

# V&V of a Spacecraft's Autonomous Planner through Extended Automation

**Martin S. Feather**

Jet Propulsion Laboratory,  
California Institute of Technology  
4800 Oak Grove Drive  
Pasadena, CA 91109, USA  
+1 818 354 1194  
Martin.S.Feather@Jpl.Nasa.Gov

**Ben Smith**

Jet Propulsion Laboratory,  
California Institute of Technology  
4800 Oak Grove Drive  
Pasadena, CA 91109, USA  
+1 818 353 5371  
Ben.D.Smith@Jpl.Nasa.Gov

## ABSTRACT

*planning autonomy  
testing  
NASA*

We have introduced and used significant automation during the verification and validation (V&V) of a spacecraft's autonomous planner. This paper describes the problem we faced, the solution we employed, and the applicability of our approach in a general V&V setting.

## PROBLEM

Cost, performance and functionality concerns are driving a trend towards use of self-sufficient autonomous systems in place of human-controlled mechanisms. Our focus has been the verification and validation (V&V) of a spacecraft's autonomous planner. This planner generates the sequences of high-level commands that control the spacecraft. The planner is part of a self-sufficient autonomous system that will operate a spacecraft over an extended period, without human intervention or oversight. Hence, V&V of the planner is crucial.

The planner can exhibit a much wider range of behaviors than the command sequence mechanisms of more traditional spacecraft designs. Furthermore, it must respond correctly to a wide range of circumstances. Together, these raise some new challenges for V&V.

As for any complex piece of software, a major focus of V&V revolves around thorough testing. The new V&V challenges manifest themselves during testing as the following combination of characteristics:

- The planner's output (plans) are detailed and voluminous, ranging from 1,000 to 5,000 lines long. Plans are intended to be read by software, and are not designed for easy perusal by humans. To illustrate this, a small fragment of a plan is shown in Figure 1.
- Each plan must satisfy all of the flight rules that characterize correct operation of the spacecraft. Flight rules may refer to the state of the spacecraft and the activities it performs, and describe temporal conditions required among those states and activities. Flight rules are expressed in a special-purpose language; an example is shown in Figure 2. There are over 200 such flight rules of relevance to the planner.
- The information pertinent to deciding whether or not a plan passes a flight rule is dispersed throughout the plan.
- The thorough testing of the planner yields thousands of such plans, spanning the wide range of circumstances in which the planner is expected to operate.

As a consequence, manual inspection of more than a small fragment of plans generated in the course of testing is impractical.

## SOLUTION

Our approach has been to automate the checking of plans. The automated system checks each plan for adherence to all of the flight rules input to the planner. This verifies that the planner is not

```

(#S(C-TOKEN
:CARDINALITY :SINGLE :NAME VAL-920
:SV-SPEC (SPACECRAFT_ATTITUDE SPACECRAFT_ATTITUDE_SV)
:TYPE-SPEC ((CONSTANT_POINTING_ON_SUN
              (HGA_AT_EARTH BBC_DEADBAND_CRUISE)))
:START-B-TOKEN VAL-920
:END-B-TOKEN VAL-920
:STATE-VARIABLE (SPACECRAFT_ATTITUDE SPACECRAFT_ATTITUDE_SV)
:TOKEN-TYPE ((CONSTANT_POINTING_ON_SUN
              (HGA_AT_EARTH BBC_DEADBAND_CRUISE)))
:DURATION (37801 500000000)
:START-TIME-POINT TP-1279
:END-TIME-POINT TP-1116

```

**Figure 1 – Small fragment of a plan**

*Every interval of SEP\_Thrusting whose 4<sup>th</sup> parameter = FIRST is "contained\_by" an interval of Sun\_Pointing with the same 1<sup>st</sup> parameter as the 1<sup>st</sup> parameter of the thrusting interval, and with 2<sup>nd</sup> parameter = BBC\_DEADBAND\_IPS\_TVC*

```

(Define_Compatibility
(SINGLE ((SEP SEP_SV)
        ((SEP_Thrusting ( ?heading ?level ?duration FIRST))))
:compatibility_spec
(contained_by
(SINGLE ((Spacecraft_Attitude Spacecraft_Attitude_SV)
        ((Sun_Pointing ( ?heading BBC_DEADBAND_IPS_TVC))))

```

**Figure 2 – Example flight rule**

generating hazardous command sequences. The automated system also performs some validation checks. These arise from a gap between the "natural" form of a flight rule and the way in which it must be re-encoded so as to be expressed to the planner. The automated system checks a direct encoding of the "natural" statement of the flight rule, thus helping validate that the planner and its inputs are accomplishing the desired behavior.

