



Space Telecommunications Radio System (STRS) Architecture

Tutorial Part 1—Overview

*Louis M. Handler and Janette C. Briones
Glenn Research Center, Cleveland, Ohio*

*Dale J. Mortensen
ASRC Aerospace Corporation, Cleveland, Ohio*

*Richard C. Reinhart
Glenn Research Center, Cleveland, Ohio*

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National Aeronautics and
Space Administration

Glenn Research Center
Cleveland, Ohio 44135

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Louis M. Handler and Janette C. Briones
National Aeronautics and Space Administration
Glenn Research Center
Cleveland, Ohio 44135

Dale J. Mortensen
ASRC Aerospace Corporation
Cleveland, Ohio 44135

Richard C. Reinhart
National Aeronautics and Space Administration
Glenn Research Center
Cleveland, Ohio 44135

Abstract

Space Telecommunications Radio System (STRS) Architecture Standard provides a NASA standard for software-defined radio. STRS is being demonstrated in the Space Communications and Navigation (SCaN) Testbed formerly known as Communications, Navigation and Networking Configurable Testbed (CoNNeCT). Ground station radios communicating the SCaN testbed are also being written to comply with the STRS architecture. The STRS Architecture Tutorial Overview presents a general introduction to the STRS architecture standard developed at the NASA Glenn Research Center (GRC), addresses frequently asked questions, and clarifies methods of implementing the standard. The STRS architecture should be used as a base for many of NASA's future telecommunications technologies. The presentation will provide a basic understanding of STRS.



Space Telecommunications Radio System (STRS) Architecture

Tutorial Part 1 - Overview

Glenn Research Center
November 2011



STRS Architecture

- STRS Background
- STRS Hardware & Software Structure
- STRS Infrastructure APIs
- STRS Application APIs
- STRS Configuration Files
- STRS Reference Documents



STRS Background



STRS Goals and Objectives

- Applicable to space and ground missions of varying complexity.
- Decrease the development time and cost of deployed capabilities.
- Increase the reliability of deployed radios.
- Accommodate advances in technology with minimal rework.
- Adaptable to evolving requirements.
- Enable interoperability with existing radio assets.
- Leverage existing or developing standards, resources, and experience.
- Maintain vendor independence.
- Enable waveform portability between compliant platforms.
- Enable cognitive radio concepts.



STRS Solution: Software-Defined Radio (SDR)

- SDRs are commonplace in commercial and military industries.
 - accommodates advances in technology
 - enables cognitive radio concepts
- SDRs allow encapsulation of functionality.
 - allows multiple vendors to work on different parts of the radio at once
 - allows updates to one part not to affect the other parts of the radio
 - allows portability
- Software design and implementation processes may be leveraged to lower risk and increase reliability



STRS Background

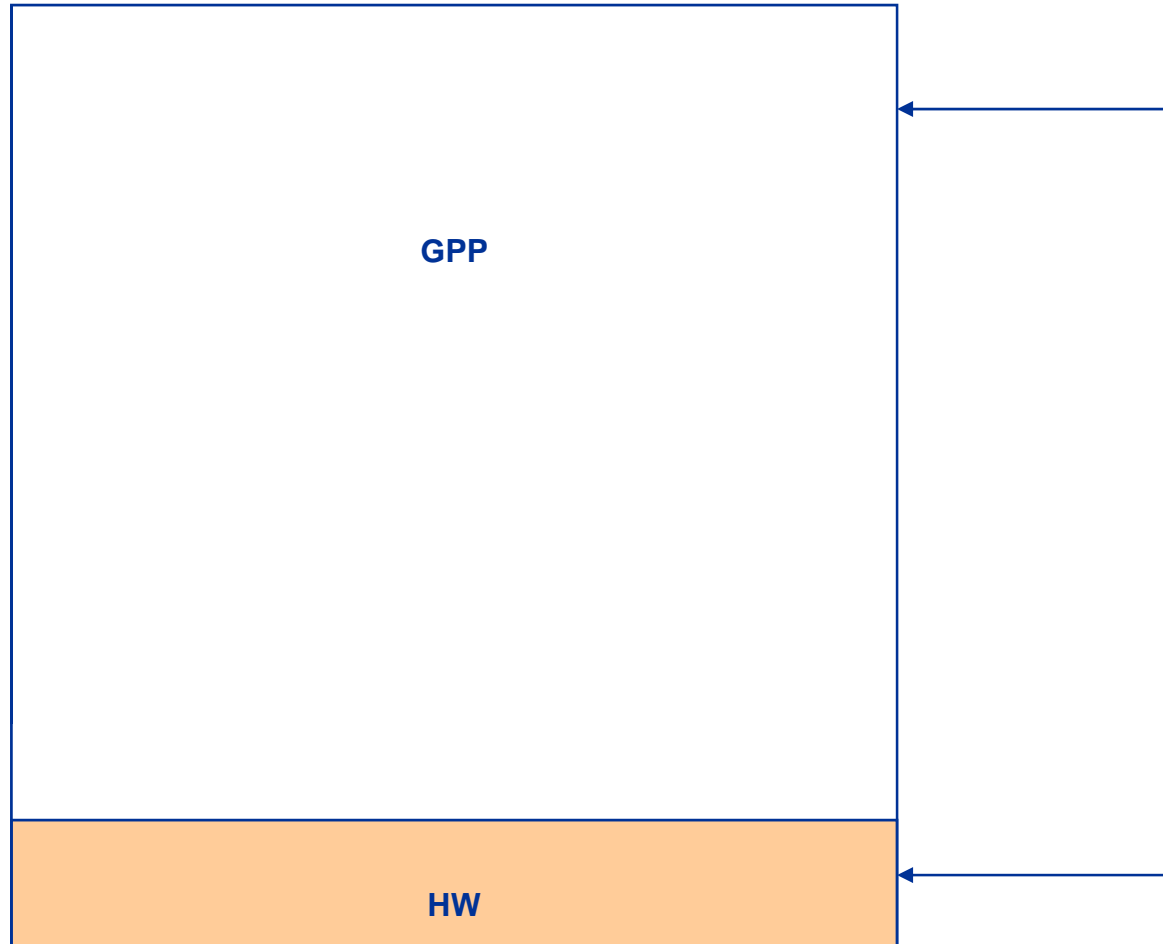
- SDRs present unique challenges in space.
 - Radiation environment
 - Temperature extremes
 - Autonomous operation
 - Size, weight, and power (SWaP) limitations
 - Timescale of deployments
 - Lengthy development cycles
- JTRS/SCA and OMG/SWRADIO were investigated
 - including CORBA was too cumbersome due to SWaP
 - including an XML parser was too cumbersome due to SWaP
 - SCA's XML configuration files were too complex for our needs
 - Used Platform Independent Model (PIM) as a starting point for STRS API design
- Decided to allow a C language interface to minimize SWaP



