

~~Open Source Group 2~~  
~~Open Source Virtual Satellite~~

Open Source Space Systems Simulator;  
OS<sup>4</sup>

# Group 2 members

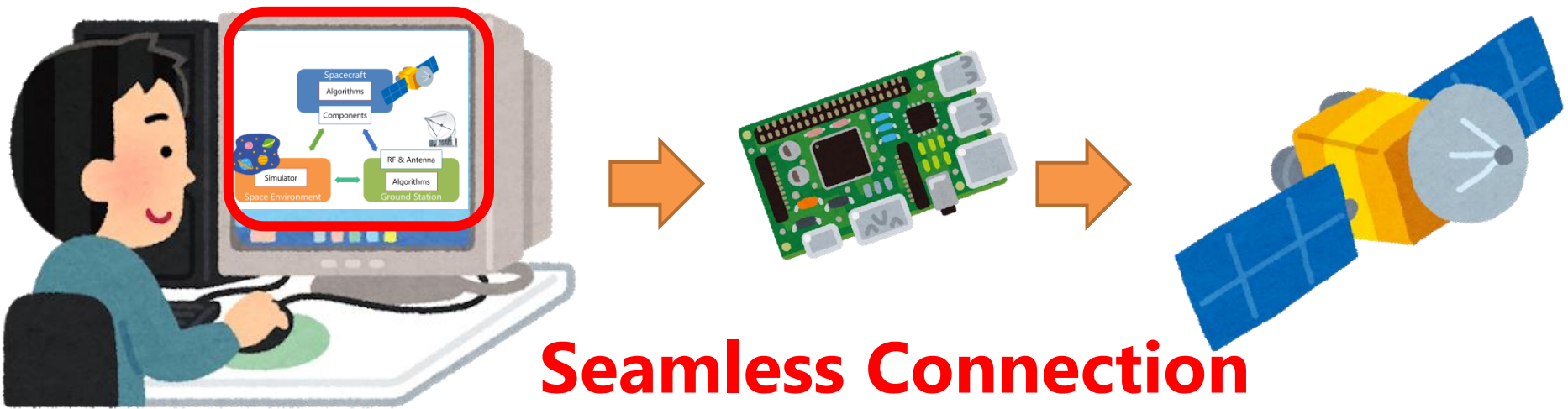
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- 9 members
- From
  - ▣ Taiwan
  - ▣ Lebanon
  - ▣ Malaysia
  - ▣ Luxembourg
  - ▣ Japan
  - ▣ Canada

# My dream

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- I want to develop, evaluate, and demonstrate **every S/W** related to space activity **in a virtual space in PC**
  - ▣ Every S/W: On-board C&DH, ADCS, Thermal, Power etc...  
On-ground C&DH, image processing, etc...
- The virtual space **must seamlessly connect with real** hardware components



