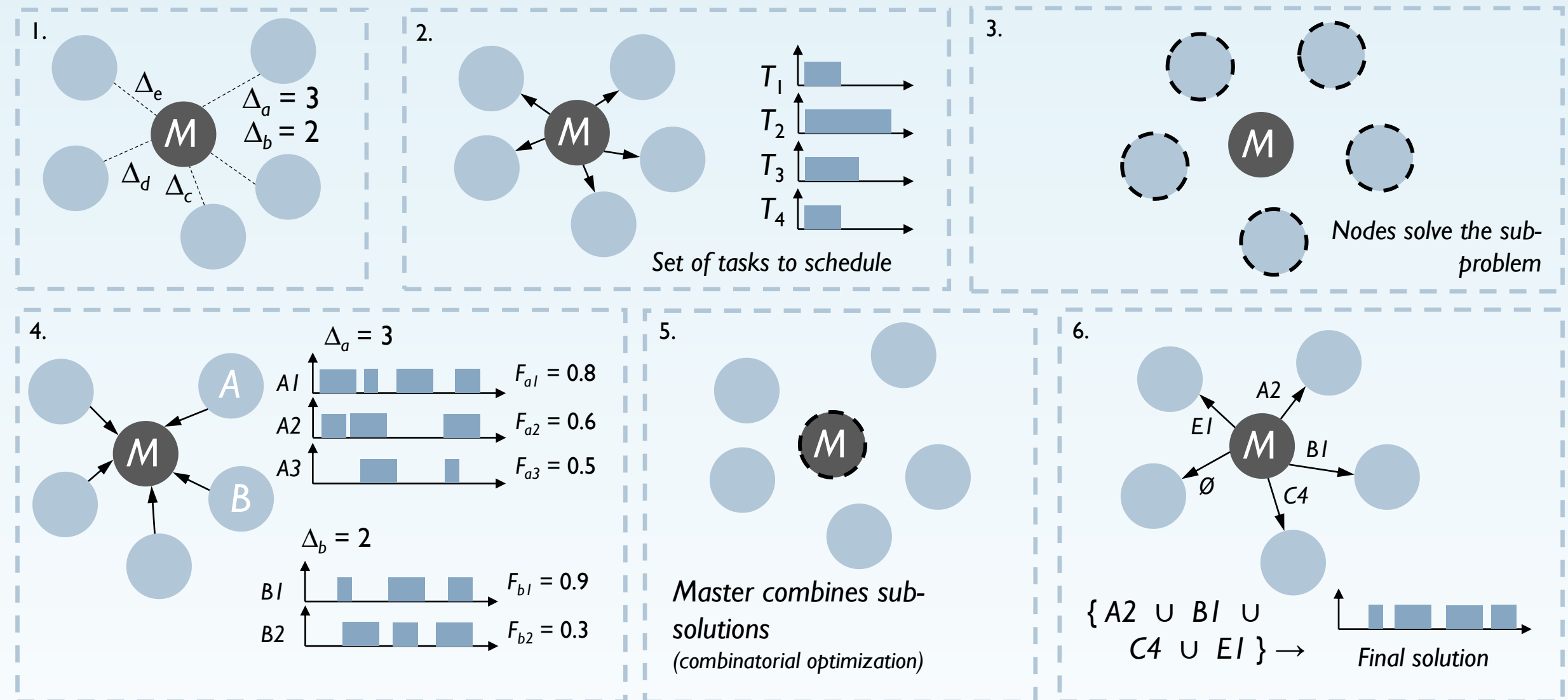
2. Task delivery: determine scheduling window and distribute all tasks to all modules.

3. Local evaluation: potential sub-solutions are sorted by each local planner.

4. Submission of solutions: sub-solutions are reported in a simplified manner.

5. Global selection and combination: accepts and discards sub-solutions to meet some mission metrics (i.e. utility, agility, throughput).

