

Flight Software Problem Failure Report Process



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What is a PFR?

- **A PFR can be described as the documented history of a Flight Software problem, which traces the history of the problem from its origination, through verification, through complete resolution and testing of the resolution.**
- **It provides a historical artifact on specific software problems, which may manifest themselves in various settings.**

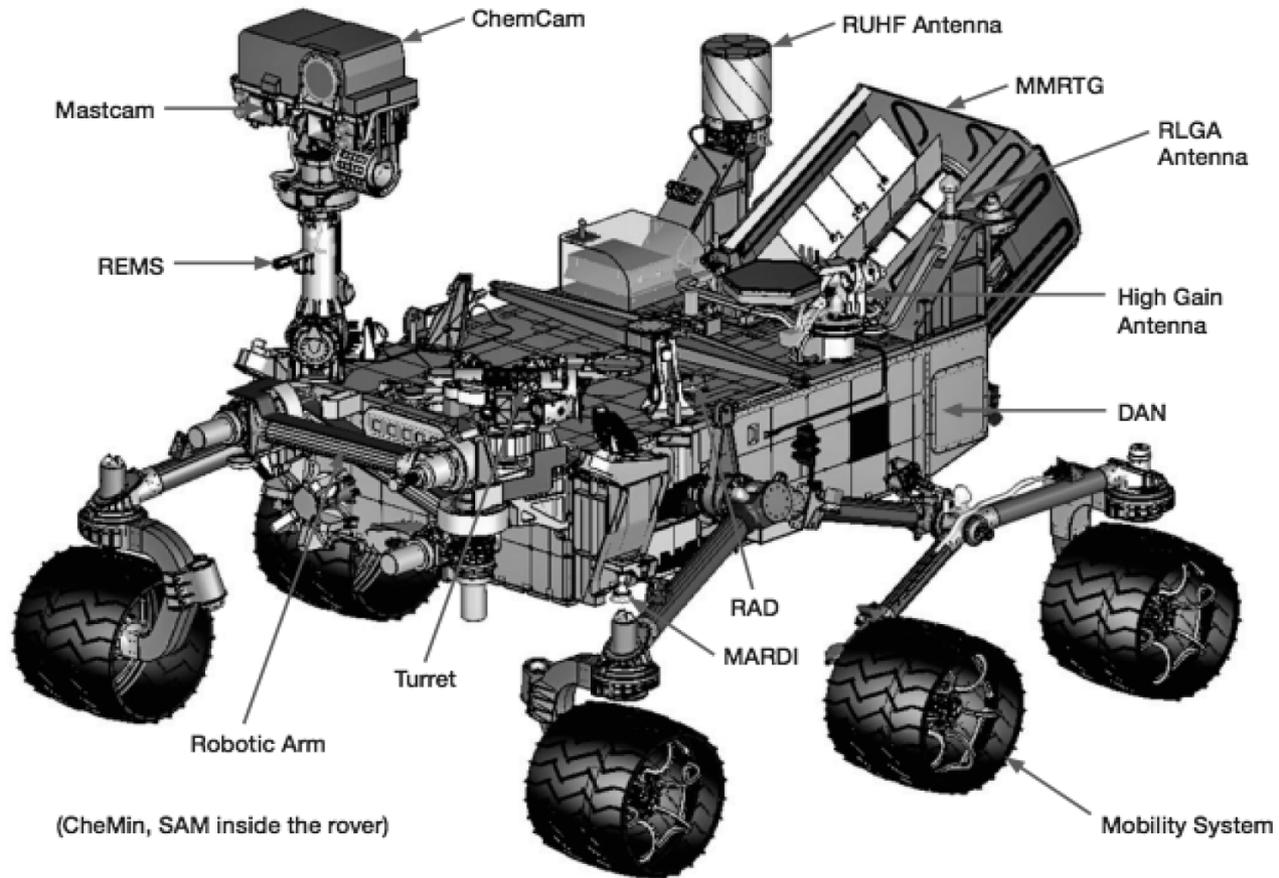
What is a PFR?

