

UNIVERSITY OF TARTU  
Faculty of Science and Technology  
Institute of Physics  
Computer Engineering

Taavi Ilves

ESTCUBE-1 ELECTRICAL POWER SYSTEM  
OPERATION SOFTWARE

Master's Thesis

Supervisors: Ph.D Mart Noorma  
M.Sc. Mihkel Pajusalu

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## **Acronyms and abbreviations**

1U	one unit
ADC	Analog-to-Digital Converter
ALU	Arithmetic Logic Unit
APD	Access Port Device
BLS	Boot Loader Section
CTL	Subsystem Control Circuit
EPS	Electrical Power System
ESB	EPS System Bus
FRAM	Ferroelectric Random-Access Memory
I <sup>2</sup> C	Inter-integrated Circuit
ICP	Internal Communication Protocol
LEO	Low-Earth Orbit
MPB	Main Power Bus
PA	Radio Power Amplifier
PCB	Printed Circuit Board
PWM	Pulse Width Modulation
RBF	Remove Before Flight
RISC	Reduced Instruction Set Computer
RTC	Real-time Clock
SPB	Secondary Power Bus
SPI	Serial Peripheral Interface
SSB	Satellite System Bus
TCXO	Temperature-Compensated Crystal Oscillator

USART	Universal Synchronous/Asynchronous Receiver/Transmitter
WDT	Watchdog Timer
XO	Crystal Oscillator

# 1 Introduction

Adoption of the CubeSat standard [1] has been one of the most notable developments in 21st century space technology. ESTCube-1 is a one unit (1U) CubeSat built by students from the University of Tartu, Tallinn Technical University and Estonian Aviation Academy. [2, 3, 4, 5, 6] Its mission payload was designed and assembled in collaboration with the Finnish Meteorological Institute and the German Aerospace Center (DLR).

ESTCube-1 is built from separate semi-independent modules, or subsystems, all of which have their own dedicated functions. One of the subsystems is the Electrical Power System (EPS); its main functions are power harvesting from solar cells, power storage and distribution to other subsystems. Some of its functions are not directly connected to power handling for example beacon sending and Real-time Clock (RTC).

Satellite power management is a very demanding and responsible job which must be handled in conjunction with hardware and software. Lower level decisions are made on the electronic level; higher level decisions, on the other hand, are done using software (e.g. power distribution between subsystems). This work is focused on EPS software design, structure, and specific components.

The goals of this work are as follows:

- build and test EPS operation software,
- to give an overview of hardware from the software's perspective,
- list the requirements for building software,
- outline software structure, design and important components,
- produce a complete and stable build system.

Work presented in this study was conducted over half a year and is still ongoing process at the time of writing, due to successful launch of ESTCube-1 on May 7 2013.



## 2 Electrical Power System

### 2.1 ESTCube-1 and its subsystems

ESTCube-1 is CubeSat with a main mission to test E-sail tether in LEO plasma conditions. [7, 8, 9] Satellite is modular by design and its modules are semi-independent functional subsystems. All connections between subsystems are over Satellite System Bus (SSB). Table 1 lists all subsystems.

<b>Subsystem Name</b>		<b>Main function</b>
ADCS	Attitude Determination and Control System	attitude determination, magnetorquers control
CAM	Camera subsystem	taking images of mission [2]
CDHS	Command and Data Handling System	mission control[3]
COM	Communication subsystem	radio communications
EPS	Electrical Power System	power harvesting, storing, distribution [4, 5, 6]
PL	Payload	main mission payload

Table 1: ESTCube-1 subsystems

### 2.2 EPS

EPS is a subsystem of ESTCube-1; its main functions are power harvesting, storing and distributing and low level decision-making in terms of satellite overall and specific subsystems states. EPS is also the first subsystem in ESTCube-1 to receive power in the initial start-up and it is directly controlling first 48 hours in space by being the only powered up subsystem.

EPS consists of four function-specific submodules: solar energy harvesting, power

storage, power distribution and control block. These submodules are all connected over Main Power Bus (MPB). MPB's typical normal voltages range between 3.7 - 4.2 V and has the same voltage as batteries. [8, 10] General design from power perspective is shown on Figure 1, the direction of current is shown with arrows.

EPS consists of two Printed Circuit Board (PCB)s which are connected over EPS System Bus (ESB). One board contains all the control logic (MCU board, explained in detail in Section 2.4) with higher level circuitry and the second one consists of power managing circuits (PDU board), including switches, regulators, battery protection, solar panel MPPTs etc. ESB has 2x24 shared lines between MCU and PDU board.

EPS is connected to other subsystems over SSB which contains all the shared lines for data and power. SSB has 4x30 inter-connected pins; 43 of those are grounded, the rest act as power lines for 3.3V, 5V, 12V; digital signal pins for 3.3V and 5V; and some analog signal pins for mission control.

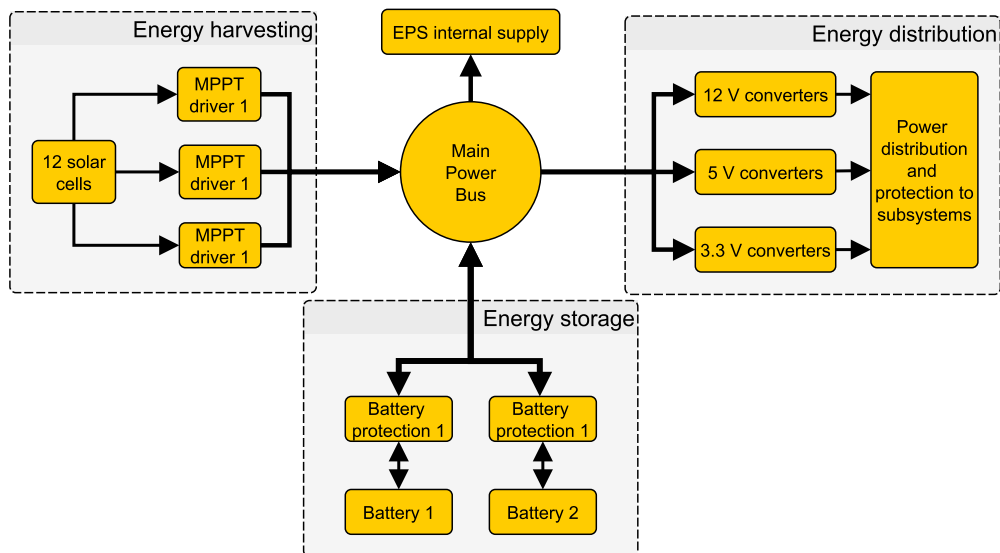


Figure 1: General design of the electrical power system

Next follows a brief introduction to PDU board functions and components. PDU

board specifics are not in the scope of this thesis and a lot of details are left out to call attention only to the necessary details of the control logic. There are other works explaining hardware design topics in detail. [6, 8, 10]

### 2.3 PDU board

PDU board has three main functions – energy harvesting, storage and power distribution.

Energy harvesting from solar arrays are done by three parallel MPPT modules. Each module contains independent boost converters with embedded MPPT (SPV-1040, STMicroelectronics) and the current sense chip (LT6105, Linear Technology). Parallel configuration is used for redundancy to lower the risk of single point of failure. Separate MPPT chips are used to free up MCU resources and to make MPPT system autonomous. [8] Energy harvesting module outputs are connected to MPB.

All harvested energy is stored in two P-CGR 18650C Lithium-Ion cells (Panasonic) providing 9Wh total. Both batteries are connected to MPB through battery protection circuits containing current limiting chips (TPS2557, Texas Instruments) which also include FRAM state savers for switching charge and discharge.

MPB is connected to satellite subsystems with 3.3 V, 5 V, and 12V power lines. Each voltage line has two parallel switching regulators followed by a subsystem Subsystem Control Circuit (CTL) circuit. LTC3440 buck-boost converters (Linear Technology) are used for 3.3V and 5V switching regulators; LM2700 boost converters (National Semiconductors) are used for 12V switching regulators. A CTL consists of current limiting switches (TPS2557 or TPS2551, Texas Instruments), current sense chips, and FRAM state savers. Only exception is 12V line which doesn't include a CTL circuitry.

## **2.4 MCU board**

MCU board contains components needed for governing EPS, communicating with other subsystems and providing them power. At the heart of the MCU board lies microprocessor ATmega1280 (Atmel Corporation). The processor is supported by three separate Ferroelectric Random-Access Memory (FRAM) chips, a real time clock, an I/O expander, different level-converters, a Watchdog Timer (WDT), and a circuit for beacon keyer.

MCU board also includes certain power management and measurement components for Secondary Power Bus (SPB). Parallel array of capacitors is present. These capacitors are charged via MPB and are capable to hold enough charge to keep processor alive in the order of 100ms.[9] This backup time allows the processor maintenance job to detect a faulty consumer, short-circuit or other failure. The Processor can then isolate the issue by shutting down relevant regulators or CTLs. Power maintenance and repair jobs are part of the Guardian routine which are discussed in Section 4.2.3.

Next the key components in controller logic are introduced to understand the context for writing software for EPS.

### **2.4.1 Microcontroller**

The main processing unit in EPS is ATmega1280 from Atmel AVR microprocessor family and its role varies from simple subsystem on/off switching to high level communication and satellite decision-making. ATmega1280 has been tested in radiation environment similar to Low-Earth Orbit (LEO) before [11] and was considered suitable for the current mission. [8]

ATmega1280 is an 8-bit advanced RISC architecture microprocessor with 128 KB in-system programmable flash memory. Its maximum main clock frequency is 16 MHz, although, in EPS, 8 MHz clock is used. [12] It features two 8-bit timer/counters, four 16-bit timer/counters with PWM generation functions, 8/16

channel 10bit Analog-to-Digital Converter (ADC), four Universal Synchronous/Asynchronous Receiver/Transmitter (USART) I/O and different internal, and external interrupt sources, to name some of its most prominent features from EPS perspective. The processor is viewed as a programming environment in Section 3.2.