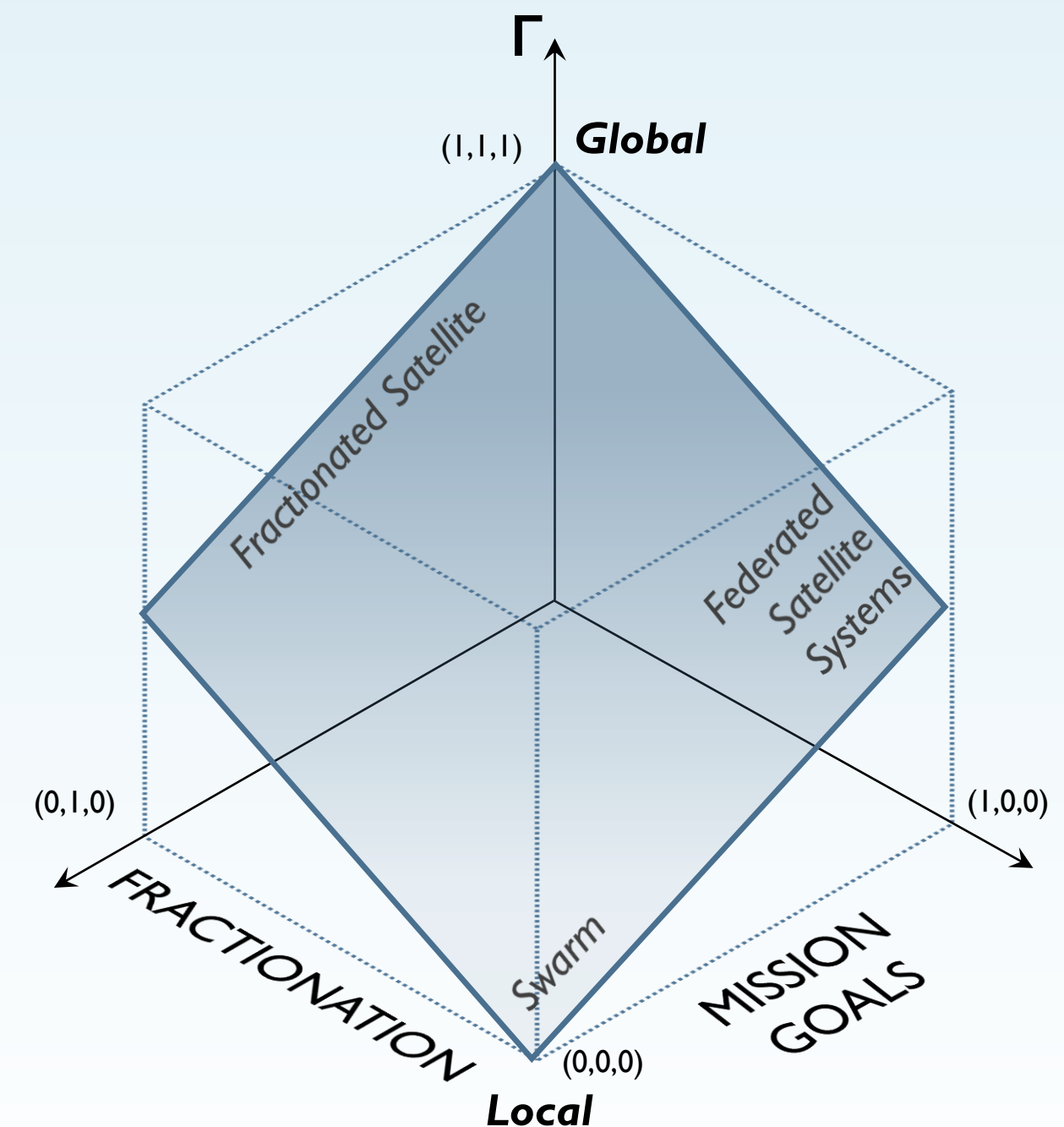
6. Distribution of solution: the final solution is reported back to each module.



→ Parameter adjustment

- Adjusting the policy's parameters (Δ and $|F|$) allows to modify the amount of information processed by the master node:

- $I_m = \sum I_i \cdot \gamma_i$
- With $\gamma_i = f(\Delta, |F|)$
- Static management policies + archetypes:
 - $\gamma_i = 0 \ \forall i \rightarrow$ Swarms (no global computation).
 - $\gamma_i = 1 \ \forall i \rightarrow$ Fully-Fractionated Satellites (no local computation).
 - $0 < \gamma_i < 1 \rightarrow$ FSS (both local and global computation).
- Heterogeneous distributed spacecraft:
 - Aggregated ratio: $\Gamma = I_m / \sum I_i$



- Distributed spacecraft is an emerging paradigm which requires novel techniques to empower the mission development and operation of such missions.
- Presented distributed software architecture: valid for any kind of distr. mission.
- High-level generic architecture which encapsulates module's flight platforms:
 - Need to define standard interfaces.
- Resource-aware autonomy system:
 - Scalable scheduling policy based on a parametrized $(\Delta, |F|)$ collaborative procedure.
 - Computational burden is balanced among nodes.
 - Information exchanged through ISL is minimized.
 - Suboptimal solutions are produced:
 - Optimality is influenced by quality and variety of local sub-solutions.
- Resource exchange management not considered, could be performed through an additional step in the scheduling policy.

Thanks for you
attention

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