STRS Hardware and Software Structure



SDR Signal Processing Hardware

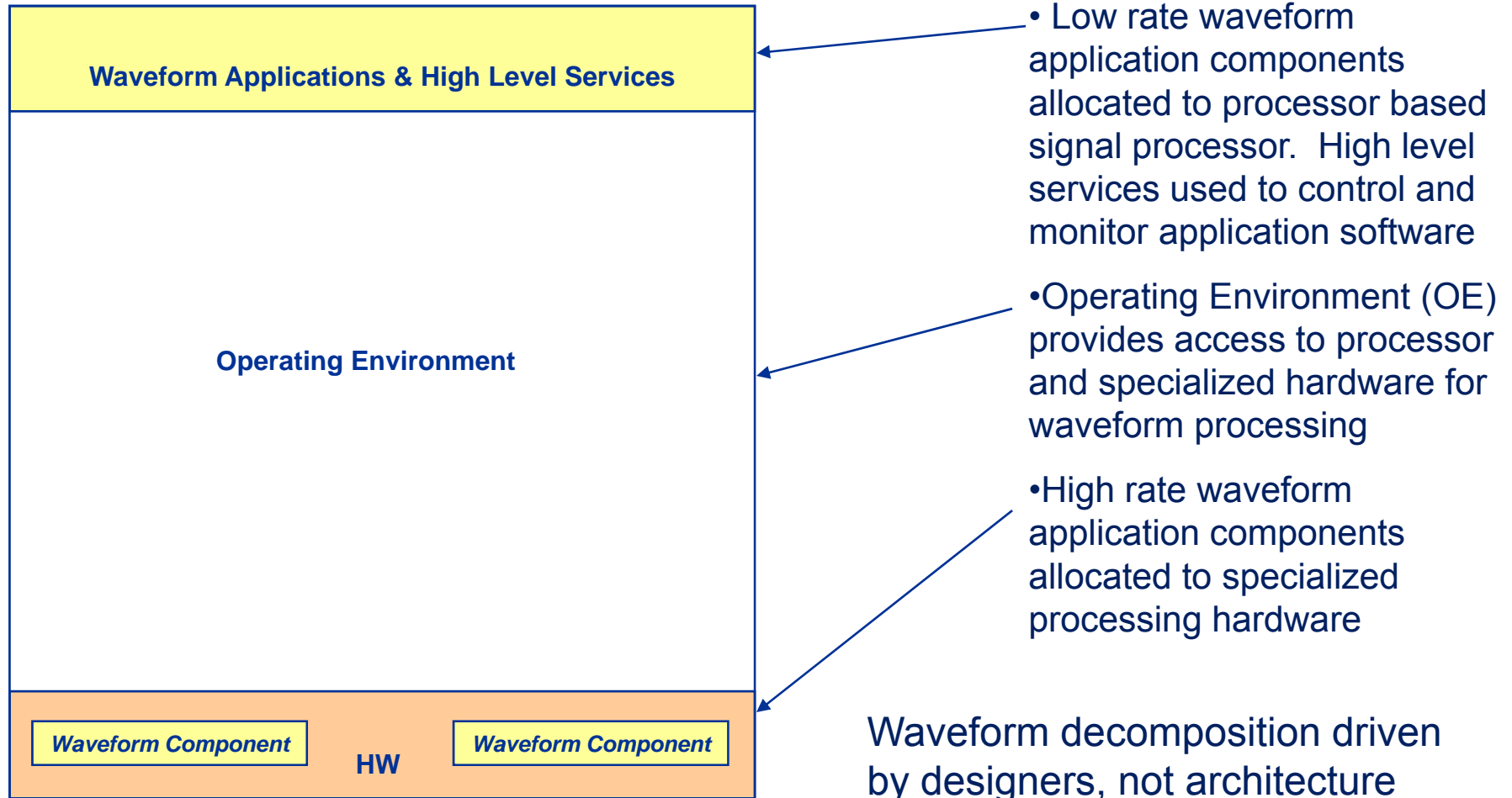


- General Purpose Processor (GPP) typically contains and executes the Managing Software enabling Software Defined Radio functionality

- Specialized Hardware contains and executes Application Software (i.e. firmware) enabling higher rate processing within the Software Defined Radio (e.g. FPGA)