Microcontroller has JTAG interface for testing and programming the on-chip re-programmable flash which has been divided into Boot Program and Application Program sections. [12] The processor also provides Boot Loader Support which allows custom bootloader to be used with external memory support. EPS specific bootloader is discussed in Section 4.2.2.

ATmega1280 is powered by SPB and it requires 5V.

#### **2.4.2 Real time clock**

Timekeeping is designated to DS3234 (Maxim) chip which is an accurate RTC with an integrated Temperature-Compensated Crystal Oscillator (TCXO). [13] Communication between MCU and RTC is made over an Serial Peripheral Interface (SPI). DS3234 also supports a backup battery as an alternative power source, but it was not included to simplify the design.

#### **2.4.3 Data storage**

For data storage purposes three separate FRAMs are used – one 256 kb FM18W08 and two 2Mb FM25V20. Both chips are manufactured by Ramtron International Corporation.

FM18W08 is connected with processor via ATmega1280 External Memory Interface which allows very comfortable access to reading and writing from programming point of view. It holds general information about the state of the satellite that needs to survive shorter and longer periods of power outage like:

- initial start-up parameters,

- different purpose registers,
- counters,
- time-stamps,
- bootloader internal housekeeping data, etc.

It offers 38 years of data retention which is more than enough for the current mission.[14]

Data that needs more space is kept in FM25V20 chips which are communicated via a SPI bus. Boot loader firmware binary images and logging framework data are currently kept in FM25V20 chips, leaving much free space for future needs, e.g. longer period telemetry gathering. FM25V20 provides reliable data retention for 10 years. [15]

#### 2.4.4 Measurement systems

Both MCU and PDU boards have different current and voltage measure points which gives a very detailed overview regarding consumed, stored and produced electrical power. Three different Analog-to-Digital Converter (ADC) are used: MAX1230 (Maxim), MAX1119 (Maxim), and ATmega1280 integrated ADC.

MAX1230 is a 12-bit 16 input channel SPI interfaced ADC with an operating temperature range from  $-40^{\circ}\text{C}$  to  $+85^{\circ}\text{C}$ . [16] Two different MAX1230 chips, providing a total of 32 measure points, are used mainly for measuring the current and voltage of regulators, CTLs, and magnetic torquers.

MAX1119 is a 8-bit dual channel ADC with an SPI interface and similar temperature parameters as MAX1230. [17] Two MAX1119 are used to measure MBP and SBP external voltage and battery A & B temperatures.

ADC from ATmel1280 offers 10-bit resolution from up to 16 multiplexed input signals, 13 of which are used for SPB, MPB, MPPTs, and batteries.

Telemetry data is used for analyzing satellite behavior both by ground station and Guardian routine (Section 4.2.3).

**2.4.5 Other external components**

Although ATmega1280 hosts an internal Watchdog Timer (WDT), a separate external WDT MAX6369 (Maxim) is used. Internal WDTs are easy to integrate but are more likely to be affected by errors caused by bit-polarity flipping, making them less reliable. [18] MAX6369 is statically set up by three pull-up resistors. This setup requires WDT input to be toggled at least once in 16 seconds to avoid MCU reset. [19]

Although not residing on EPS MCU or PDU board, EPS uses Si750 directly in COM subsystem over SSB. Si750 is an Inter-integrated Circuit (I<sup>2</sup>C) programmable Crystal Oscillator (XO) used for downlink radio. [20] EPS uses it directly to send beacon both in safe and normal operational mode. Beacon implementation specifics are explained in Section 4.2.5.

## 3 Requirements and platform

Software requirements and chosen platform must be considered before implementation. This section lists functional and nonfunctional requirements for EPS, introduces AVR specific features and aspects and AVR toolchain which are essential to implementation.

### 3.1 Requirements

#### 3.1.1 Functional requirements

1. Initial start in space requirements are listed in chronological order:
  - (a) After receiving first time power with Remove Before Flight (RBF) pins removed and kill-switches released, wait 30 minutes. Every subsystem beside EPS are shut down, antennas are not opened and nothing is being broadcasted.
  - (b) Run the antennas opening-procedure 10 times in 30 second cycles – antennaburner on for 15 seconds and off for 15 seconds.
  - (c) Wait 10 minutes.
  - (d) From the initial start, send 48-hour safe-mode beacon in three minute cycles.
  - (e) Proceed to safe mode.
2. Do not run initial start sequence when any of RBF pin is connected.
3. In safe mode, send beacon every three minutes.
4. In normal mode, send beacon upon CDHS request.
5. Reserve Radio Power Amplifier (PA) resource to COM, when COM requests.



6. RTC can be adjusted from Ground Station.
7. Provide RTC synchronization for other subsystems.
8. Provide ADCS with a controlling interface for magnetotorquers.
9. Provide an interface to power up, down and reset every subsystem.
10. Provide detailed data about the electrical conditions in satellite.
11. Receive and send out commands in Internal Communication Protocol (ICP) format over UART. All commands must share CDHS command header.
12. Provide an interface for software updates over UART.
13. When connected to Access Port Device (APD), provide requested control over all regulators and CTLs, provide requested debugging data, support software updates, and be able to charge batteries.
14. When connected to APD, antenna burner must not be activated and COM5V CTL must not be switched on.
15. Protect Li-Ion batteries from overcharging or depletion. Batteries must be preserved as long as possible.
16. Keep COM running to enable up- and downlink with GS.
17. Keep CDHS running.
18. Reserve PA to COM upon request.
19. PA can be forced to shut down upon request. After shutting down PA cannot be powered on, until requested.

### 3.1.2 Nonfunctional requirements

1. Toggle watchdog timer at least once in every 16 seconds.

2. Be able to run without batteries in case of damaged or dead batteries.
3. Reserve PA to COM under one seconds, upon request. Interrupt beacon-sending procedure if needed.
4. Reserve PA to COM for eight seconds, upon request. When COM releases PA, keep PA reservation for four seconds. PA reservation can be renewed at any time, when requested.
5. Be able to detect communication problems with COM and CDHS and reset those subsystems if needed.
6. In case of communication problems with CDHS or COM, provide alternative communication routes to those subsystems.
7. Support log of software behavior. Logging data must survive resets.
8. Commit reset of the satellite in seven days if no communication with ground station has been established in that time.
9. Have a counter for software resets.
10. Software updater must be able to detect faults in firmware images and recover from faulty software by committing rollback to fail-safe image. Rollback should be committed when ten successive resets have been made under 60 seconds.
11. Software updater should be able to keep three 64 kb firmware images. Two images slots should be over-writeable by GS operator any time. Fallback image slot overwriting must be available with separate procedure descriptions (may contain multiple software updates).
12. Software updater must provide metadata information about uploaded image files, e.g. image size, version, checksum, and exact upload completion progress.

13. Subsystem must do everything to be functional in case of radiation-induced errors. Although protection from radiation is mainly achieved by hardware design, software must consider that radiation induced errors will happen.

## 3.2 AVR platform design

AVR microprocessor family uses modified Harvard architecture, which means that program and data use separate memories and buses. This allows pre-fetch next instruction from program memory, while current instruction is being executed. This, in turn, allows processor to execute instructions in each clock cycle. AVR features 32 general purpose 8-bit registers with one clock cycle access time. An Arithmetic Logic Unit (ALU) can access operands, execute operation and store the result back into the general register within one clock cycle. [12, 21] AVR is Reduced Instruction Set Computer (RISC) and most of its instructions take 1-2 clock cycles, lengthiest are 4-5 clocks branching operations (`RCALL`, `ICALL`, `EICALL`, `CALL`, `RET`, `RETI`). [12, 22]

### 3.2.1 Memory

ATmega1280 has 8KB internal SRAM for program memory which hosts by default `.bss`- & `.data` variables, heap, and stack. `.bss` holds uninitialized global and static variables, `.data` holds defined static data. Heap is used for dynamic memory allocation and stack temporary data, local variables, and return addresses after interrupts and subroutine calls. [23, 12] External RAM can be over External Memory Interface.

AVR gcc allows different configurations for holding variables, heap or stack in external RAM, depending on implementation specifics. Internal RAM can be accessed faster and it is a strongly advised to hold stack in internal RAM, because of frequent use of stack. Although EPS uses external RAM, default memory configuration is still utilized, because external memory is slower and less reliable.

Figure 2 illustrates default AVR memory configuration. The size of the external RAM is illustrative on the figure.

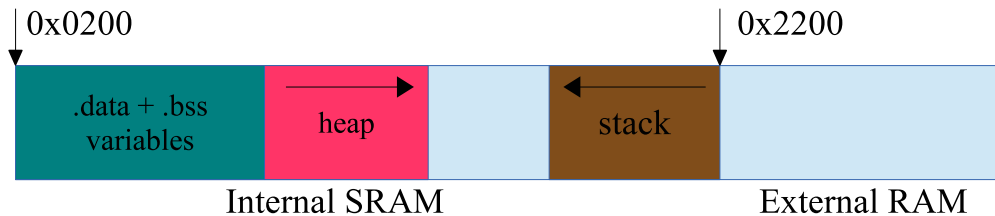


Figure 2: AVR RAM overview

Because of the dynamic nature of heap and stack size, stack-heap collision can occur, which results in non-predictable effects, such as resets or undesired behavior. AVR does not provide any tools to avoid stack-heap collision or estimate stack size at all. There are some indirect ways to measure stack size provided by AVR community, but these are not always trustworthy and does not prevent the collision problem. [24]

EPS implementation avoids dynamic memory allocation (`malloc()`, `realloc()`, `calloc()` and `free()` commands in AVR libc library), making heap growth minimal. Only places where `malloc()` is used are in ICP (see section 4.2.1) initialization procedures, executing these calls only once in program start-up.