- **There are two important parts:**
 - **The Software Problem, or Failure, or Anomalous Behavior**
 - **The complete reporting of these incidents.**
- **Unresolved software issues can pose a serious risk to a mission!**
- **Poorly understood software issues can pose a serious risk to a mission.**

The Importance of PFRs

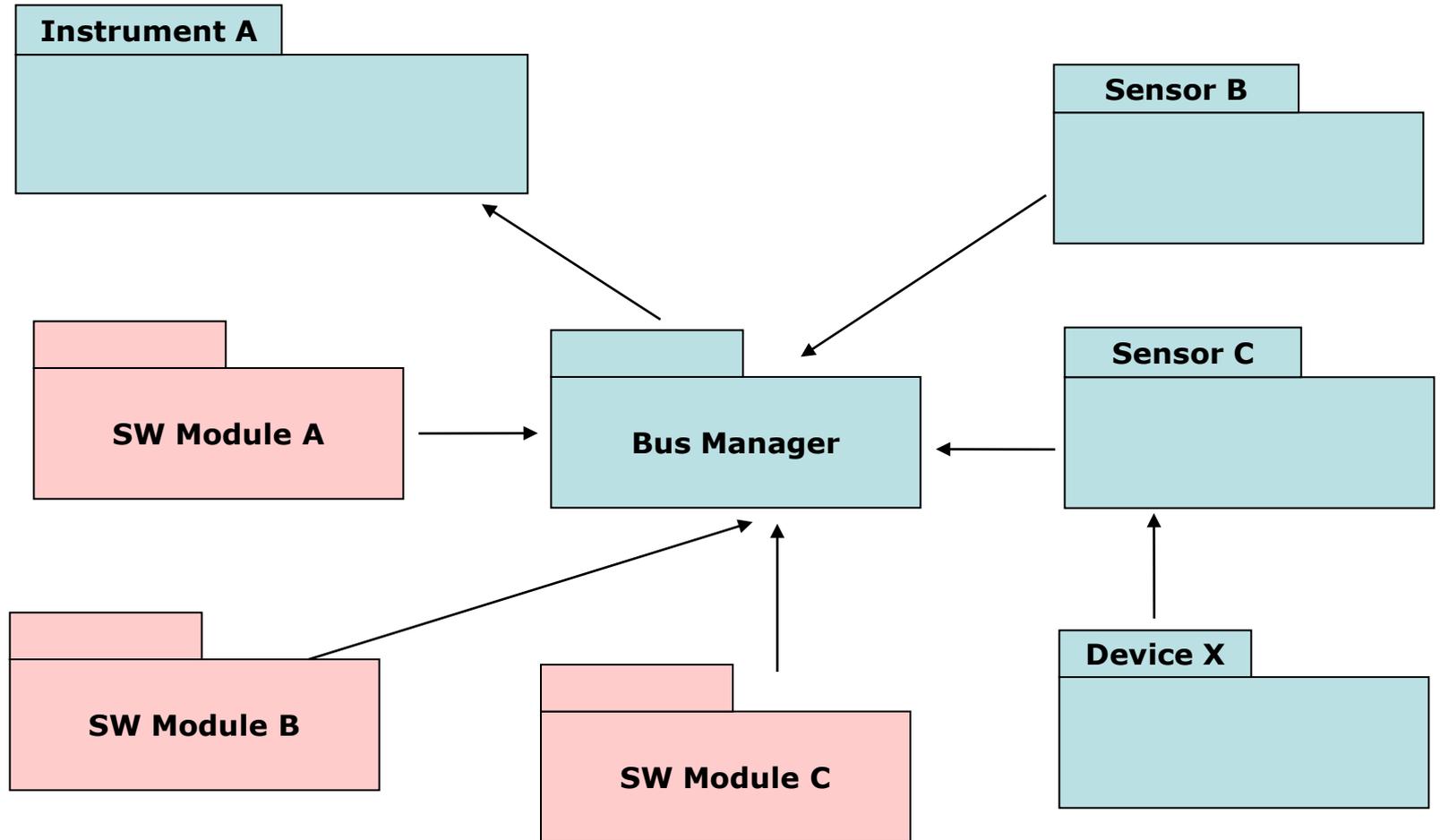
- **Software development and testing would be very difficult without PFRs.**
- **Problems manifest themselves in various settings.**
- **If these problems can be tied to a specific issue, then the problems can be understood if there is a documented fix or workaround.**
- **In some cases there may not be a fix at all!**
- **It provides a measure of the reliability software and the effectiveness of the code coverage.**

Where do Software Problems Occur?