We use a database as the underlying reasoning engine of our system to automatically check plans. To perform a series of checks of a plan, we automatically load the plan as data into the database, having previously created a database

schema for the kinds of information held in plans. We express the flight rules as database queries. The database query evaluator is used to automatically evaluate those queries against the data. Query results are organized into those that correspond to passing a test, which we report as confirmations, and those that correspond to failing a test, which we report as anomalies.

The net result is that we can quickly and thoroughly check each plan. The automated checking code takes less than five minutes (on a Sun ULTRA Sparc) to perform each of several hundred checks of a large (5,000 line) plan and generate a report of the results. Plan generation is a search-intensive activity, and a planner is a

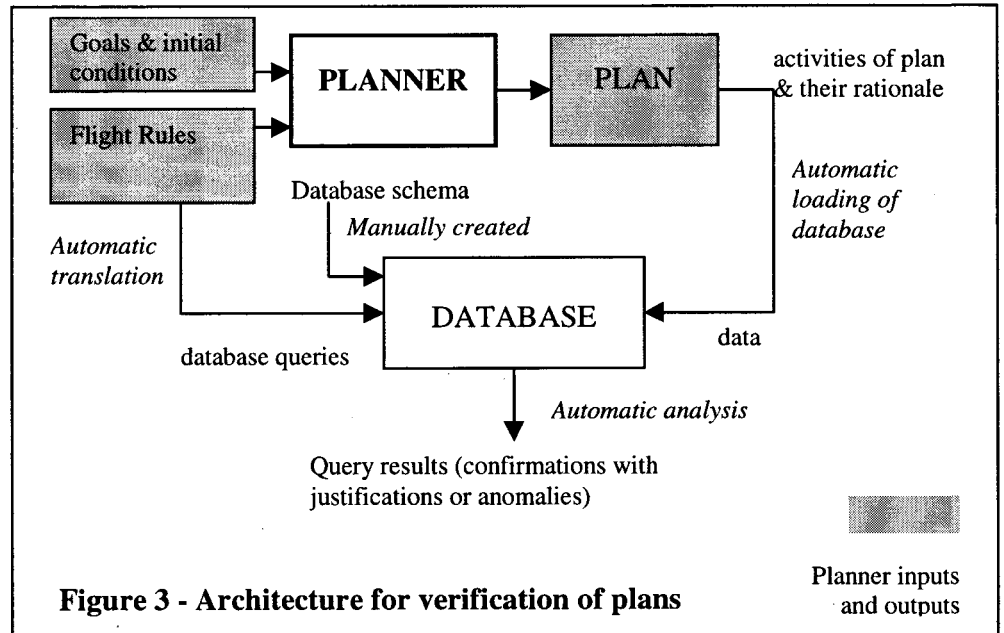
complex piece of software precisely because of the need to perform this search in an effective and efficient manner. Conversely, once a plan has been generated, checking properties of that plan is relatively straightforward.

Because the flight rules themselves are numerous, detailed and evolve over the course of software development, we have taken the automation one step further. We generate the verification part of the plan-checking code from the flight rules themselves, in the same form in which they are input to the planner. Using this capability, we are able to *automatically* regenerate the flight-rule checking code, whenever the set of flight rules input to the planner evolves. The architecture of this system is shown in Figure 3.

The pieces we had to build were:

- The database schema to hold plan information.
- Code to automatically load a plan (in the form output by the planner) into the database.
- Code to automatically generate a report from running the database queries. A report contains more than simply a pass/fail result for the plan as a whole. For example:
  - Flight rules that are satisfied trivially are reported as such (e.g., the flight rule shown in Figure 2 would be trivially satisfied if the plan contained no intervals of SEP\_Thrusting).
  - Flight rules that are satisfied by finding corresponding activities in the plan are reported as such (e.g., the flight rule shown in Figure 2 would be satisfied by

finding a Sun\_Pointing interval in the plan corresponding to an SEP\_Thrusting



interval in the plan). All such pairs of corresponding intervals are reported.

This kind of information is useful to the planning team in assessing test coverage.

- Code to automatically translate flight rules (in the form input to the planner) into database queries.

### METRICS

The checker tool has been used during the testing of the spacecraft's autonomous planner.

- It is applied to check every flight rule input to the planner. There are over 200 such rules.
- It is applied to the plans generated during testing. To date, there have been thousands of such plans.
- The checker runs somewhat faster than the planner; the time to check a plan typically ranges from 30 seconds to 4 minutes, while the time to generate a plan typically ranges from 3 minutes to 10 minutes.
- When there is a change to the flight rules, we automatically regenerate the checker's

database queries. This takes less than 10 minutes for the entire set of flight rules. Complete regeneration, in response to flight rule changes, has been performed 3 times.