On the contrary, stack growth and shrinking is a normal RAM usage during program execution, since subroutine calls push return address into stack and using local variables pushes general registers into stack. After subroutine end, general registers are restored, return address is popped out of stack and jumped onto. Similar processes happen on interrupts.

There are also compiler optimizations that fight against stack-heap collisions that are discussed in Section 3.3.1.

### 3.2.2 Timers

AVR features two 8-bit and four 16-bit timers with rich feature set, e.g. independent prescaler and compare modes, Pulse Width Modulation (PWM) generation, and different interrupt sources. Timer use in EPS is shown in Table 2. All functions are explained in software components Section 4.2.

Timer	Resolution	Main function
Timer 0	8-bit	Software UART
Timer 1	16-bit	Software UART receive
Timer 2	8-bit	<i>unused</i>
Timer 3	16-bit	Beacon keyer
Timer 4	16-bit	PWM generation for magnetotorquers
Timer 5	16-bit	General purpose 1 second tick

Table 2: EPS timer usage

### 3.2.3 Interrupts

ATmega1280 defines 57 interrupts, 49 of these are internal interrupts and 8 are external. Internal interrupts include reset, USART, I<sup>2</sup>C, SPI, analog comparator, ADC conversion, pin change, and different timer related interrupts. External interrupts are connected to specific AVR I/O pins.

EPS interrupts are listed in table 3.

Interrupt name	General description
ADC_vect	Internal ADC Conversion Complete
USART1_RX_vect	USART receive buffer for COM
USART1_UDRE_vect	USART transmit buffer for COM
USART3_RX_vect	USART receive buffer for CDHS
USART3_UDRE_vect	USART transmit buffer for CDHS
TWI_vect	I <sup>2</sup> C communication
TIMER0_COMPA_vect	Software UART receive and transmit timings handling
TIMER1_CAPT_vect	Software UART receive pin falling edge detect
TIMER3_COMPA_vect	Beacon keyer
TIMER5_COMPA_vect	General purpose second tasks

Table 3: EPS interrupts

### 3.3 Build toolchain

Atmel provides build toolchains for Assembler and C languages with its AVR Studio environment. Software implementation for EPS is written in C and most of development work is done using AVR 8-bit GNU Toolchain version 3.3.1 from AVR Studio 5.1. For flight builds AVR 8-bit GNU Toolchain version got upgraded to 3.4.2, since 3.3.1 lacked inline optimization features.

AVR GNU Toolchain includes compiler (`avr-gcc`), binutils (assembler, linker), and source code libraries (`avr-libc`). All these tools are part of GNU ecosystem and they have been patched to include AVR specific changes. [25]

Build toolchain is used by GNU Make build, which is responsible for compilation, linking and creating different outputs, e.g. binary image, assembly and Intel HEX file-formats. GNU Make is configured with `Makefile`, which specifies all the options, flags and optimizations used by building process. Besides normal build procedures, building for test target and standardized Subversion tagging is also possible. `Makefile` is included in Appendix A.

### 3.3.1 avr-gcc optimization

One part of compilation is code optimization which directly affects machine code size and its running speed. `avr-gcc` offers many independent optimization options, but some more common optimizations are grouped into optimization levels, i.e. `-O0`, `-O1`, `-O2`, `-O3`, and `-Os`. `-O0` means no optimization is used, `-O3` is highest optimization level and `-Os` optimizes output for size. EPS uses `-O1` level with few extra flags, listed below with short explanations [26]:

- `-finline-small-functions` – integrate functions into their callers when their body is smaller than the expected function call code,
- `-finline-functions-called-once` – consider all static functions called once for inlining into their caller even if they are not marked `inline`,
- `-findirect-inlining` – inline also indirect calls that are discovered to be known at compile time thanks to previous inlining,
- `-ffunction-sections` – allows garbage collection to remove unused functions in linker stage with `-gc-sections` option,
- `-fpack-struct` – pack all structure members together without holes,
- `-fshort-enums` – allocate to an `enum` type only as many bytes as it needs for the declared range of possible values,
- `-O1` – see Appendix E for complete list.

`-finline-small-functions`, `-finline-functions-called-once`, and `-findirect-inlining` are used to lower the number of subroutine calls, which cause stack growth and helps to lower potential risk of stack-heap collision.

## 4 Implementation overview

In order to meet all the requirements both lower and higher level software are needed. EPS operation software gathers all needed parts for using the lower level devices, e.g. analog digital converters, external FRAM modules, etc., and is responsible for communicating with the ground station and other subsystems. This section describes various aspects of EPS operational software implementation, e.g. code structure, running modes, different software components, and higher level command-handling.

EPS operation software implementation is written in C language.

Latest version of operation software is included in Appendix A.

`EPS_Commander.c` is not included in the source files for confidentiality reasons.

### 4.1 Structure

At the basic structural level all software is divided into separate files based on their functionality. Nearly every functional entity consists of header files (`.h` extension) and real implementation files (`.c` extension). Header file defines functional entity's external interface – all functions what are useful for some other functional entity. Function prototype consists of return type, function name, and function parameters. Every command defined in header must be implemented in its implementation file. Implementation files usually use local functions and parameters to provide all the required functionality. These local functions and parameters are not visible and accessible to other functional entities.



### 4.1.1 Naming conventions

Source files follow custom naming convention for every file, interfaced subroutine and global variable, with some exceptions regarding software components. Naming convention is used to ease navigating and separation of different functional entities.

Every source file in source file tree has a prefix 'EPS\_', followed by the actual functional entity name, starting with a capital letter, and ending with file extension. Allowed extensions are .h for interfaces and .c for implementations. Following examples illustrate the format: `EPS_Timekeeper.c`, `EPS_Guardian.h`.

Subroutines and variables described in interface must have prefix 'EPS\_', followed by interface name plus underscore, and then subroutine or variable name starting with a lowercase letter. The following example demonstrates the outcome for one function and one global variable: `EPS_Unsorted_unsetCdhsFw()`, `EPS_Main_mode`.

All macros are written in capital letters with underscores between words.

These main principles are being followed quite clearly throughout the source files, but many deviations still exist. The most common deviations are arbitrary usage of camel-case, underscore between words and lack of 'EPS\_' or 'EPS\_Name\_' prefixes. These deficiencies are caused mostly by the lack of specific naming conventions documentation and independent development process. Luckily, modern integrated development environments offer comfortable refactoring tools that feature variable and function renaming.

### 4.1.2 Source files structure

The most important functional entity is `EPS_Main`. It defines start-up & main loop procedures and thus gathers all the functionality and behavior of EPS. `EPS_Main` resides in the source directory root. The main loop is seen on Figure 3

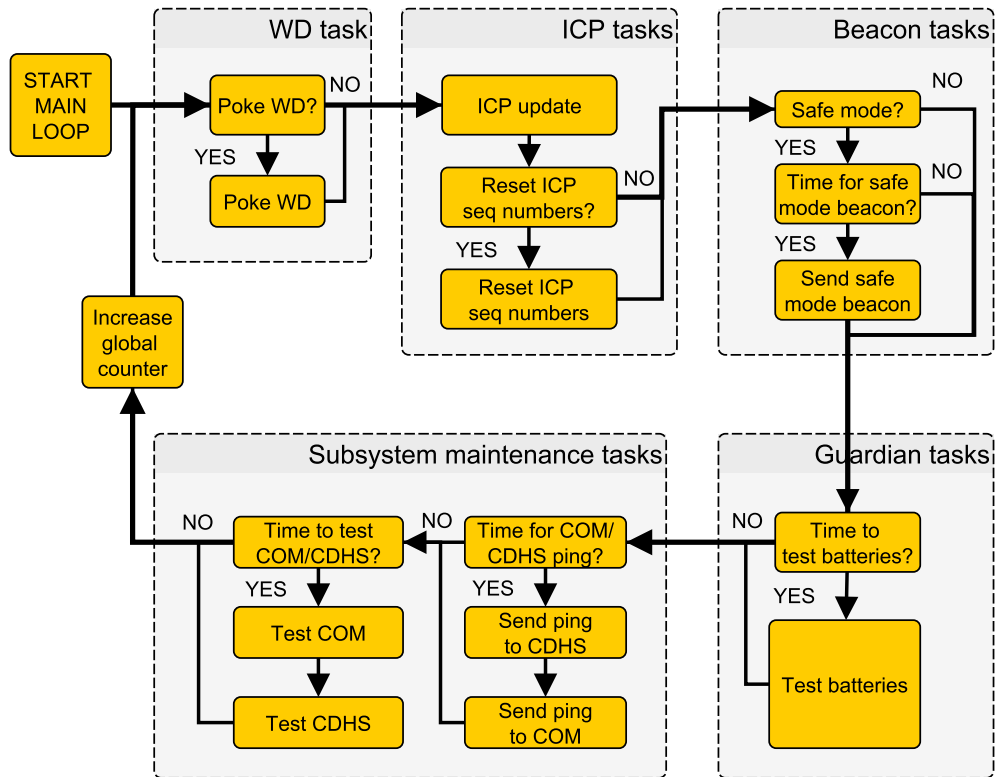


Figure 3: Main program loop

All other source files are divided into three general categories based on their purpose and placed inside different directories under the root directory. Low level device drivers reside in `drivers`, frontend tools using these drivers in `frontend`, and different higher level utilities in `util` directories. All these directories host `include` directory, which holds all interface files.