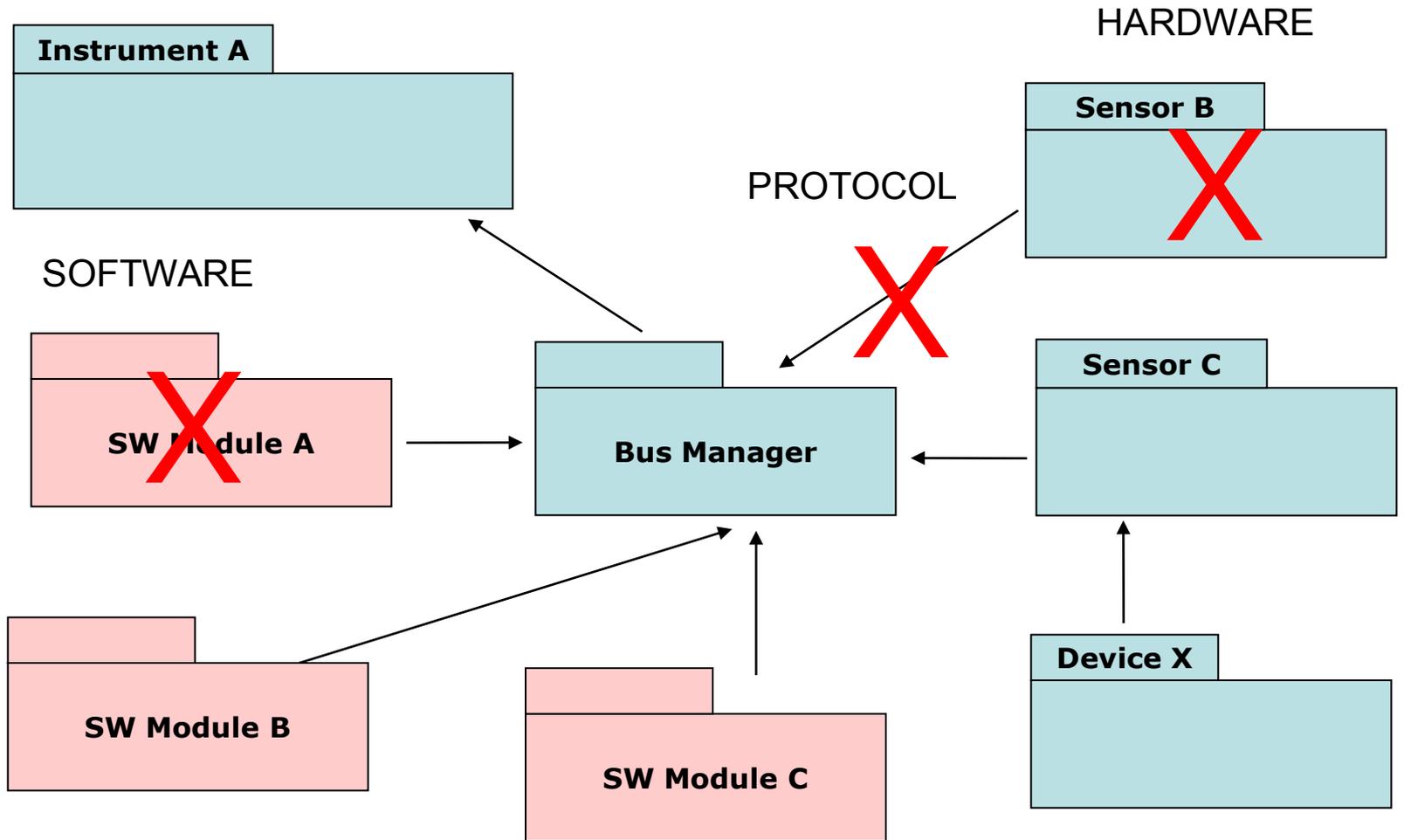
EVERYWHERE!!!