- The development of the checker was a significantly lesser effort than the development of the planner. The former took several months, the latter several years.
- The checker was modified to accommodate a modest change to the plan syntax. This took less than 3 days to accomplish. A small change to the syntax of the flight rules was accommodated in less than one hour.

## APPLICABILITY

Our approach has been developed for, and applied to, V&V of a spacecraft's autonomous planner. However, we believe the approach has much wider applicability than this one project. The characteristics that identify when this approach is worthwhile and viable are as follows:

**Worthwhile:** The development of automated test checking code, rather than relying upon manually conducted checks, is warranted when:

- There are voluminous amounts of data to check, either because each test run yields lots of data, or there are numerous test runs, or both.
- The checking of a test run is complex, either because there are many checks to perform, or the checks themselves are hard to perform, or both.

These conditions render manual checking unsatisfactory.

A further applicability condition is that it is infeasible to analyze the code itself in place of testing the code. For our task, the planner was a complex piece of software, and seemed beyond the capabilities of present-day analysis techniques (such as model checking or theorem proving). This rendered thorough testing, and therefore thorough checking of the test results,

inevitable.

**Viable:** The style of automated checking we developed requires the following conditions to hold:

- The data to check is self-contained. That is, there is no need for human interaction to determine whether or not a check has been met. (In our planner task, each plan is a self-contained object from which it can be determined whether or not each flight rule holds.)
- The data to check is in a machine-manipulable form. That is, it is feasible to develop automated checking that will work directly off the form of data available, without human intervention. (In our planner task, plans have exactly this characteristic, since they are intended for consumption by the spacecraft's automatic executive.)
- Checking is easier than generation. That is, the code to check that a test run satisfies the desired conditions is simpler than the code that generates that test data.

This has two positive consequences:

1. The development of the automated test checking code will be a much lesser effort than the development of the system under test.
2. The test checking code will run faster than the system under test (meaning it can easily keep up with the test data generated, and provide quick feedback to the test personnel).

Our automatic generation of flight-rule checking code reflects the same characteristics of an activity that is worthwhile and viable to automate:

- we have hundreds of flight rules to check
- individual rules can be quite complex
- the set of rules evolves over time

- flight rules are expressed in a machine-manipulable format (constraints input to the planner)
- the language of those rules (planner constraint language) is carefully proscribed so as to render plan generation feasible; the expression of those rules as checks can employ an extensible, general-purpose

checked to ensure that the planner is not only arriving at the "right" solution (namely, a plan that adheres to all the flight rules), but is doing so for the "right" reasons. This gives the test team confidence to extrapolate the correct operation of the planner to a wide range of circumstances.

- they provide redundancy that contributes to

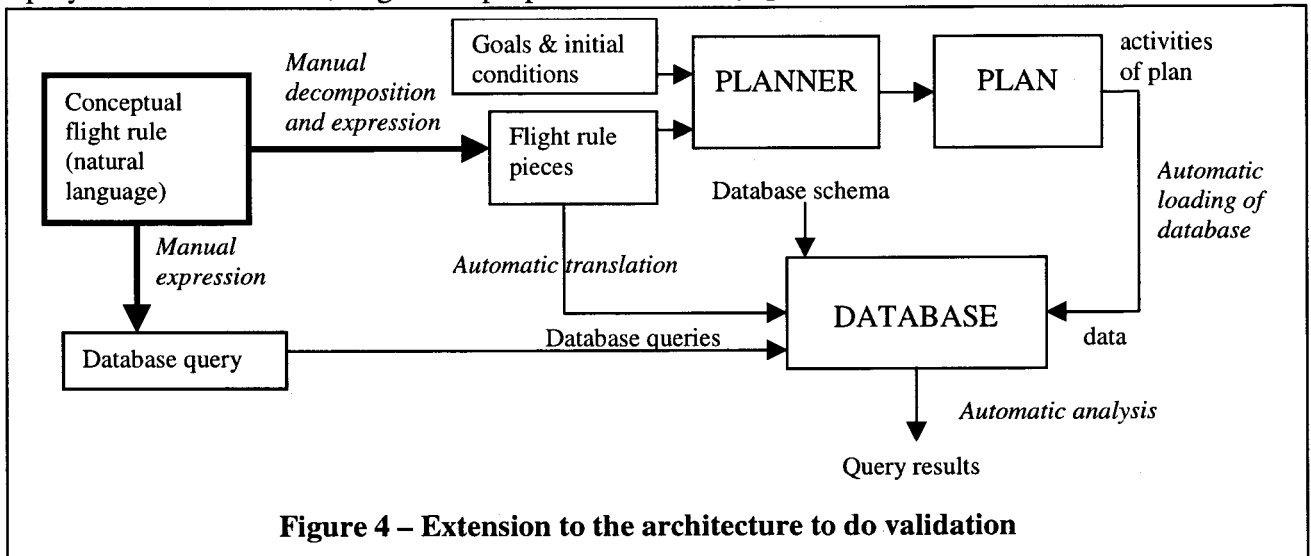


Figure 4 – Extension to the architecture to do validation

language.