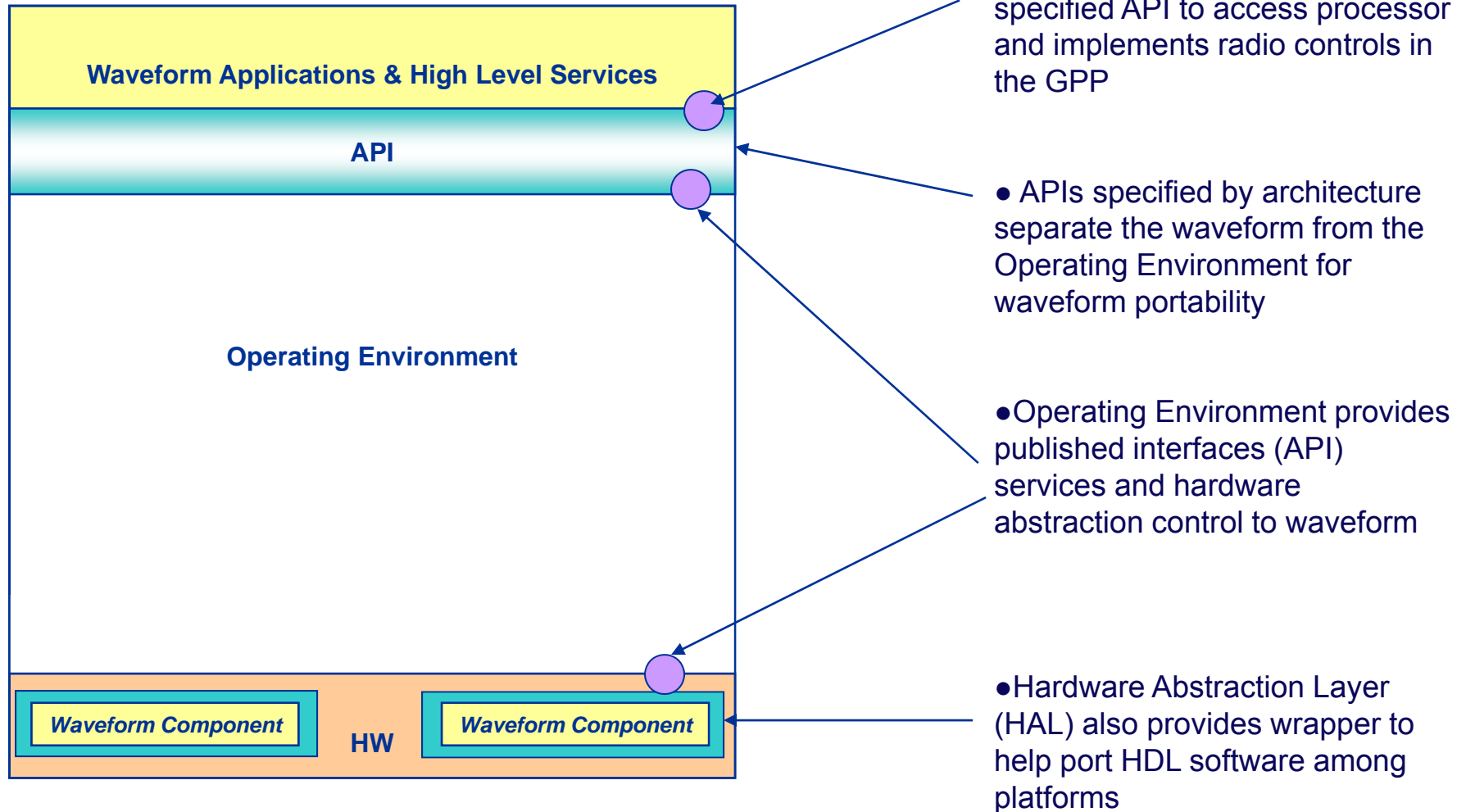
Waveform Application Decomposition





STRS Open Architecture

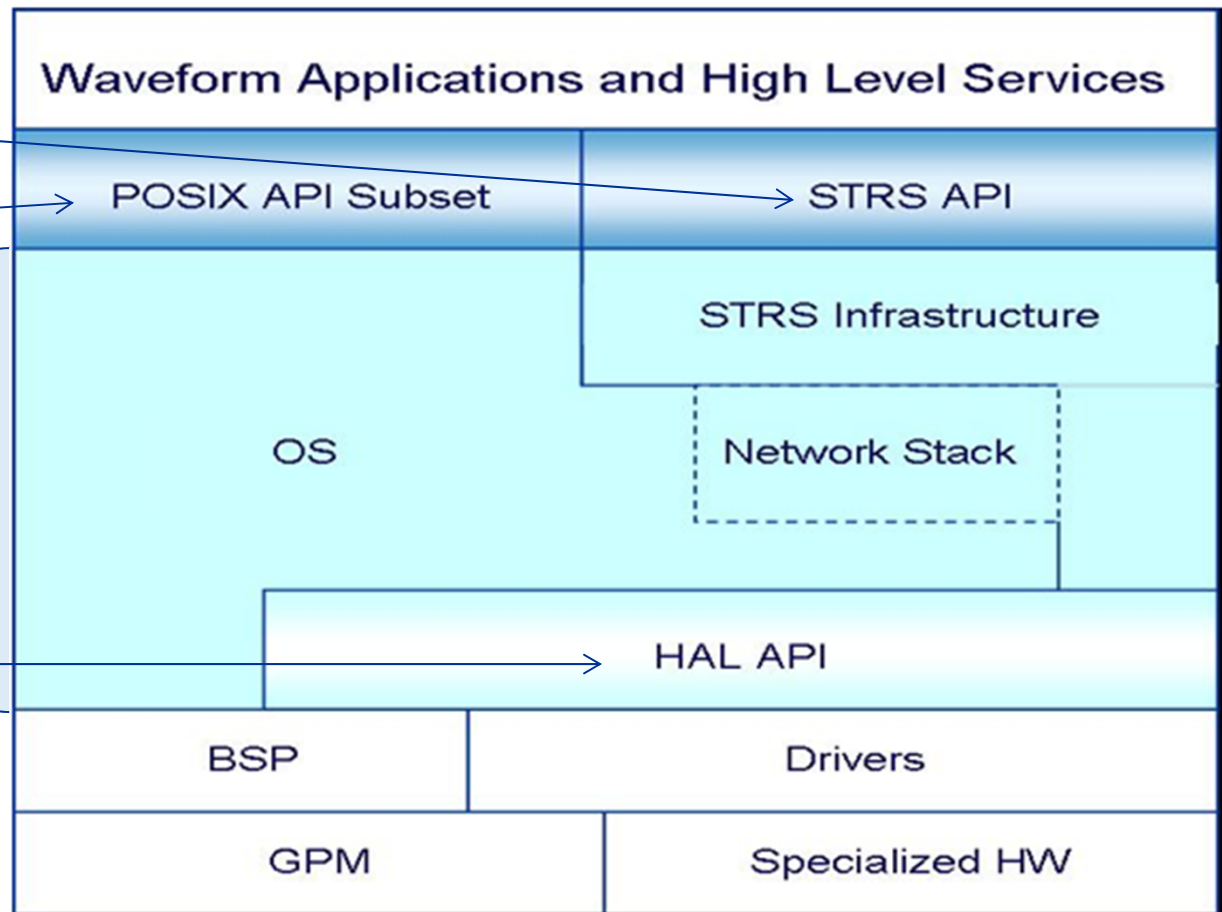
Waveform Application API and Hardware Abstraction