Where do Software Problems Occur?



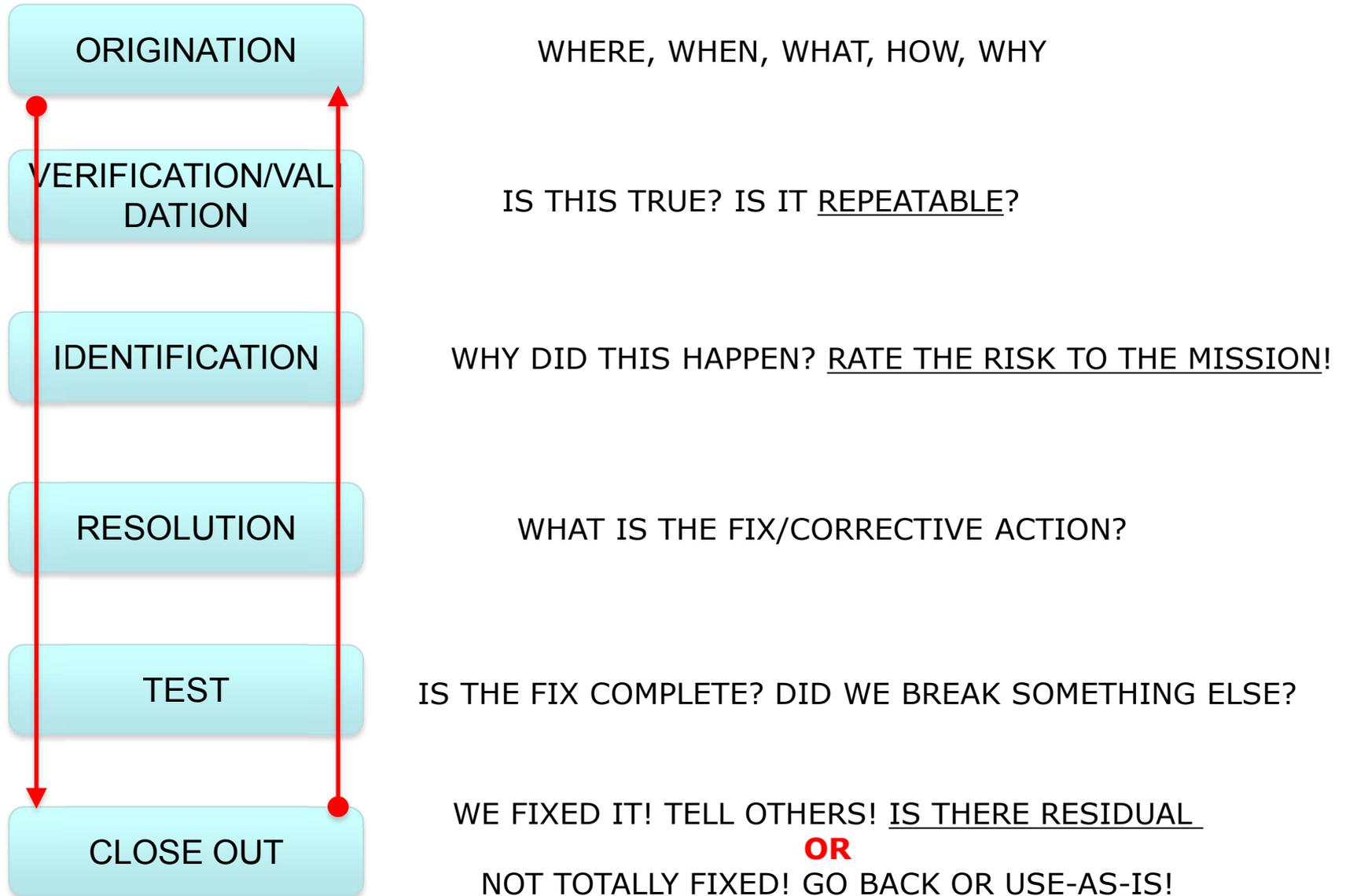
Within a spacecraft there are many hardware software interactions.