### 4.1.3 Drivers

`EPS_SPI` and `EPS_TWI` are complete interfaces to SPI and I<sup>2</sup>C protocols, exposing AVR corresponding features. Both drivers are generic and assume knowledge

of protocol and device specifics. SPI and I<sup>2</sup>C are used by other drivers and many higher level tools.

Serial communication functionality is implemented by `EPS_UART`. It has all of the necessary functions to send and receive data through two USART lines which are connected to COM and CDHS subsystem. ESTCube-1 uses its own communication protocol called ICP which utilizes USART as a physical medium inside satellite. During flight other usage of USART is discarded as noise by every other subsystem.

Software UART has been implemented in `EPS_UARTSoft` as a backup communication route. Using two general I/O pins and two interrupts, low-speed serial communication can be initiated. The only purpose of software UART is to assist in debugging and maintenance before the flight. It was designed to serve as subsystem independent redundancy measure.

Complete list of drivers are given in Table 4.

<b>File</b>	<b>Main function, comments</b>
<code>EPS_ADC_AVR</code>	Telemetry ADC readings, internal ADC channels accessed through AVR Analog Comparator Multiplexed Input
<code>EPS_ADC_MAX1119</code>	Telemetry ADC readings, accessed over SPI
<code>EPS_ADC_MAX1230</code>	Telemetry ADC readings, accessed over SPI
<code>EPS_RTC_DS3234</code>	RTC initialization, getting and setting the time
<code>EPS_SPI</code>	SPI driver implementation
<code>EPS_Timers</code>	Initializes AVR 16-bit timers Timer3, Timer4, and Timer5
<code>EPS_TWI</code>	I <sup>2</sup> C driver implementation
<code>EPS_TWI_COM_AD7417</code>	COM subsystem AD7417 analog digital converter interface
<code>EPS_TWI_COM_Si57x</code>	COM subsystem Si570 downlink radio oscillator initialization

<b>File</b>	<b>Main function, comments</b>
EPS_TWI_TCA6408A	General purpose I/O expander TCA6408A interface for accessing RBF, reel and launch lock
EPS_UART	USART driver implementation
EPS_UARTSoft	Software UART driver implementation

Table 4: `drivers` components

#### 4.1.4 Frontend

`EPS_Burners` and `EPS_Coils` are two mission-critical components. `EPS_Burners` is used to open antennas and reel lock by applying current into wires to burn specific cords. `EPS_Coils` is used to control magnetotorquers that administer satellites attitude in respect to Earth and give satellite correct spin to roll out payload tether.

`EPS_SS_FM1105` is a central interface to control all regulator, CTL, and battery protection switches. Reading a switch status is also possible.

Many smaller components are also held in `frontend`. List of these files and their functions are listed in Tabel 5.

<b>File</b>	<b>Main function, comments</b>
EPS_ADC	Gives access to all different AD converters from single place
EPS_Beacon	Beacon keyer and decoder. See Section 4.2.5
EPS_Burners	Antenna and reel lock opening routines
EPS_Coils	Magnetotorquers controlling
EPS_Drivers_Frontend	Initializes UART, SPI, and I <sup>2</sup> C
EPS_DAC_LTC2630	Used in mission experiment for controlling payload and charging tether
EPS_FRAM_FM18W08	Initializes FM18W08 as AVR External Memory Interface [12]

<b>File</b>	<b>Main function, comments</b>
EPS_FRAM_FM25V20	Initializes 2 FM25V20 memories and has functions for reading and writing
EPS_RBF	Returns three RBF pin states
EPS_SS_FM1105	Switch control
EPS_Watchdog	Toggles external watchdog timer

Table 5: frontend components

#### 4.1.5 Utils

One of the key components in communication is `EPS_Commander`. It is the command-handling center and it defines the externally exposed list of commands and responses. Command handling is explained in Section 4.2.4.

Since powering up and down various subsystems requires switching different regulator and CTL switches, higher level logic is a requisite and it is implemented in `EPS_SubPower`. It also hosts functions for testing COM and CDHS statuses and, if needed, it can reset the corresponding subsystem. Testing status relies on ICP ping-pong commands.

Other util components are listed in Table 6.

<b>File</b>	<b>Main functions, comments</b>
EPS_Bytebox	Static mapping of parallel FRAM memory
EPS_Commander	Central command handling. See Section 4.2.4.
EPS_DataComposer	Beacon data composition. See Section 4.2.5
EPS_Debugger	Debug data composition
EPS_Guardian	Guardian routine. See Section 4.2.3
EPS_ICP	Configuration and bindings for ICP. See Section 4.2.1
EPS_Logger	Ring-buffer based logging framework

<b>File</b>	<b>Main functions, comments</b>
EPS_Macros	Collection of general bit & pin manipulation macros
EPS_Pins	I/O pin definitions and initialization
EPS_Secrets	Secret mission-critical constants
EPS_SubPower	Higher level logic for turning subsystems on, off, and resetting.
EPS_Telegrapher	Beacon composition, send initiating and stopping. PA management. See Section 4.2.5
EPS_Timekeeper	RTC initialization
EPS_Unsorted	Small collection of different purpose utils

Table 6: `utils` components

## 4.2 Software components

### 4.2.1 ICP

Internal Communication Protocol (ICP) is the main data format used in communication between all the subsystems. During the flight operation all the data is in ICP format and the bytes that do not follow ICP, are discarded as noise. Since not all subsystems are directly connected to each other, ICP supports routing to send data to every subsystem. In terms of the OSI model, ICP is a level-2 (data link) and level-3 (network) protocol.

ICP defines the data packet format. Packets are atomic entities that have a start, metadata, payload, checksum and end parts. ICP uses SYNC byte (0x7E) that cannot appear anywhere between the start and end parts. If metadata, payload or checksum parts have byte 0x7E, the byte is escaped in ICP packet construction. Packet start is defined as a single SYNC (SYN) byte and packet end is defined as double SYNC bytes. Payload (PL) size can range from 0 to 256 bytes. Packet format is seen in Table 7.

<b>Byte</b>	0	1	2	3	4	5..N	N+1	N+2	N+3	N+4
<b>Field</b>	SYN	SRC	DST	PRI	SEQ	PL	CHK1	CHK2	SYN	SYN

Table 7: ICP packet format

Metadata has Source (SRC), Destination (DST), Priority (PRI), and Sequence bytes (SEQ). Source and Destination are single byte subsystem addresses. Sequence byte is used in ICP for Go-Back-N automatic repeat request protocol. Priority byte is currently not used by ICP.

Table 8 lists all possible subsystem addresses.

<b>Address</b>	<b>Name</b>	<b>Location</b>
0x00	EPS	Satellite
0x01	COM	Satellite
0x02	CDHS	Satellite
0x03	ADCS	Satellite
0x04	Payload	Satellite
0x05	CAM	Satellite
0x06	Ground Station	Ground
0x07	PC (debugging)	Ground
0x08	PC2 (Software UART)	Ground

Table 8: ICP endpoints

Checksum (bytes CHK1 and CHK2) is 16 bit Fletcher checksum computed from Metadata and Payload.

ICP source files are located in `util/icp` as external component. ICP is written mainly by Martin Valgur.

### 4.2.2 Bootloader

Bootloader is a component which is responsible for maintaining software upgrades. It uses AVR Boot Loader Support for updating program code by MCU itself. It consists of two major parts: a runtime application and a programmer.

The runtime application deals with receiving, saving, and validating image files. The runtime application is executed in normal operations by commands received from Ground Station. For every command received, response is generated and Ground Station operator can validate if the image is being correctly uploaded. Image files are written into FM25V20 memory into dedicated areas called slots. Three 64kb slots are reserved for the image files. The third slot is specially reserved for fallback fail-safe image and can be overwritten only on special conditions. Each slot is divided into 256-byte pages. Image file validity is checked with 32-byte pagemap which holds one bit for every page – "0" for missing or not valid and "1" for correct page.

AVR programmable memory is divided into application and Boot Loader Section (BLS). For configuring each section size, BOOTSZ fuse (2 bits) is used. In EPS BOOTZ is programmed to 0x00, which means that the main application resides in flash 0x0000 - 0xEFFF and BLS in 0xF000 - 0xFFFF. Programming BOOTRST fuse configures program counter to the start from BLS (0xF000) on reset. Once the operator is sure that everything is in order, `apply` command may be executed, which leads the program into an endless cycle without watchdog toggling. Watchdog resets EPS main program and bootloader programmer starts.

Programmable flash is write-protected for the main program and only the programmer residing in BLS is able to change the content of flash memory. Programmer performs additional checksumming to validate the image and the main application can be overwritten only if everything is in order.

Besides main application upgrading, the programmer is able to detect easier faults in the main program and perform software downgrade to fail-safe version if needed.



Bootloader source files are located in `util/bootloader` as external component. Bootloader is written mainly by Mihkel Veske.

### 4.2.3 Guardian

A Guardian is an umbrella term for different power management related functions and routines. The name is derived from a goal to have a software which is able to protect batteries, EPS and other subsystems from various electrical faults. Guardian uses ADCs readings to make decisions about the status of different parts of the system and react when these readings are out of the normal range. All flight hardware ADCs were previously calibrated and these results are used to determine exact values from ADC readings. [6].

Battery protection was the first part of Guardian that was implemented. Battery protection is needed to protect Li-Ion batteries from overcharging and harmful depletion. It consists of two functions `tttBatChargeOFF` and `tttBatChargeON`. Both functions check battery voltage and temperature; and turn battery charging off or on, if any value is not between normal limits. `tttBatChargeON` also checks MPB voltage and if it is too high (more than 4.5 V) charging is turned on to lower MPB voltage.