# Open Source

# Virtual Satellite

Method  
Sub objective

Main objective

Efficient and Effective R&D

Reuse

Standardization

Modularization

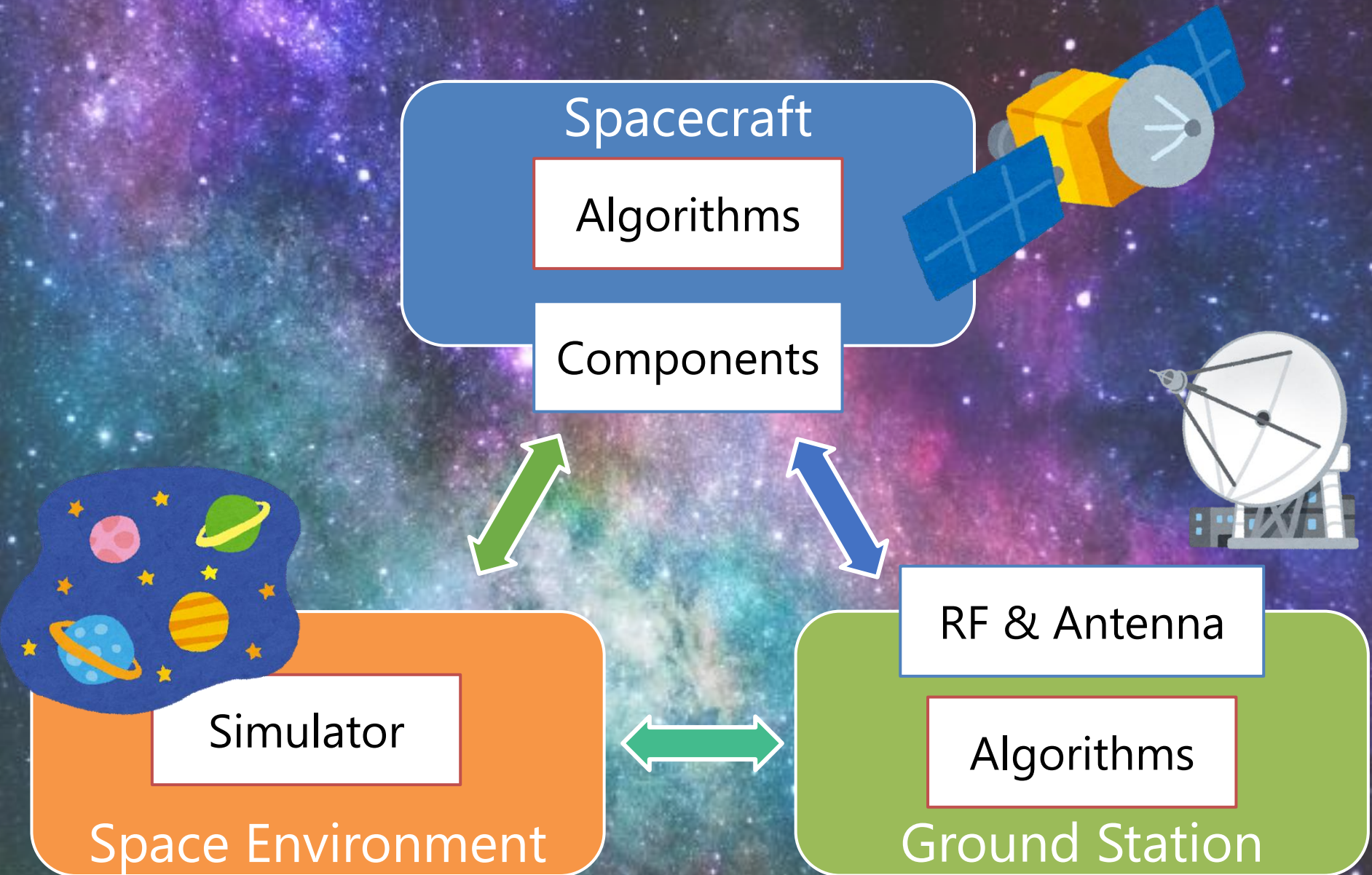
Reliability of developed S/W

Education

Experience of virtual satellite operation



# My Dream



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## Discussion-1: 40 min

What kind of functions do we need?

# Discussion-1

## What kind of functions do we need?

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- In spacecraft emulator
  - ▣ Power; battery/solar cells, component on/off
  - ▣ Sensors
  - ▣ Actuator
  - ▣ Communication TT&C
  - ▣ Deployable stuff (Solar panel, antenna, )
  - ▣ Physical parameters
    - Mass, moment of inertia
- in space environment simulator
  - ▣ Orbit / sun direction,
    - Eclipse
  - ▣ Disturbances
    - J2, air drag, solar radiation,
  - ▣ Ground station acquisition

# Discussion-1

## What kind of functions do we need?

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- in ground station emulator
  - ▣ Multi-ground station/network
  - ▣ Hand over command
  - ▣ Antenna direction control(accuracy and speed)
  - ▣ Weather
- UI/GUI of simulator
  - ▣ File format to decide the component
  - ▣ GUI of orbit, attitude respect to sun, power info
  - ▣ Export and import system with another software(STK, CAD, Thermal Desktop, ESA TAN, Matlab/Simulink, ROS etc...)
- Or do we need another elements?
  - ▣ Multi-satellite



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## Discussion-2: 30 min

How to build the team?

# Discussion-2

## How to build a team for this project?

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- Team member
  - ▣ Project management
    - WBS
  - ▣ Experts of spacecraft, space environment, ground station
    - Actual specification & requirement, definition
    - Testing
  - ▣ Core SW architects
    - Expert of S/W
    - Expert of spacecraft
    - Small group (2-3 members)
  - ▣ Senior developers
    - Reviewing source code
  - ▣ Developers
    - students

# Discussion-2

## How to build a team for this project?

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- Tools for international development
  - ▣ Code management / version control / release management
    - Github
  - ▣ Communication
    - slack, skype
  - ▣ Asana(project management tool)
    - Schedule management tool
  - ▣ Development tools depends on language
  - ▣ Open source tools
    - Compiler, IDE,
- What programming language?
  - ▣ C, C++ could be core language
  - ▣ ROS; C++/Python
  - ▣ Verilog for FPGA

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## Discussion-3: 30 min

What can we do as a first step?

# Discussion-3

## What can we do as a first step?

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- We have to start small scale
- ROS is good starting point
- Cubesat basic motion should be covered
  - ▣ T&C with ground
  - ▣ Power generation/consumption, battery
  - ▣ Attitude
    - Direction of sun, earth
  - ▣ Orbital motion
    - Eclipse, ground position
  - ▣ Documents Google docs
    - Call for participation
    - Specification & guideline are written later
  - ▣ Website?
    - github
- How to agree with one specific framework?
  - ▣ Making de facto standard
  - ▣ Continually promoting



# Action items

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- Until the next skype meeting
  - ▣ Internal discussion in each university
    - Finding volunteer students and faculties
    - Key person, Ph.D student
      - ERASMUS+
      - ISU individual project
  - ▣ Satoshi make slack group, skype (zoom) group, google docs, mailing list until next meeting
- Skype meeting
  - ▣ Monthly
    - Next; December 10th, 10 am UTC
- Next action item
  - ▣ Share the current S/W of spacecraft
  - ▣ Pick up some task for some thesis theme will be managed by faculty members
  - ▣ Make list of theme