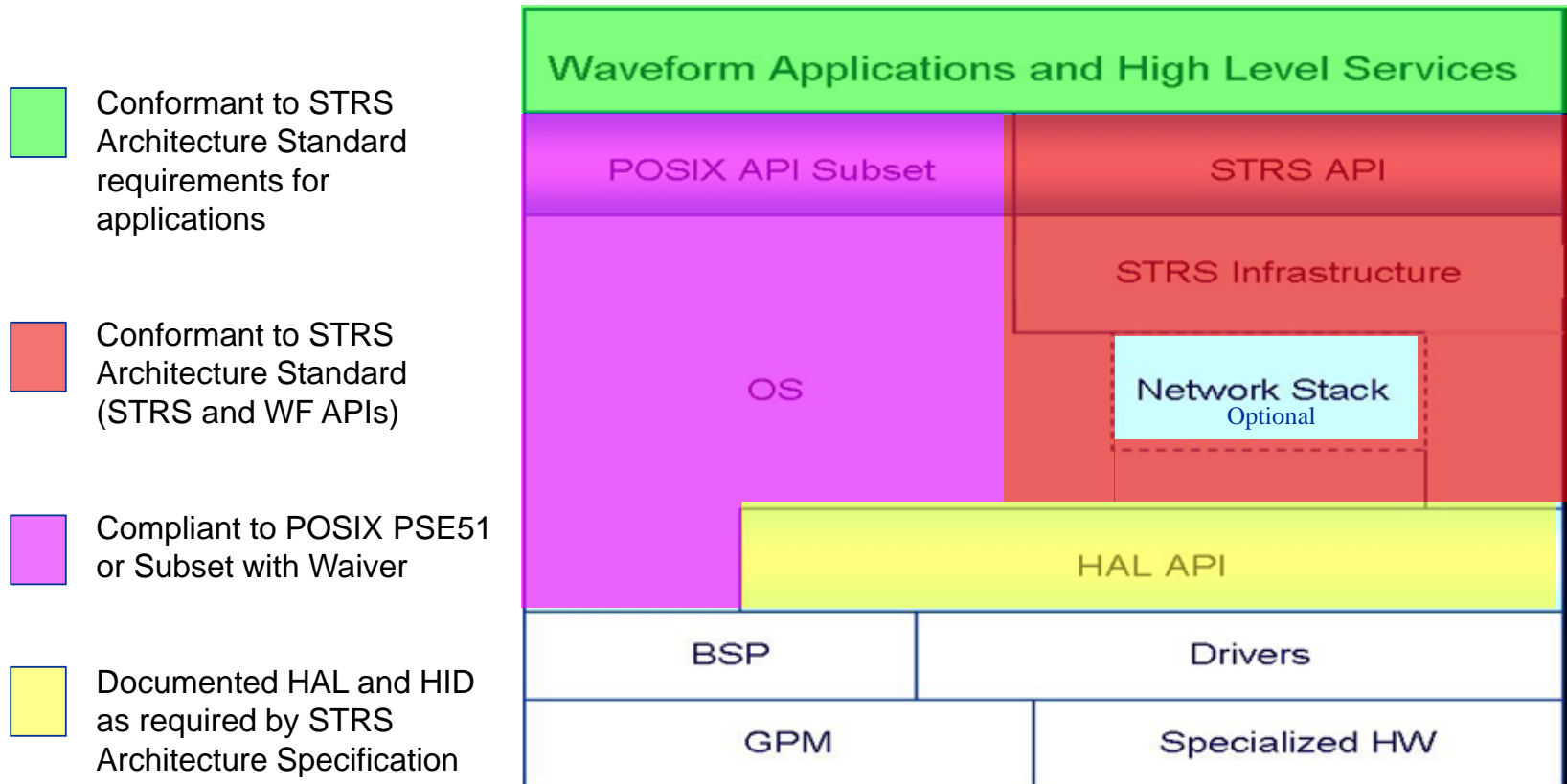
STRS Architecture

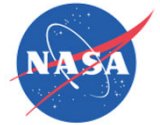
- Layer cake model
- Waveform applications and high level services are insulated from OE by APIs
- STRS APIs abstract away many platform differences
- POSIX used to reduce API development
- OE
- Hardware Abstraction Layer (HAL)