Guardian provides a central interface for powering subsystems. The main argument for not switching directly is to have higher level logic detect faulty regulators and CTLs by measuring voltage and current for each switch independently. These functions use FRAM to hold health status of every regulator and CTL.

The most ambitious task for Guardian is to have background routines for detecting and isolating electrical faults and, in case of temporary faults, trying to heal them. These routines are in development and testing at the time of writing.

#### 4.2.4 Command handling

Command handling is done in `EPS_Commander`, which is the incoming command parsing and replying center. All commands are received over UART and are formatted as ICP packets. ICP routines extract payload from the packet and call `EPS_Commander_parseCommand`. ICP payload follows general command structure which originates from CDHS command handler. The command structure consists of a 4-byte header and a variable number of arguments. Command header is shown in figure 4. Upper row is first two bytes and lower row is last two bytes.

16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
I	P	Dst				Command ID									
Source				Block index				Data length							

Figure 4: Command header structure

EPS uses "Dst", "Command ID" and "Data length" fields from the header. Command header was designed mainly for CDHS needs and since EPS command handling is less complex, other fields are ignored. Command is determined by "Dst" + "Command ID" fields, where "Dst" (4 bits) are used for command grouping and "Command ID" (10 bits) is a command identifier. "Data length" (8 bits) define arguments size in bytes. Arguments are unformatted byte array and parsing is left for commands. Some commands are subsystem-specific and need special handling.

Commands which result in a reply packet, are formatted similarly as incoming packets. EPS uses the highest bit in "Dst" field to make distinction between incoming ("Dst" = 1) and reply packets ("Dst" = 0).

Command handling work-flow from the incoming ICP packet to executed command is shown in figure 5. Appendix D lists all EPS commands which are handled in the current firmware version.

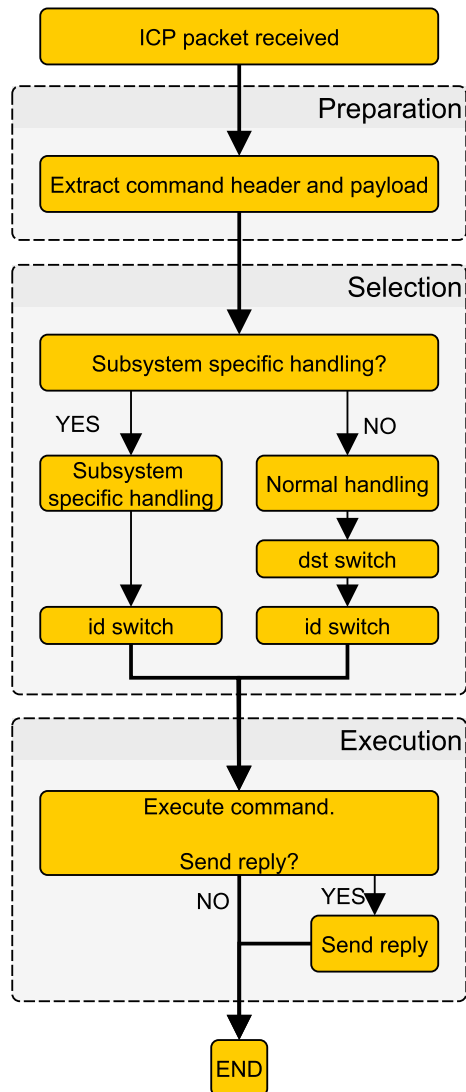


Figure 5: Command handling

### 4.2.5 Beacon

ESTCube-1 beacon has an essential role in communicating and debugging satellite status in orbit. EPS role is to operate beacon sending. According to the requirements, EPS must send in safe mode beacon every three minutes; normal mode beacon is initiated by CDHS.

To start beacon sending, Radio Power Amplifier (PA) resource must be free. Hardware setup phase ends with a three seconds wait to allow the beacon radio chip to start-up properly. Prepare phase is illustrated on figure 6.

After the preparation phase, Timer 3 generated interrupts start the beacon sending state-machine which decodes characters into Morse code and sends out a message out about 18 WPM.

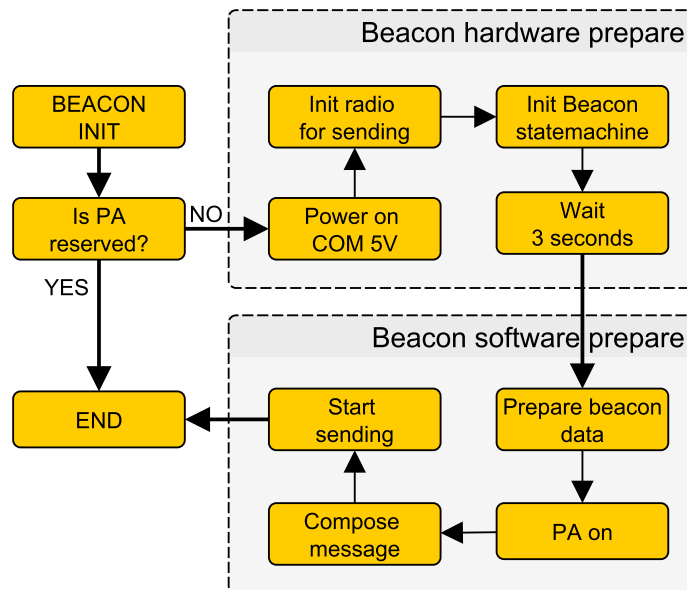


Figure 6: Beacon prepare phase

Beacon uses different interfaces for its operations:

1. EPS\_Beacon is Viljo Allik's beacon keyer state machine which adapted

to work for EPS. Its main purpose is to decode human-readable character array into Morse code and toggle beacon keyer pin by using Timer3.

2. `EPS_DataComposer`'s function is to gather data for the beacon. Gathered data is defined by beacon specification.
3. `EPS_Telegrapher` is the main interface for initiating and stopping the beacon. It is also responsible for PA management.
4. `EPS_TWI_COM_Si57x` and `EPS_Timers` are the drivers used for sending out the beacon.

Beacon data has been previously proposed[27], but has seen many revisions since then. The current safe mode beacon is 52 characters and normal mode beacon 43 characters. [28]

## **4.3 Running modes**

### **4.3.1 Access Port mode**

The Access Port mode is a pre-flight requirement for enabling satellite and EPS maintenance works in laboratory conditions. The Access Port mode is started when EPS receives power from the Access Port Device (APD) and when at least one Remove Before Flight (RBF) pin has not been removed. Different RBF pin combinations enabled different sub-modes. Table 9 lists all possible combinations. X is "do not care" RBF state.

The Access Port mode provides control over all regulators and CTLs (except COM5V). It is used for gathering debugging data, updating software and charging batteries.

The Access Port mode became obsolete after the launch and was removed from the operation software in version 0x08. Different software upgrades for EPS are outlined in Appendix B.

<b>RBF1</b>	<b>RBF2</b>	<b>RBF3</b>	<b>Sub-mode</b>
X	X	1	Power EPS with S-UART
X	1	0	Power EPS and COM
1	0	0	Power EPS and CDHS
0	0	0	Flight

Table 9: Access port mode sub-modes

#### 4.3.2 Safe mode

Safe mode is the initial operation mode in ESTCube-1. In safe mode, EPS controls the whole satellite and the safe mode beacon is being broadcasted. Safe mode is also a fallback mode in case of critical hardware errors.

The satellite has been in safe mode since the initial start-up.

#### 4.3.3 Normal mode

Normal mode is reserved for the main mission. In normal mode, CDHS controls the satellite and EPS sends out the normal mode beacon upon CDHS request.

The satellite will run in normal mode when operational software for all of the subsystems is mature enough.

## 5 Development and testing

An independent EPS table model is used in the development and testing process. The table model is portable and lacks batteries. The development kit contains AVR Dragon, USB-to-UART dongle devices, and wires. The AVR Dragon is used to upload firmware images to Atmega1280 via JTAG interface. A USB to UART dongle is used to test the behavior of the EPS operation software. The table model is powered by USB.

The integration with other subsystems is tested on the stack model. It is a stationary testing platform that contains all of the subsystems (besides payload motor); radio communication is also available. Firmware images can be uploaded with AVR Dragon or radio, using the ICP terminal. The ICP terminal is a testing software developed by ESTCube-1 team members for testing the subsystems. Stack model is powered by a separate power supply unit. Images of the table and stack models are included in Appendix C

One part of EPS development process consisted of writing dedicated testing software. The EPS Debug Console is an interface for monitoring all the voltage and current measure points. It features a graphical user interface for observing measurements; it also gives direct control over every regulator and CTL. In addition to that, it provides an option to log all measurements into CVS file. The early versions of the console and graphical user interface were created by Erik Ilbis.

The Java implementation of the ICP protocol is a backend library which allows decoding and composition of ICP packets on the Java platform. The Java platform is the main testing platform for the EPS operation software and many smaller testing programs were created during process. The EPS Debug Console also uses ICP Java implementation to communicate with EPS via UART.

All testing software is included in CD Appendix A.

## 6 Results

The main goal of this thesis was to build a working operation software for EPS, which was successfully completed. The resulting software is maintainable and upgradeable. The successful initial start-up and operation in orbit was confirmed by the first radio beacon that was detected 07.05.2012 and first data packets that were received from EPS 09.05.2012 09:56 EEST.

Effective software upgrades that delivered smaller fixes and new features for the EPS software have already been completed. Hundreds of debug data packages have been received and they prove us that the software upgrades have been effective and that they have fixed the issues that were targeted. Appendix B lists all upgrades that have been performed to date.

The build system and compilation parameters that were compiled during the work have proven to produce reliable firmware images. Dedicated software has been created to support development and the testing process (Appendix A).