Where do Software Problems Occur?



Problems can arise anywhere!

PFR Process



The Importance of PFRs

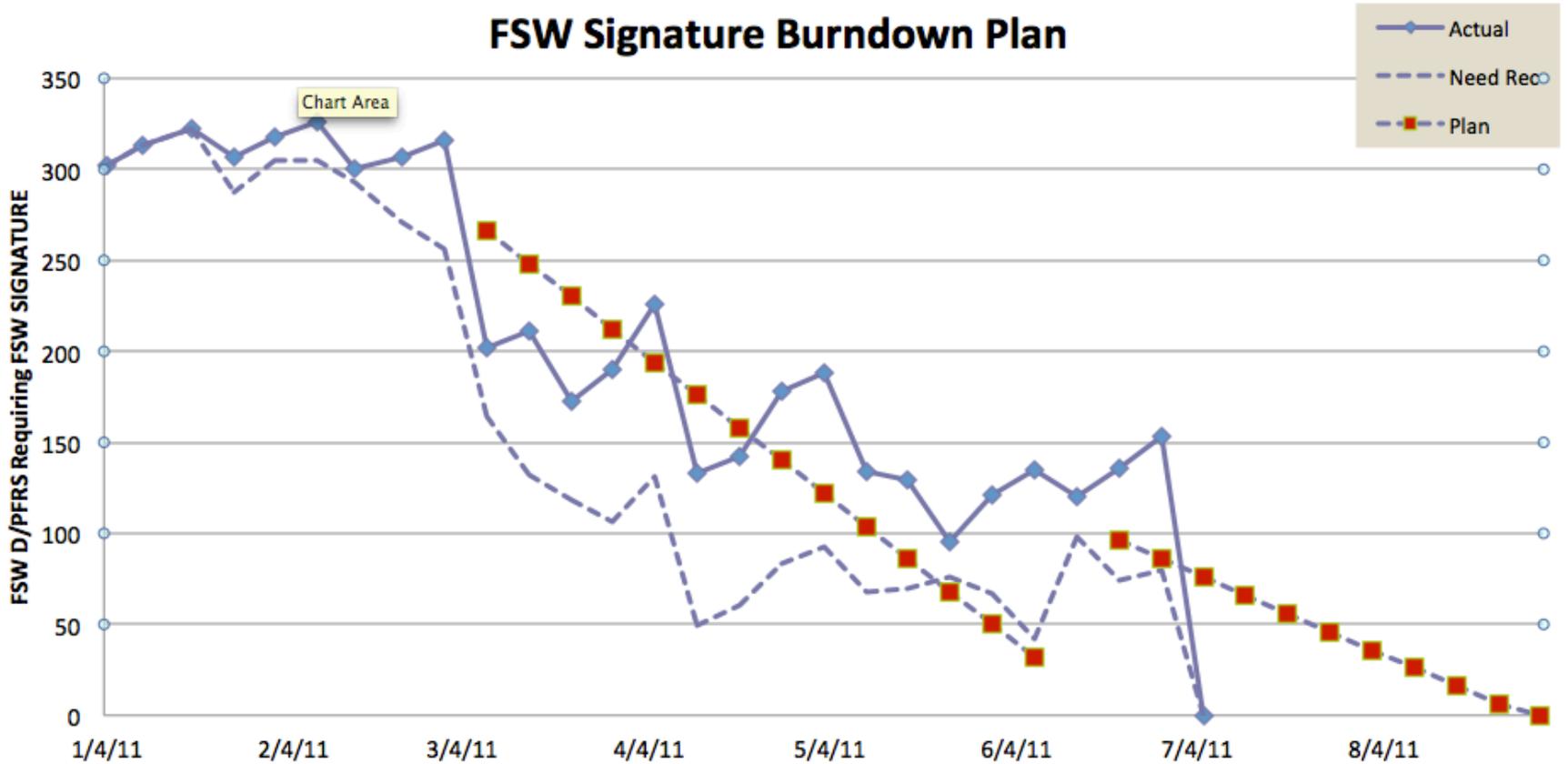
- A PFR should be tied to its originator. Thus the originator is the owner (willingly or unwillingly).
- It is very important to understand where this issue originated – test, development, poor requirements, configuration, procedures.
- Various team members need to be included in the communication chain.
- When looking at a PFR it is important to quickly identify the RISK. It is also important to try to see if the issue is RELATED to other issues.