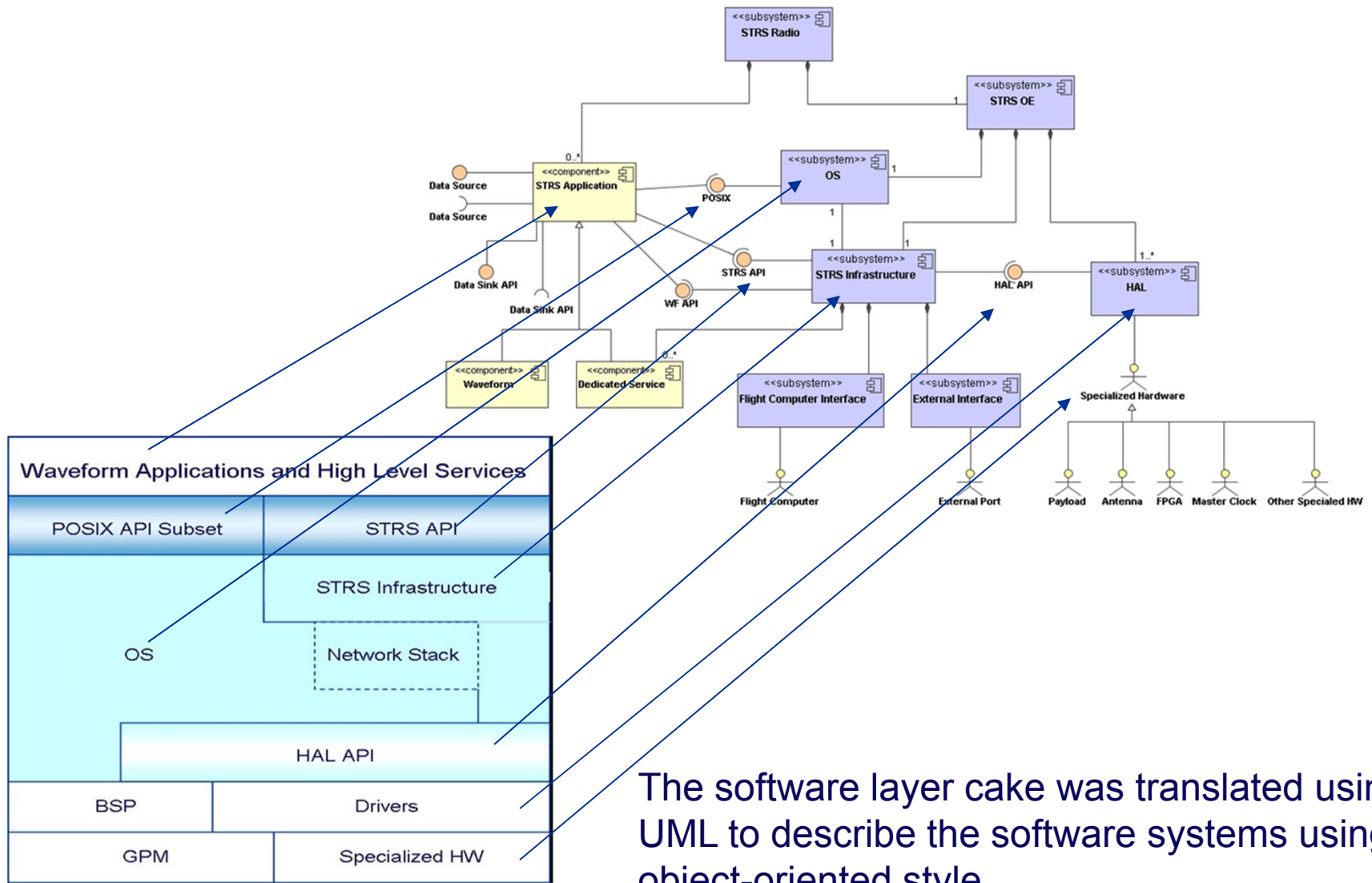


STRS Architecture Conformance





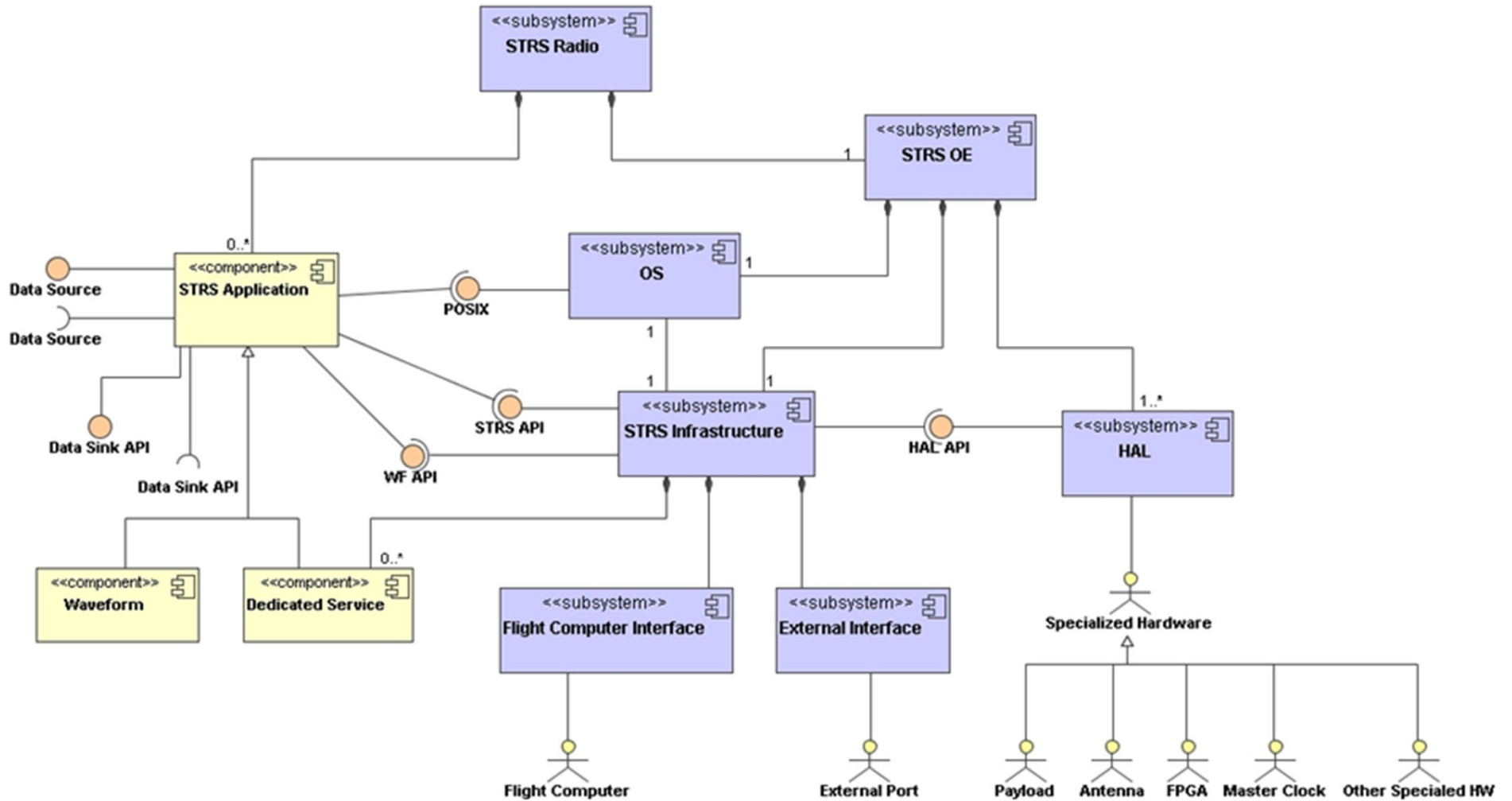
Layer Cake Transition to UML



The software layer cake was translated using UML to describe the software systems using object-oriented style.



STRS Layered Structure



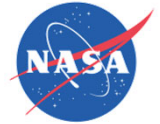


STRS Infrastructure APIs



STRS Infrastructure APIs

- STRS Infrastructure APIs are used:
 - Waveform calls methods in Infrastructure.
 - Infrastructure calls appropriate method in another Waveform, Device, or Infrastructure.
- Purpose:
 - Methods separate a request from the accomplishment of that request.
 - Methods are 'extern "C"' so that they can be called from either C or C++.
 - Methods insulate waveforms from having to know how another waveform, device or the infrastructure is implemented.



STRS Infrastructure APIs

Queue Control

- STRS_QueueCreate
- STRS_QueueDelete
- STRS_Read
- STRS_Register
- STRS_Log
- STRS_Write
- STRS_Unregister

Device Control

- STRS_DeviceClose
- STRS_DeviceFlush
- STRS_DeviceLoad
- STRS_DeviceOpen
- STRS_DeviceReset
- STRS_DeviceStart
- STRS_DeviceStop
- STRS_DeviceUnload
- STRS_SetISR

Testing

- STRS_RunTest
- STRS_GroundTest

Attribute

- STRS_Configure
- STRS_Query

Process Errors

- STRS_GetErrorQueue
- STRS_IsOK

Control

- STRS_Initialize
- STRS_ReleaseObject
- STRS_Start
- STRS_Stop

Application

- STRS_HandleRequest
- STRS_InstantiateApp
- STRS_AbortApp

Time

- STRS_GetNanoseconds
- STRS_GetSeconds
- STRS_GetTimeWarp
- STRS_GetTime
- STRS_SetTime
- STRS_Synch

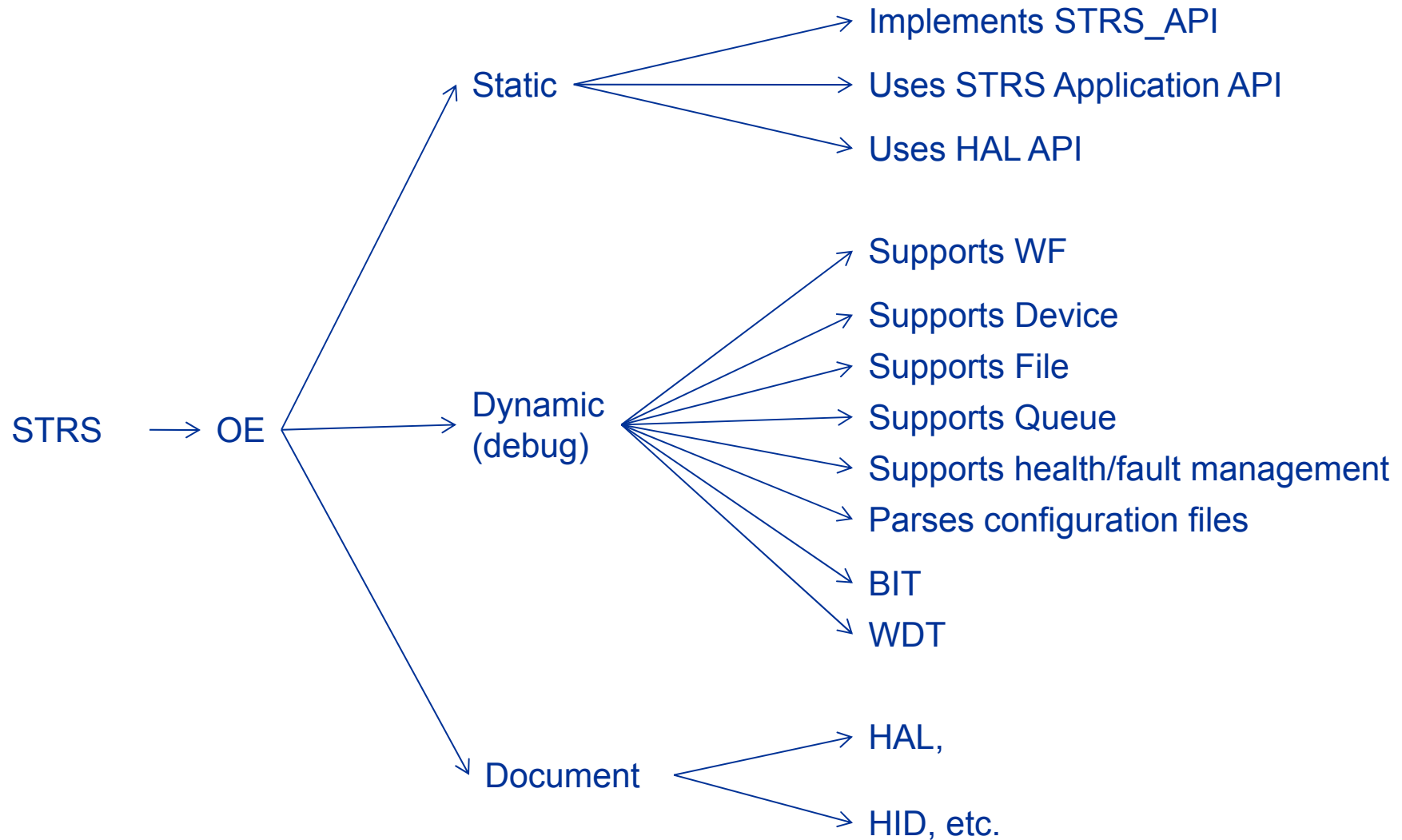
File (Named Area)