As the mission progresses, the next step is to continue software development, especially regarding the advanced Guardian routines that are currently missing. Refactoring and documenting the existing codebase must be completed to make it more readable and reusable. The development and testing process have revealed the need for a dedicated sophisticated testing platform. Designing and building such testing tool would help future projects and speed up their development.



## 7 Conclusion

ESTCube-1 is a 1U CubeSat [1] built by students. Its main mission is to test E-sail tether in LEO plasma conditions. [7] The satellite is modular by design and its modules are semi-independent functional subsystems. One of the subsystems is Electrical Power System (EPS).

The main goal for this thesis was to build a working and upgradable EPS operation software. The other goals were to:

- to give an overview of hardware from the software's perspective;
- list the requirements for building software;
- outline software structure, design, and important components;
- produce a complete and stable build system.

Working radio beacon, established radio link with ESTCube-1 and multiple software upgrades have confirmed that the main goal has been fulfilled. The developed software is maintainable and the documentation in this thesis enables re-use of the work in similar applications, including satellites.

Functional and non-functional requirements, overview of the hardware, software structure, and the key components of the operation software were given in thesis. Code style guidelines were also outlined.

The work presented in this theses was conducted over a half year period and it is still an ongoing process to support the main mission of ESTCube-1. Advanced Guardian routines and a data gathering framework will be implemented and preparations for switching to normal mode will continue.

## 8 Acknowledgments

I would like to thank the core EPS team-members who I have had the luck to work with: Mihkel Pajusalu, Erik Ilbis, Mihkel Veske and Henri Lillmaa. Also Henri Kuuste, Indrek Sünter, Martin Valgur, Jaanus Kalde, Viljo Allik, Tõnis Eenmäe, Kaupo Voormantsik, Urmas Kvell, and other ESTCube-1 team members who I shared the laboratory with. It has been the most educating and memorable experience.

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# **ESTCube-1 elektrienergia alamsüsteemi operatsiooni tarkvara**

Taavi Ilves

## **Kokkuvõte**

ESTCube-1 on CubeSat standardil [1] põhinev Eesti esimene satelliit. ESTCube-1 missiooniks on elektrilise päikesetuulepurje tehnoloogilise kontseptsiooni katsetamine Maa lähedasel orbiidil. [7, 8, 9] Satelliit on modulaarse disainiga ja koosneb erinevatest funktsionaalsetest alamsüsteemidest. Üheks alamsüsteemiks on elektrienergia alamsüsteem (EPS), mille põhilisteks ülesanneteks on päikesepaneelidelt elektrienergia kogumine, selle talletamine pardal olevates akudes ja olemasoleva energia jaotamine alamsüsteemide tööks ning missiooni läbiviimiseks.

Elektrienergia juhtimine on vastutusrikas töö, mis peab toimuma riistvara ja tarkvara koostöös. Lisaks sellele on EPSil ka täiendavaid ülesandeid näiteks missiooni juhtimine esimesel 48 tunnil kosmoses ja morsemajaka juhtimine. Antud töö on keskendunud EPSi operatsioonitarkvara loomisele.

Töö põhilisteks eesmärkideks oli:

- ehitada ja testida nõutele vastav EPSi operatsioonitarkvara,
- esitada funktsionaalsed ja mittefunktsionaalsed nõuded tarkvarale,
- anda ülevaade riistvaraplatvormist,
- anda ülevaade loodud tarkvara struktuurist, disainist ja põhilistest komponentidest,
- luua stabiilne tööriistade kogum lähtekoodist masinkoodi saamiseks,
- luua vajalik tarkvara tulemuste testimiseks.

Töö viidi läbi poole aasta jooksul ja peale ESTCube-1 edukat starti 07. mail 2013 selgus, et töö on olnud tulemuslik. Põhiline eesmärk, luua nõutele vastav tarkvara, on täielikult saavutatud – 07. mail võeti esimest korda vastu ESTCube-1 raadiomajakas ning 09. mail kell 09:56 saavutati ka raadio teel andmeside.

09. mail ja järgnevatel päevadel on loodud satelliidiga regulaarselt kontakte. Töö üheks nõudeks oli luua võimalus tarkvara uuendusteks üle raadioside. Töö kirjutamise hetkeks on EPSi tarkvara uuendatud viiel korral ning satelliidilt saadud telemeetria põhjal järeldub, et uuendused on olnud edukad.

Töö käigus on loodud ka põhjalik dokumentatsioon, mis võimaldab lisaks elektrienergiasisüsteemi riistvarale [6] taas-kasutada ka tarkvara sarnaste nõudlike projektide juures.

Järgnevateks sammudeks on operatsioonitarkvara täiustamine ja jätkuv arendus missiooni eduka läbiviimise tagamiseks. Samuti on vajalik ette võtta koodibaasi ühtlustav refaktoreerimisprotsess, mille käigus tuleb ka täiendada lähtekoodi põhjalikumate kommentaaridega.



# Appendices

## Appendix A CD Contents

Table 10: Contents of appendix CD

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build	GNU Make configuration files for building image files
EPS-Java-tests	EPS Debug console; Java ICP; various tests
EPS-source-files-0x0D	Latest source files for EPS
EPS_operation_software.pdf	This theses

---

## **Appendix B Version upgrade history**

EPS received multiple software upgrades during the flight preparations. The preparations ended on March 21 2013 and the flight ready software version 0x07 was installed. After successful radio communications on 9th May 2013, the EPS software has been upgraded five times to apply multiple improvements and fixes.

Next follows the version history from the first flight version to the current date. All firmware upgrades were done to the flight hardware over radio. Upgrades were operated by Henri Kuuste.

### **B.0.4 Version 0x07**

Apply date: 03.21.2013

Notable features:

- Requirement: PA can be forced to shut down upon request. After shutting down, PA cannot be powered on until requested.
- Requirement: Commit reset of the satellite in seven days if no communication with the Ground Station has been established in that time.
- Requirement: Detect communication problems with COM and CDHS and reset those subsystems if needed.
- System maintenance: Force ICP SYN packets every 120 seconds to avoid ICP sequence number locking.

### **B.0.5 Version 0x08**

Upload period: 09.05.2013 11:50 - 22:58 EEST

Apply date: 10.05.2013 00:19 EEST

Changes:

- Requirement: Support log of software behavior. The logging data must survive resets.

## B VERSION UPGRADE HISTORY

- Requirement: Protect Li-Ion batteries from overcharging or depletion. Batteries must be preserved as long as possible.
- System maintenance: Provide CDHS firmware select pin toggling for CDHS firmware upgrades.
- Feature: Provide CAM and CDHS with time synchronization features.
- Fix: Start preset CDHS processor on start-up.
- Fix: Remove the obsolete Access Port mode and the initial start sequence.
- Fix: Multiple stability fixes to PA management. Power COM 5V CTL off after PA release.
- Fix: RTC survives EPS resets.
- Fix: Multiple stack overflow avoiding changes.

### **B.0.6 Version 0x09**

Version 0x09 was canceled due to an error in safe mode beacon "firmware version" and "reset counter" fields. Since 0x09 was already uploaded and not yet applied, the version got canceled.

All the changes were moved to 0x0A.

### **B.0.7 Version 0x0A**

Upload period: 12.05.2013 00:01 - 10:06 EEST

Apply date: 12.05.2013 11:29 EEST

Changes:

- Fix: Important fixes in the battery protection routine execution conditions.
- Fix: The safe mode beacon now reports the EPS version number and reset count in correct manner.
- Fix: Unused memory freed.

## *B VERSION UPGRADE HISTORY*

### **B.0.8 Version 0x0B**

Upload period: 15.05.2013 11:25 - 13:02 EEST

Apply date: 15.05.2013 13:03 EEST

Changes:

- Fix: Turn on SPB B on start-up.
- Change: Force satellite reset in twelve hours (seven days pre-fix).

### **B.0.9 Version 0x0C**

Upload period: 20.05.2013 12:23 - 14:02 EEST

Apply date: 20.05.2013 14:02 EEST

Notable features:

- Fix: Commander switch case bugs.
- Feature: Command added to force EPS reset.
- Feature: Add RTC time into the debug package.