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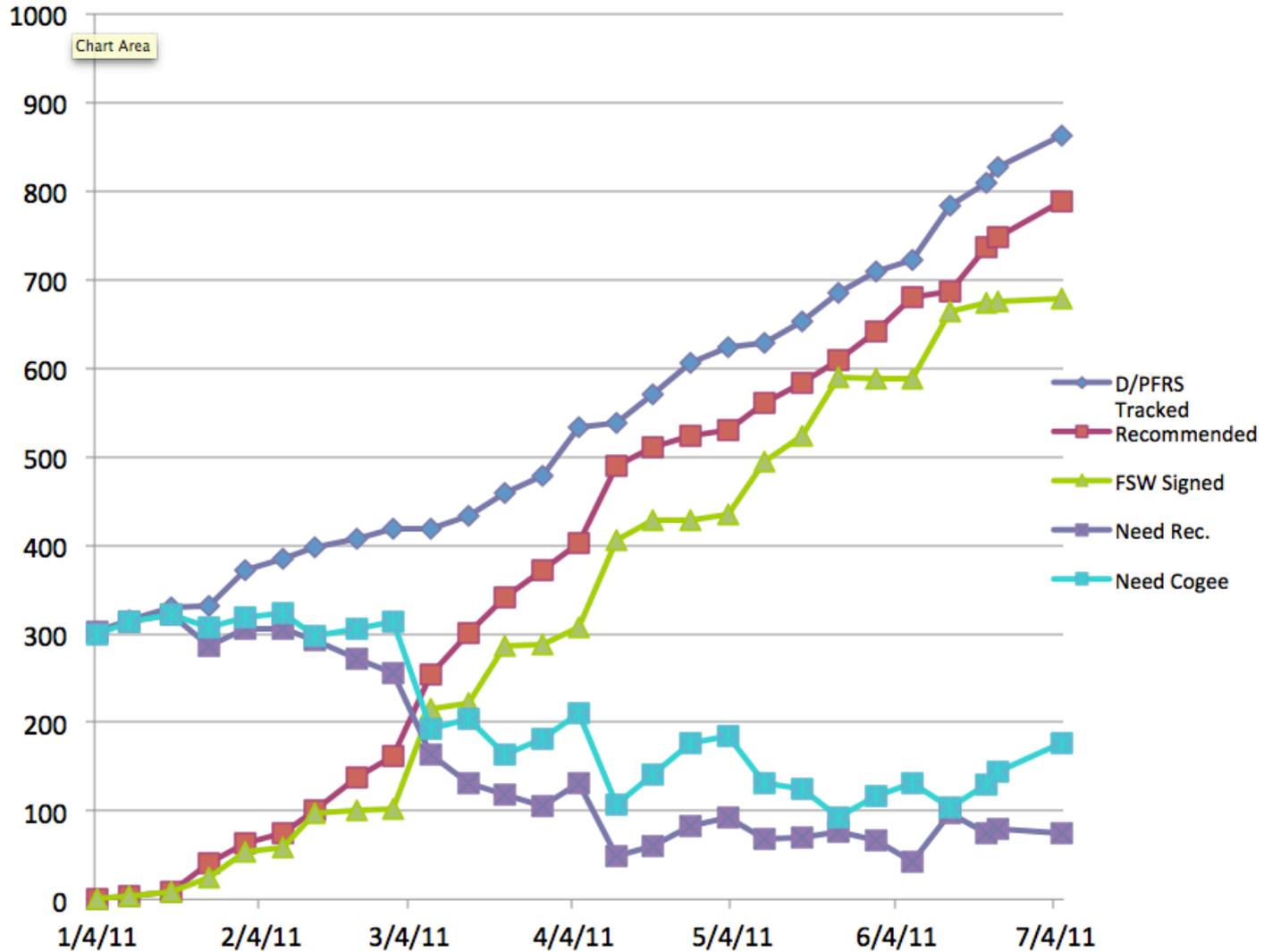
- For MSL we reviewed over 1700 FSW PFRs, 400+ GDS PFRs/ISAs, and 3400+ FSW Requirements/VIs, and also certified 69 FSW and 24 GDS SRCRs.
- Pre-launch we worked to close out over 300 open Flight Software issues.
- Post-launch we continued to work Cruise, EDL and Surface PFR issues.
- Some issues led to the creation of operational Flight Rules.