- STRS_FileClose
- STRS_FileGetFreeSpace
- STRS_FileGetSize
- STRS_FileOpen
- STRS_FileRemove
- STRS_FileRename

- The STRS Software Architecture presents a consistent set of APIs to allow waveform applications, services, and communication equipment to interoperate in meeting a waveform specification
- These APIs are used in general or to control one waveform from another
- The list to the left is the minimum list of APIs that the STRS platform infrastructure must implement



STRS OE Compliance



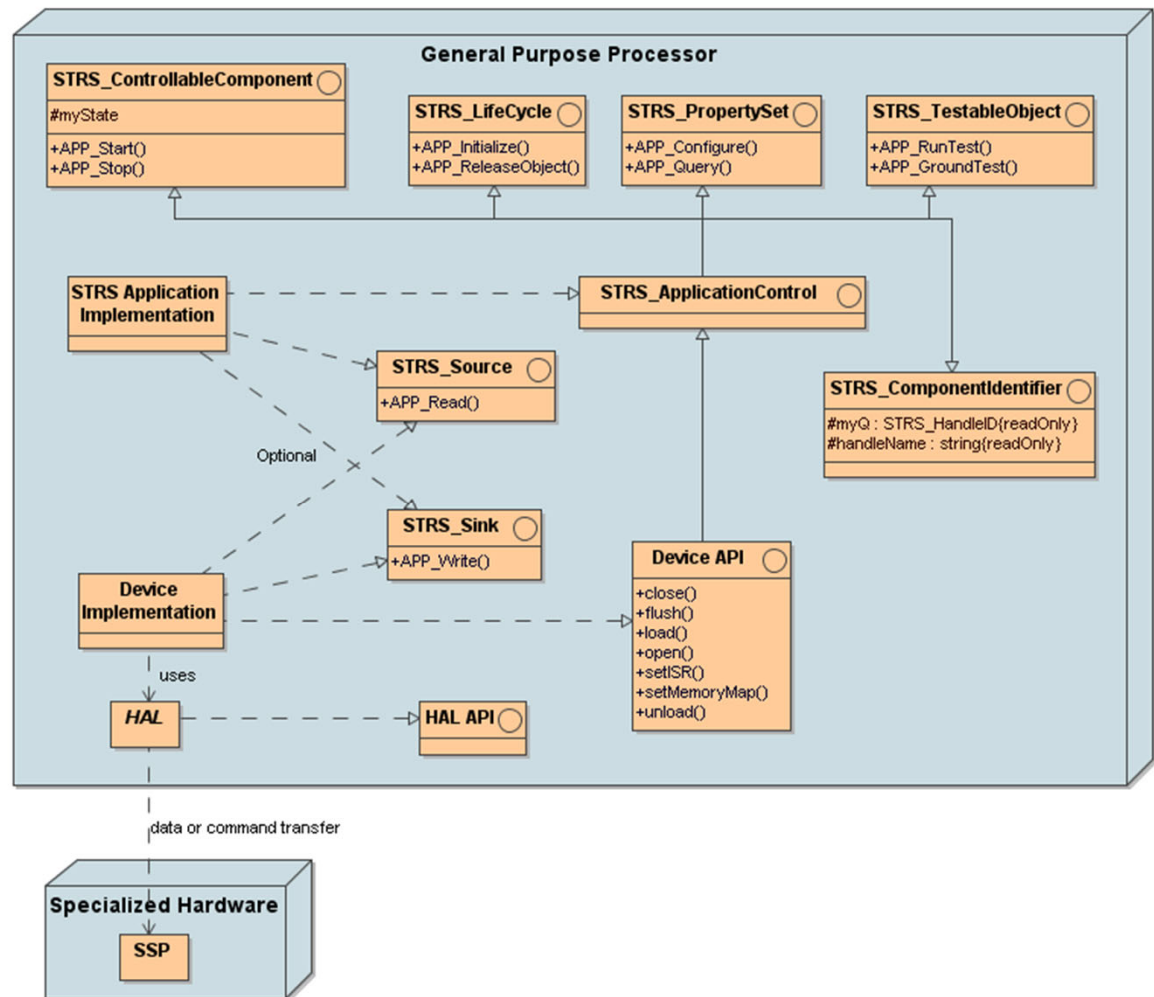


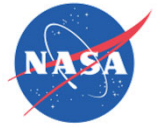
STRS Waveform APIs



STRS Waveform Application Compliance

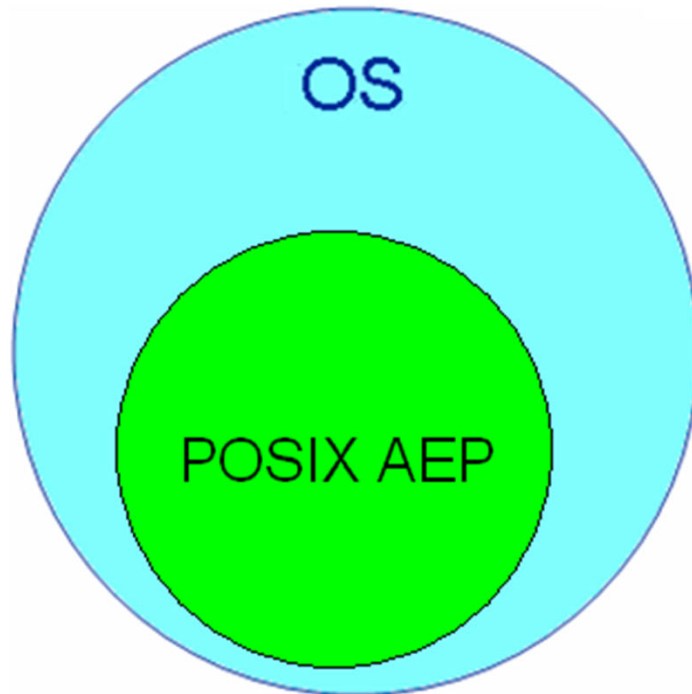
- A waveform is an STRS Application and must implement the APIs shown in the diagram
- An STRS Application has OMG similarity; but STRS requires everything, except source and sink (STRS replaces OMG ports with source/sinks)
- The diagram shows how a Device fits in the infrastructure
 - Device is internal, must have the shown functionality
 - Device is an abstraction (proxy) that uses the HAL to get to the hardware
 - No standard for the HAL API. Standard is at Device level (provider)