## Appendix C Development and testing platform

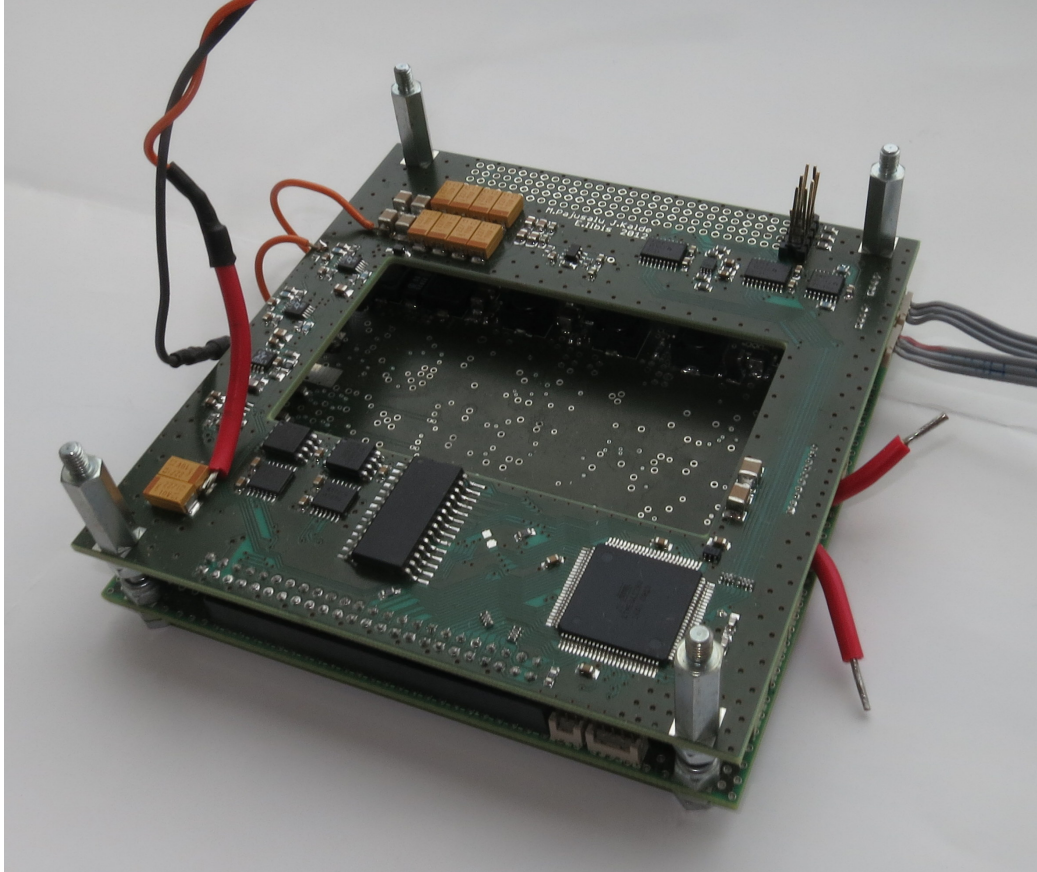


Figure 7: Table model for EPS development. Atmega1280 is seen in the lower right corner. Hole in the center is absence of batteries.

## C DEVELOPMENT AND TESTING PLATFORM

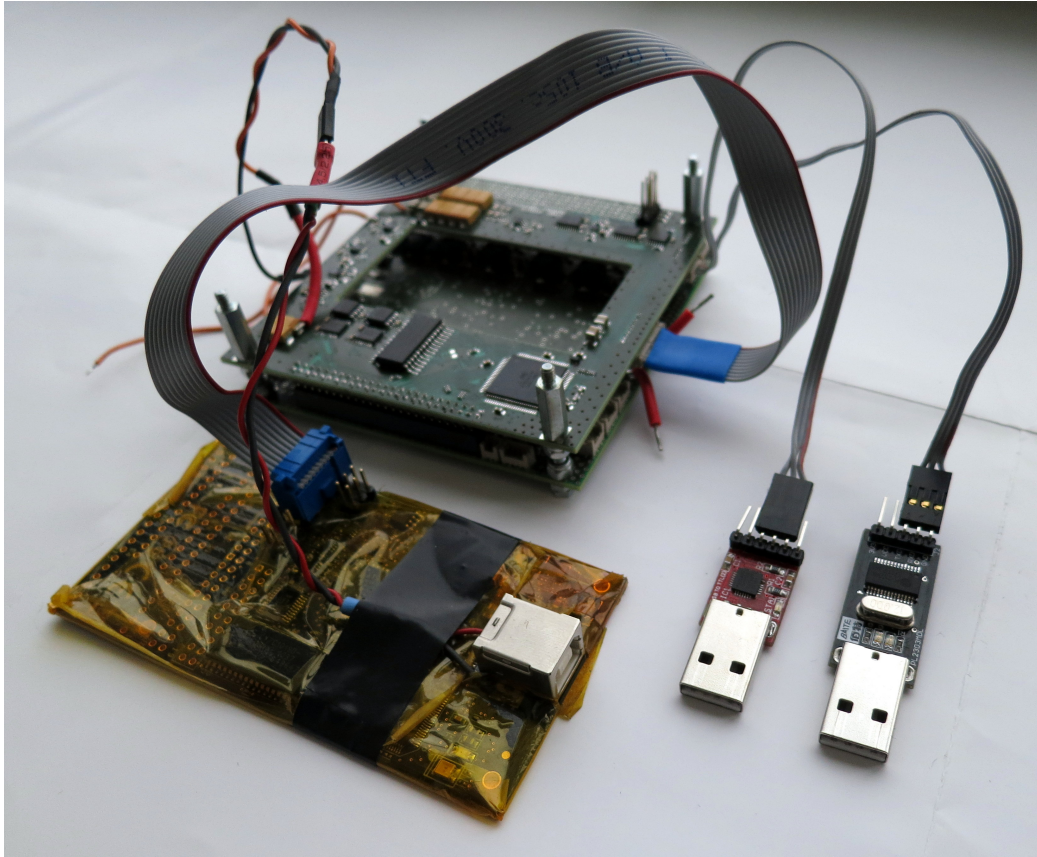


Figure 8: Table model with development kit. AVR Dragon on the left. Larger gray cable is JTAG cable, red & black wire is power lines from USB to MBP. Two USB-UART dongles are on the right. AVR Dragon is covered with tape to protect it from static electricity.

## C DEVELOPMENT AND TESTING PLATFORM

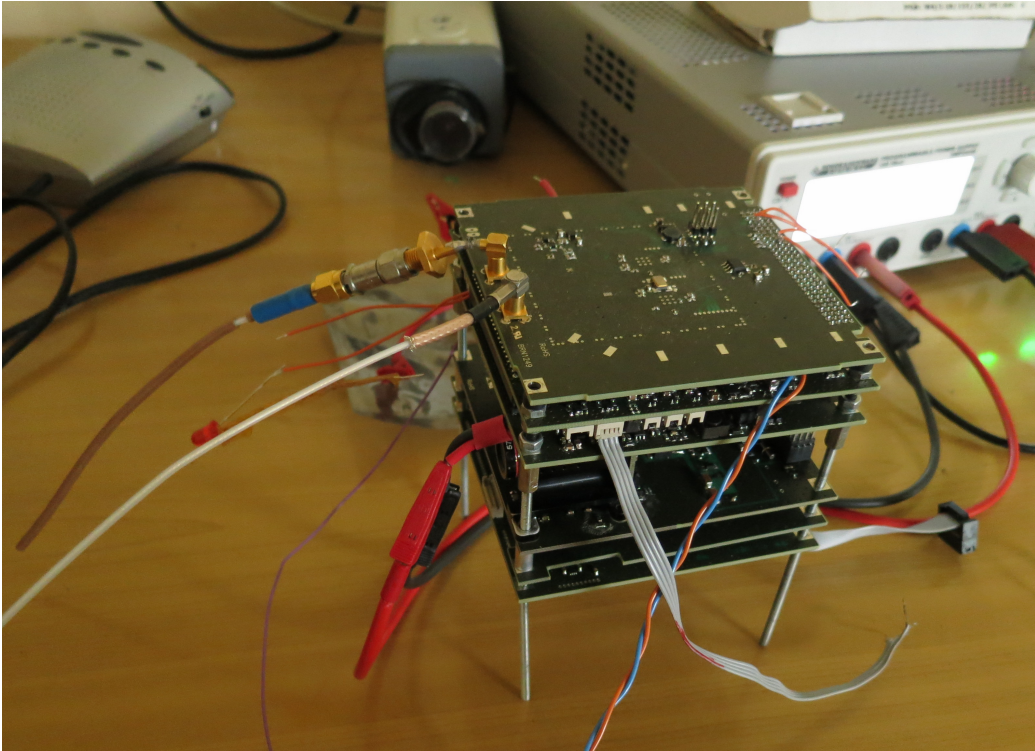


Figure 9: ESTCube-1 stack model in laboratory. Antennas are leaning to the left. Red and black wires are powering MPB from power supply unit. Orange wires for different debugging purposes are connected to Satellite System Bus.