Mars Science Laboratory

FSW Signature Burndown Plan



Mars Science Laboratory



Left Hand – Right Hand Issues



TESTERS

SOFTWARE DEVELOPERS

SYSTEM ENGINEERS



MISSION OPERATIONS

COMMAND SEQUENCING PEOPLE

INSTRUMENT TEAM

SCIENCE TEAM

OTHER SYSTEM ENGINEERS

HARDWARE PEOPLE

MANAGERS

VERY REMOVED MANAGERS ...

INTERNAL SOFTWARE
DEVELOPMENT
PROBLEMS

WE DISCOVERED A BUG IN THE CODE
AND OPEN A SOFTWARE TICKET!

PFRS

UH OH! THE BUG MANIFESTED ITSELF
DURING A TEST ... BUT WE KNOW ABOUT
IT.

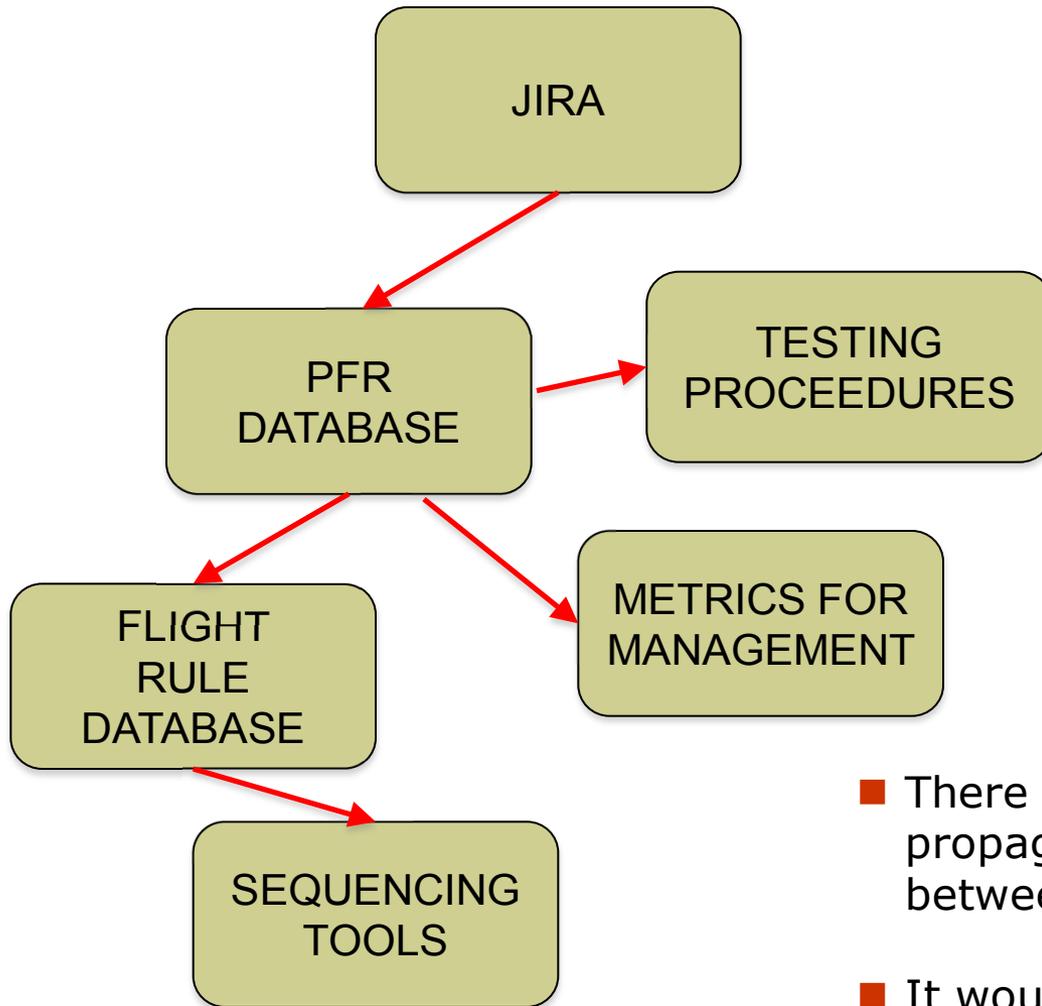
FLIGHT RULES

WE ARE ACTUALLY NOT GOING TO FIX THIS PROBLEM
IN THE CURRENT RELEASE! WE NEED TO COORDINATE
WITH OPS TO DOCUMENT THIS – A FLIGHT RULE.

A FLIGHT RULE IS A GUIDE:

- * KNOW THIS.
- * **DON'T DO THIS ... OR ... DO THIS! IN THIS ORDER:**
 - ** *FOLLOW THIS PROCEDURE.*
- * THE SEQUENCE ENGINE CHECKS FOR THEM.
- * PFRS CAN LEAD TO THE CREATION OF FLIGHT RULES

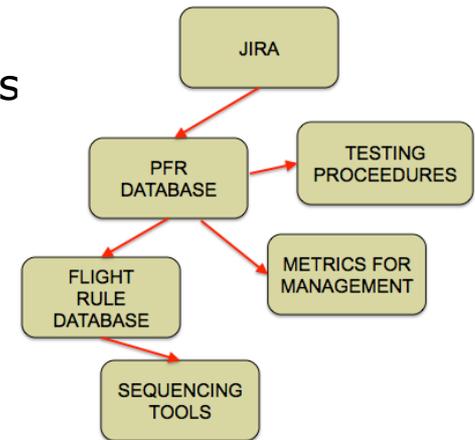
Left Hand – Right Hand Issues



- There needs to be a way to efficiently propagate Flight Software Issues between disparate databases and tools.
- It would be nice to have the tools and metrics automatically COUPLED together.

Left Hand – Right Hand Issues

- There needs to be a way to efficiently propagate Flight Software Issues between disparate databases and tools
- It would be nice to have the tools and metrics automatically COUPLED together.
- A challenge is the use of different tools and that often share the same or similar information. There is an intersection of knowledge ...
- Tools that allow automation/scripting are helpful.
- The current practice involves a lot of Microsoft Excel spreadsheets as the glue. This is time consuming.



Flight Software Testing

- With hundreds if not thousands of software issues, software is a challenge.
- Unit testing helps, testing at each stage helps, regression testing helps. More testing is better at each step of the problem resolution.
- JPL uses a simulation environment that allows the Flight Software Environment to be tested.
- Real testbeds are a shared resource and testbed time must be scheduled.
- It would be nice to have high fidelity simulation environment running compiled flight code in a virtualization environment. However current COTS products are expensive.
- Future ideas may be :
 - Look at tools like QEMU which has a PowerPC and ARM models.
 - Look at using Unix/Linux as the OS and push non-critical processes into user land (minimizing FATAL failures).

THE END

■ QUESTIONS?