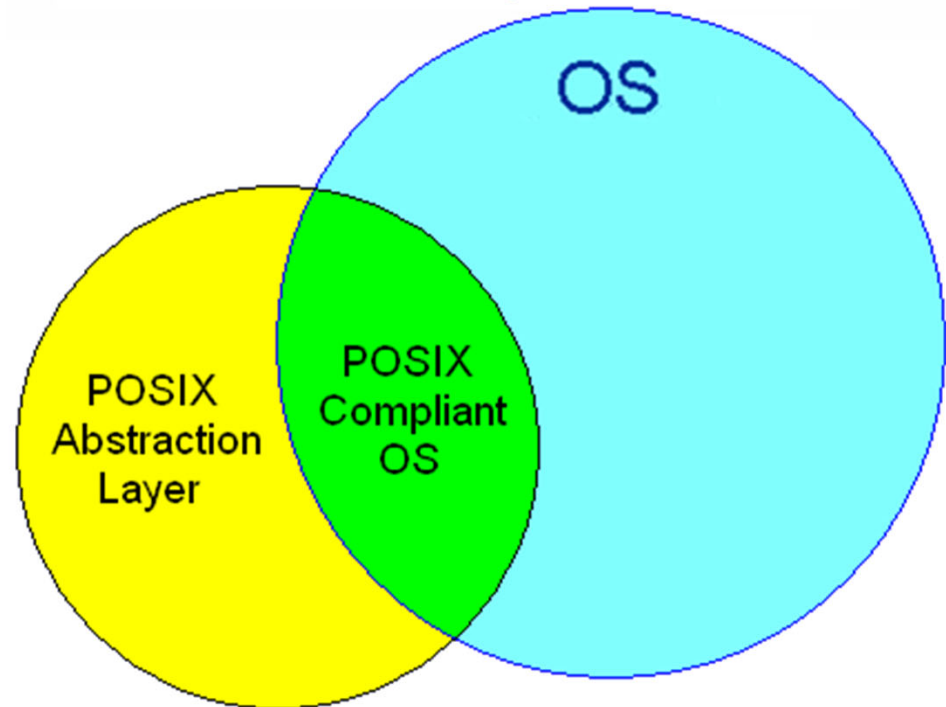


POSIX Compliance/Conformance

POSIX Conformant OS:



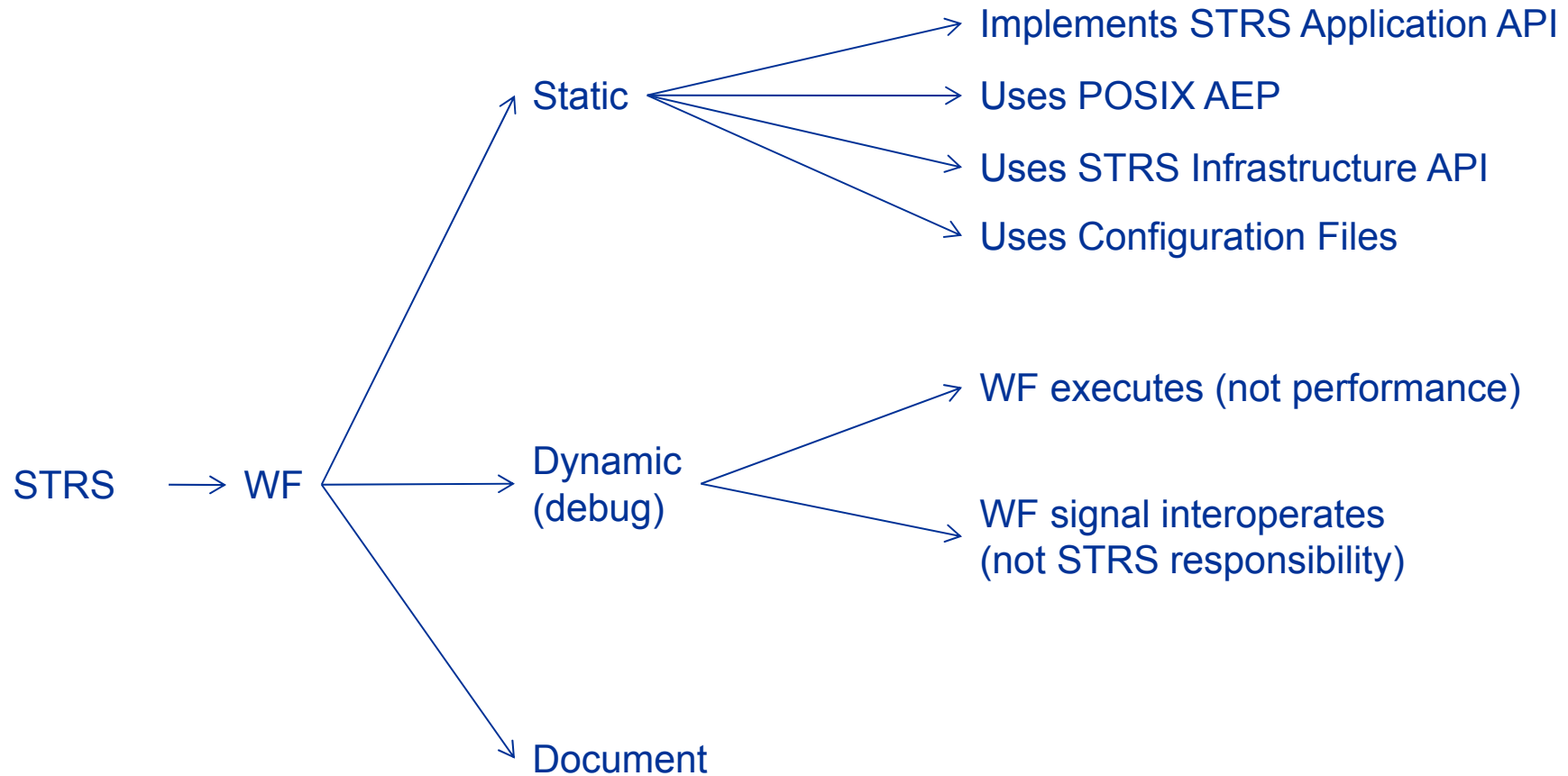
POSIX Compliant OS:



An STRS operating environment can either use an OS that conforms with 1003.13 PSE51 or provide a POSIX abstraction layer that provides missing PSE51 interfaces. For constrained resource platforms, the POSIX requirement is based on waveform requirements so that the **waveforms are upward compatible** (require POSIX methods).