## Appendix D EPS Commands

EPS\_COMMAND\_ID\_PING\_ID

Ping EPS, returns Pong

EPS\_COMMAND\_ID\_DEBUG\_DATA

Return debug package

EPS\_COMMAND\_ID\_GET\_GENERAL\_TIMER

Return general 32-bit timer

EPS\_COMMAND\_ID\_GET\_OPERATING\_MODE

Return operating mode

EPS\_COMMAND\_ID\_GET\_INITIAL\_PARAMETERS

Return initial parameters

EPS\_COMMAND\_ID\_GET\_PA\_LOCK\_TIME

Return PA lock time

EPS\_COMMAND\_ID\_GET\_BEACON\_LAST\_TIME

Return last sent beacon time

EPS\_COMMAND\_ID\_SET\_BATTERY\_DISCHARGE\_STOP\_TIME

Set battery discharge timer

EPS\_COMMAND\_ID\_GET\_BATTERY\_DISCHARGE\_STOP\_TIME

Get battery discharge timer

EPS\_COMMAND\_ID\_GET\_RTC\_TIME

Get on-board RTC time

EPS\_COMMAND\_ID\_GET\_ZERO\_TIME

Get time of first proposed flight

EPS\_COMMAND\_ID\_SET\_RTC\_TIME

Set on-board RTC time

EPS\_COMMAND\_ID\_GET\_SYNC\_TIME

Time synchronization for CAM and CDHS

EPS\_COMMAND\_ID\_INIT\_LOGGER

Initialize and reset logger



## *D EPS COMMANDS*

EPS\_COMMAND\_ID\_GET\_LAST\_LOG

**Get last logger entry**

EPS\_COMMAND\_ID\_GET\_LOG\_RANGE

**Get multiple logger entries**

EPS\_COMMAND\_ID\_GET\_VERSION

**Get EPS main version**

EPS\_COMMAND\_ID\_FORCE\_SAFE\_MODE

**Force SAFE mode**

EPS\_COMMAND\_ID\_FORCE\_NORMAL\_MODE

**Force NORMAL mode**

EPS\_COMMAND\_ID\_SET\_CDHS\_PROCESSOR

**Set default CDHS processor**

EPS\_COMMAND\_ID\_GET\_CDHS\_PROCESSOR

**Get default CDHS processor**

EPS\_COMMAND\_ID\_ADCS\_ON

**Power on ADCS**

EPS\_COMMAND\_ID\_ADCS\_OFF

**Power off ADCS**

EPS\_COMMAND\_ID\_PL3V3\_ON

**Power on payload 3v3**

EPS\_COMMAND\_ID\_PL3V3\_OFF

**Power off payload 3v3**

EPS\_COMMAND\_ID\_PL5V\_ON

**Power on payload 5v**

EPS\_COMMAND\_ID\_PL5V\_OFF

**Power off payload 5v**

EPS\_COMMAND\_ID\_PL12V\_ON

**Power on payload 12v**

EPS\_COMMAND\_ID\_PL12V\_OFF

**Power off payload 12v**

EPS\_COMMAND\_ID\_CDHS\_1\_ON

## *D EPS COMMANDS*

**Power on CDHS 1. processor**

EPS\_COMMAND\_ID\_CDHS\_2\_ON

**Power on CDHS 2. processor**

EPS\_COMMAND\_ID\_CDHS\_RESET

**Reset CDHS**

EPS\_COMMAND\_ID\_CDHS\_1\_SHUTDOWN

**Power off CDHS 1. processor**

EPS\_COMMAND\_ID\_CDHS\_2\_SHUTDOWN

**Power off CDHS 2. processor**

EPS\_COMMAND\_ID\_COM\_RESET

**Reset COM processor**

EPS\_COMMAND\_ID\_CAM\_ON

**Power on CAM**

EPS\_COMMAND\_ID\_CAM\_OFF

**Power off CAM**

EPS\_COMMAND\_ID\_CAM\_RESET

**Reset CAM**

EPS\_COMMAND\_ID\_COIL\_SET\_PWM\_A

**Set 8-bit PWM on coil A**

EPS\_COMMAND\_ID\_COIL\_SET\_PWM\_B

**Set 8-bit PWM on coil B**

EPS\_COMMAND\_ID\_COIL\_SET\_PWM\_C

**Set 8-bit PWM on coil C**

EPS\_COMMAND\_ID\_COIL\_SET\_PWMS

**Set 8-bit PWM on coil A, B, C**

EPS\_COMMAND\_ID\_COIL\_SET\_PWM\_A\_DIR

**Set direction on coil A**

EPS\_COMMAND\_ID\_COIL\_SET\_PWM\_B\_DIR

**Set direction on coil B**

EPS\_COMMAND\_ID\_COIL\_SET\_PWM\_C\_DIR

**Set direction on coil C**

## D EPS COMMANDS

EPS\_COMMAND\_ID\_COIL\_SET\_PWMS\_DIR  
Set direction on coil A, B, C

EPS\_COMMAND\_ID\_COIL\_ENABLE  
Enable all coils

EPS\_COMMAND\_ID\_COIL\_DISABLE  
Disable all coils

EPS\_COMMAND\_ID\_CDHS\_GET\_BEACON\_DATA  
Return beacon data for CDHS

EPS\_COMMAND\_ID\_CDHS\_SEND\_NORMAL\_BEACON  
Send normal mode beacon

EPS\_COMMAND\_ID\_CDHS\_SET\_FW\_PIN  
Set FW select pin for CDHS bootloader

EPS\_COMMAND\_ID\_CDHS\_UNSET\_FW\_PIN  
Unset FW select pin for CDHS bootloader

EPS\_COMMAND\_ID\_BL\_READ\_RUNNING\_ID  
Read running firmware ID.

EPS\_COMMAND\_ID\_BL\_APPLY\_PROG  
Switch EPS firmware

EPS\_COMMAND\_ID\_BL\_SAVE\_HALFPAGE  
EPS firmware packet

EPS\_COMMAND\_ID\_BL\_GET\_PAGEMAP  
Get firmware memorymap

EPS\_COMMAND\_ID\_BL\_CALC\_PAGEMAP  
Calculate firmware memorymap

EPS\_COMMAND\_ID\_BL\_ERASE\_PAGEMAP  
Erase firmware memorymap

EPS\_COMMAND\_ID\_BL\_READ\_FW\_LENGTH  
Read firmware length

EPS\_COMMAND\_ID\_BL\_READ\_FW\_ID  
Read firmware ID

EPS\_COMMAND\_ID\_BL\_READ\_TOTAL\_CHKSUM

## *D EPS COMMANDS*

**Read total checksum of firmware.**

EPS\_COMMAND\_ID\_BL\_START\_PROG

**Start saving pages to fram.**

EPS\_COMMAND\_ID\_BL\_END\_PROG

**End saving pages to fram.**

EPS\_COMMAND\_ID\_BL\_ERASE\_FLASH

**Erase first 64kB of flash.**

EPS\_COMMAND\_ID\_BL\_READ\_PAGE\_FRAM

**Read page from fram.**

EPS\_COMMAND\_ID\_BL\_ERASE\_PAGE\_FRAM

**Erase page from fram.**

EPS\_COMMAND\_ID\_BL\_READ\_RESET\_COUNT

**Read reset counter**

EPS\_COMMAND\_ID\_BL\_READ\_BLOADER\_OUT

**Read bloader out debug variable**

EPS\_COMMAND\_ID\_BL\_READ\_CHKMAP

**Read chkmap**

## Appendix E -O1 optimization level explanation

`-fauto-inc-dec`

Combine increments or decrements of addresses with memory accesses. This pass is always skipped on architectures that do not have instructions to support this.

`-fcprop-registers`

After register allocation and post-register allocation instruction splitting, we perform a copy-propagation pass to try to reduce scheduling dependencies and occasionally eliminate the copy.

`-fdce`

Perform dead code elimination (DCE) on RTL.

`-fdefer-pop`

For machines that must pop arguments after a function call, the compiler normally lets arguments accumulate on the stack for several function calls and pops them all at once.

`-fdelayed-branch`

If supported for the target machine, attempt to reorder instructions to exploit instruction slots available after delayed branch instructions.

`-fdse`

Perform dead store elimination (DSE) on RTL.

## E -O1 OPTIMIZATION LEVEL EXPLANATION

### -fguess-branch-probability

GCC will use heuristics to guess branch probabilities if they are not provided by profiling feedback (-fprofile-arcs). These heuristics are based on the control flow graph. If some branch probabilities are specified by `__builtin_expect`, then the heuristics will be used to guess branch probabilities for the rest of the control flow graph, taking the `__builtin_expect` info into account. The interactions between the heuristics and `__builtin_expect` can be complex, and in some cases, it may be useful to disable the heuristics so that the effects of `__builtin_expect` are easier to understand.

### -fif-conversion2

Use conditional execution (where available) to transform conditional jumps into branch-less equivalents.

### -fif-conversion

Attempt to transform conditional jumps into branch-less equivalents. This include use of conditional moves, min, max, set flags and abs instructions, and some tricks doable by standard arithmetics. The use of conditional execution on chips where it is available is controlled by `if-conversion2`.

### -fipa-pure-const

Discover which functions are pure or constant. Enabled by default at '-O' and higher.

### -fipa-reference

Discover which static variables do not escape cannot escape the compilation unit.

### -fmerge-constants

Attempt to merge identical constants (string constants and floating point constants) across compilation units.

## *E -O1 OPTIMIZATION LEVEL EXPLANATION*

### `-fsplit-wide-types`

When using a type that occupies multiple registers, such as long long on a 32-bit system, split the registers apart and allocate them independently. This normally generates better code for those types, but may make debugging more difficult.

### `-ftree-builtin-call-dce`

Perform conditional dead code elimination (DCE) for calls to builtin functions that may set errno but are otherwise side-effect free.

### `-ftree-ccp`

Perform sparse conditional constant propagation (CCP) on trees.

### `-ftree-ch`

Perform loop header copying on trees. This is beneficial since it increases effectiveness of code motion optimizations. It also saves one jump.

### `-ftree-copyrename`

Perform copy renaming on trees. This pass attempts to rename compiler temporaries to other variables at copy locations, usually resulting in variable names which more closely resemble the original variables.

### `-ftree-dce`

Perform dead code elimination (DCE) on trees.

### `-ftree-dominator-opts`

Perform a variety of simple scalar cleanups (constant/copy propagation, redundancy elimination, range propagation and expression simplification) based on a dominator tree traversal. This also performs jump threading (to reduce jumps to jumps).

### `-ftree-dse`

Perform dead store elimination (DSE) on trees. A dead store is a store into a memory location which will later be overwritten by another store without any intervening loads. In this case the earlier store can be deleted.

## *E -O1 OPTIMIZATION LEVEL EXPLANATION*

`-ftree-forwprop`

Perform forward propagation on trees.

`-ftree-fre`

Perform full redundancy elimination (FRE) on trees. The difference between FRE and PRE is that FRE only considers expressions that are computed on all paths leading to the redundant computation. This analysis is faster than PRE, though it exposes fewer redundancies.

`-ftree-hiprop`

Perform hoisting of loads from conditional pointers on trees.

`-ftree-sra`

Perform scalar replacement of aggregates. This pass replaces structure references with scalars to prevent committing structures to memory too early.

`-ftree-pta`

Perform function-local points-to analysis on trees.

`-ftree-ter`

Perform temporary expression replacement during the SSA->normal phase. Single use/single def temporaries are replaced at their use location with their defining expression. This results in non-GIMPLE code, but gives the expanders much more complex trees to work on resulting in better RTL generation.

`-funit-at-a-time`

This option is left for compatibility reasons. `-funit-at-a-time` has no effect, while `-fno-unit-at-a-time` implies `-fno-toplevel-reorder` and `-fno-section-anchors`



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