In our system, generation of the flight-rule checking code takes under 10 minutes and is completely automatic.

### FURTHER OBSERVATIONS

Our problem and solution exhibit two further characteristics of general importance.

**The value of redundancy and rationale:** Each plan generated by the spacecraft's planner contains both a sequence of activities and justifications for those activities. These justifications relate each activity to the flight rules that were taken into account in planning that activity. Viewed solely as a command sequence, the presence of these justifications in the plan is redundant. However, these justifications serve two very useful roles for V&V purposes:

- they provide rationale for why the planner arrived at a plan. This rationale can be

our confidence in the checking code itself. Our test checking code independently performs the following three kinds of checks:

1. that the activities of the plan adhere to all the flight rules,
2. that there is a justification recorded with each activity in the plan for every flight rule that the checker finds is applicable to that activity, and
3. that every justification recorded in the plan can be traced back to a flight rule.

This makes it unlikely that the checking code has a "blind spot" that happens to overlook a fault in a plan.

The automated test checking code we automatically generate from planner flight rules checks this rationale.

**Opportunities for validation:** Verification was the original focus of our plan checker generation

effort. By thorough checking of the planner's outputs (plans) against the flight rules given as input to the planner, we gained confidence that the internal operation of planner was correct. However, the effort also yielded significant opportunities for validation.

Validation opportunities arose from a gap between the most "natural" statement of a flight rule and the form in which it must be re-encoded so as to be expressed to the planner. The planner constraint language is carefully proscribed so as to render plan generation feasible. On occasion, a flight rule cannot be expressed directly in this limited language. Instead, it must be (manually) subdivided into several separate rules that in conjunction will achieve the requisite condition, and that individually can be expressed in the constraint language. Our language for expressing checks is more general purpose than the planner constraint language. This means that it is possible to (manually) encode an automatic check corresponding directly to the original flight rule. By following this process, we are able to validate that the planner, and the encodings of flight rules given to it, do in fact achieve the original intent.

Note that there is a manual step to this validation - we must manually encode the original flight rules (expressed in natural language) as checking code. The checking code then runs automatically. However, this manual step can take advantage of the framework established by the verification architecture and code.

In more general terms, we see that verification can be extended into the realm of validation when the verification language is more general than the language of the system being verified.

## CONCLUSIONS

Testing activities are an area ripe for insertion of automation. Our work automates the determination of whether a test run has met its requirements. Furthermore, we automate the generation of the code performing these

determinations. We were motivated in part by early work in this direction, reported in [1].

We employ a database at the heart of our checking tool. Our earlier pilot studies had shown a database could be used to provide rapid and flexible analysis [2].

Checking test runs is only a part of testing. For example, selecting *which* tests to run is an important decision. Other than providing some feedback on which requirements a test run has exercised, the work reported here does not address test selection. For a broader perspective on the testing of autonomous spacecraft software, see [3].

## ACKNOWLEDGMENTS

The research and development described in this paper was carried out by the Jet Propulsion Laboratory, California Institute of Technology, under a contract with the National Aeronautics and Space Administration. Funding was provided under NASA's Code Q Software Program Center Initiative UPN #323-098-5b, and by the Autonomy Technology Program.

## REFERENCES

- [1] D. J. Richardson, S. L. Aha & T. O'Malley, "Specification-based Test Oracles for Reactive Systems," *Proceedings of the 14<sup>th</sup> International Conference on Software Engineering*, pp. 105-118, Melbourne, Australia, 1992.
- [2] M. S. Feather, "Rapid Application of Lightweight Formal Methods for Consistency Analysis," *IEEE Transactions on Software Engineering*, vol, 24, no. 11, pp. 949-959, Nov. 1998.
- [3] B. Smith, B. Millar, J. Dunphy, Y. Tung, P. Nayak, E. Gamble & M. Clark, "Validation and Verification of the Remote Agent for Spacecraft Autonomy," to appear in *Proceedings, 1999 IEEE Aerospace Conference*.