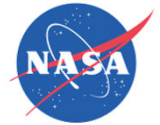


STRS Waveform Compliance



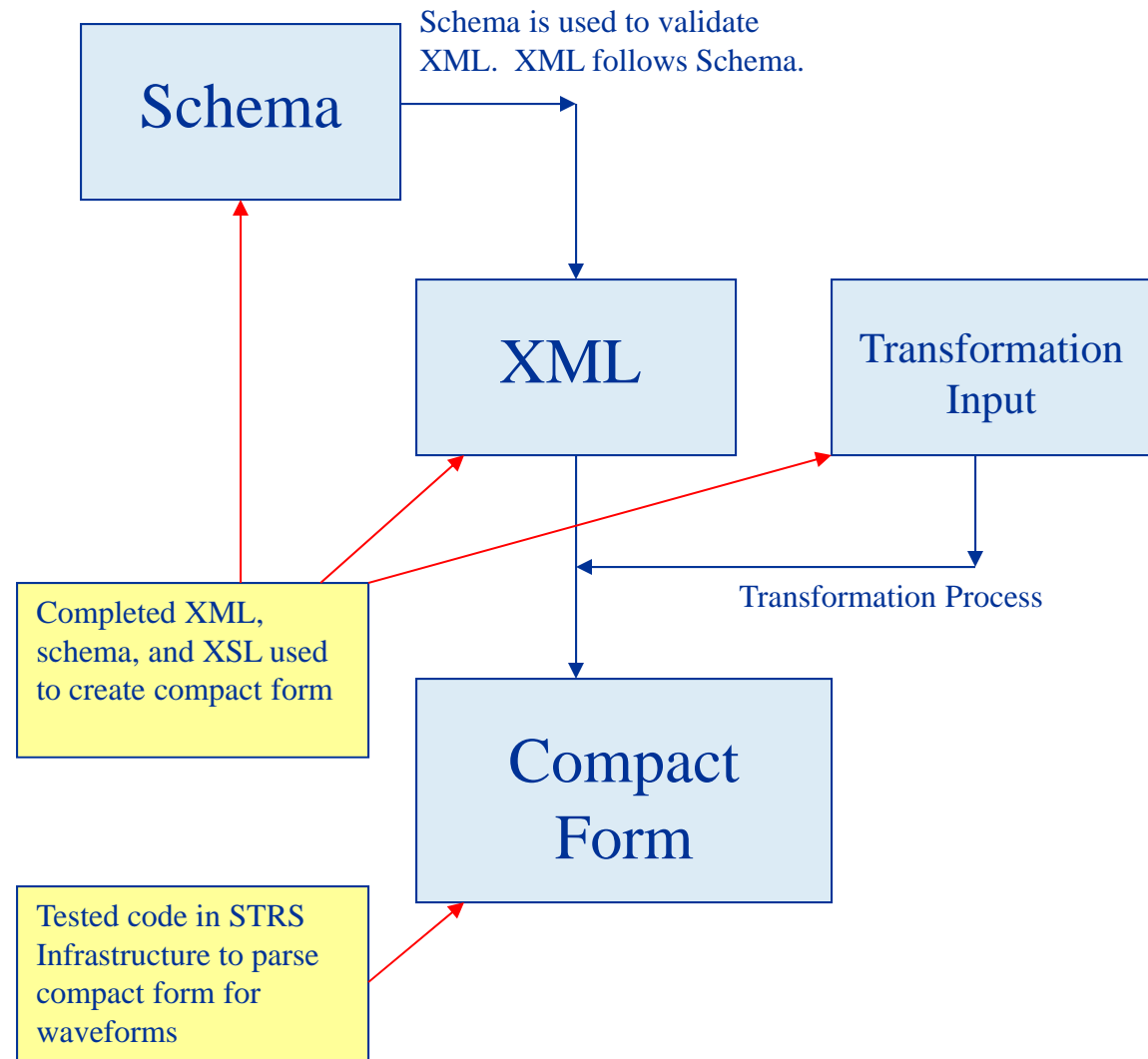


STRS Configuration Files



Configuration Files

- Require schema and XML as part of the architecture
- The required XML should be transformed to a compact format
- The approach for the transformation is not mandated as part of the architecture
- STRS Reference Implementation uses XSL/XSLT to transform XML to an S-expression as compact form





STRS Reference Documents



STRS Reference Documents

- Space Telecommunications Radio System (STRS) Architecture Standard Release 1.02.1, December 2010, NASA TM 2010-216809

http://ntrs.nasa.gov/archive/nasa/casi.ntrs.nasa.gov/20110002806_2011001718.pdf

- Space Telecommunications Radio System (STRS) Architecture Goals/Objectives and Level 1 Requirements Document, June 2007, NASA TM 2007-215042.

http://ntrs.nasa.gov/archive/nasa/casi.ntrs.nasa.gov/20080008862_2008008550.pdf

- Space Telecommunications Radio System (STRS) Definitions and Acronyms, May 2008, NASA TM 2008-215445.

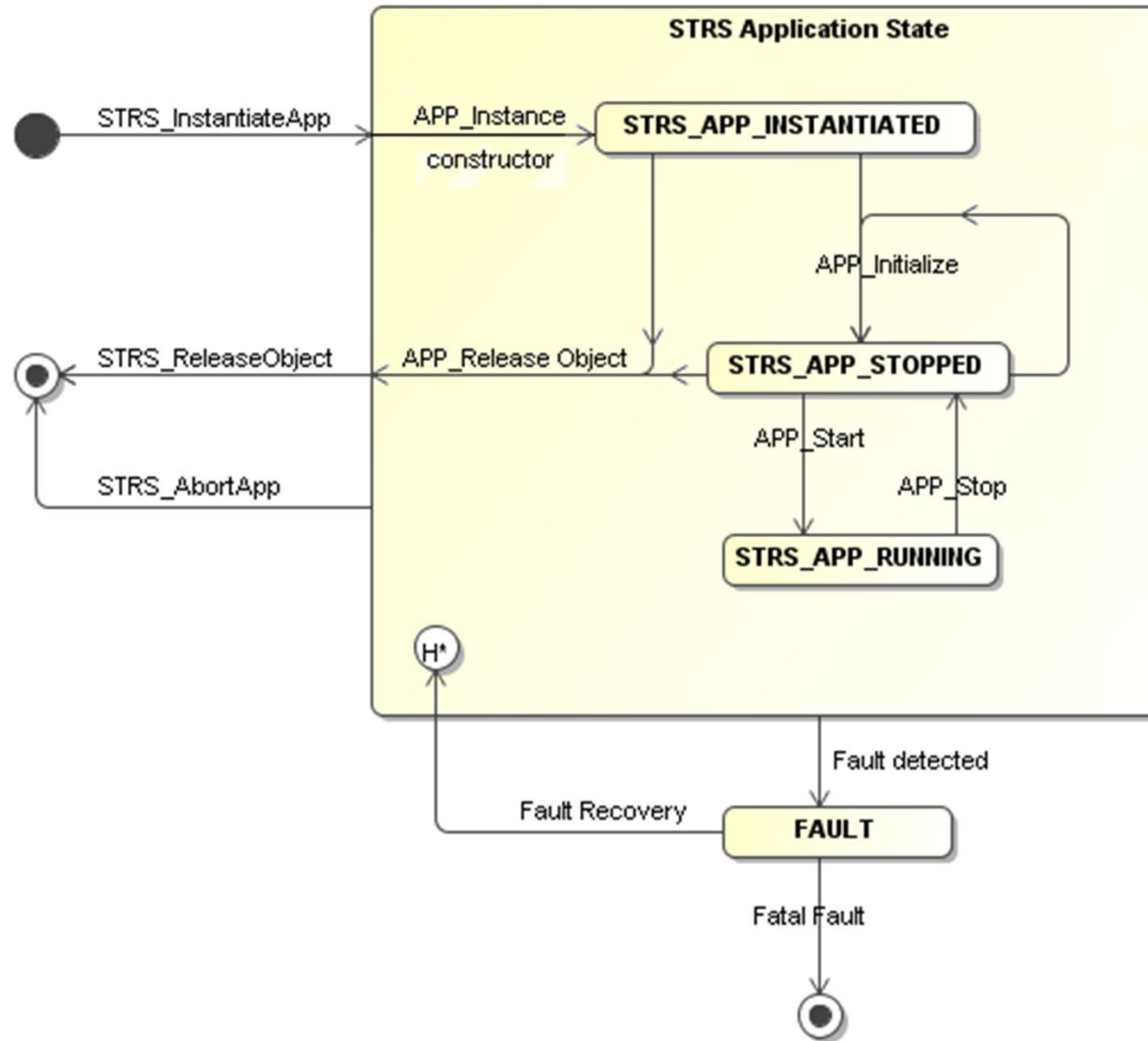
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Backup Slides

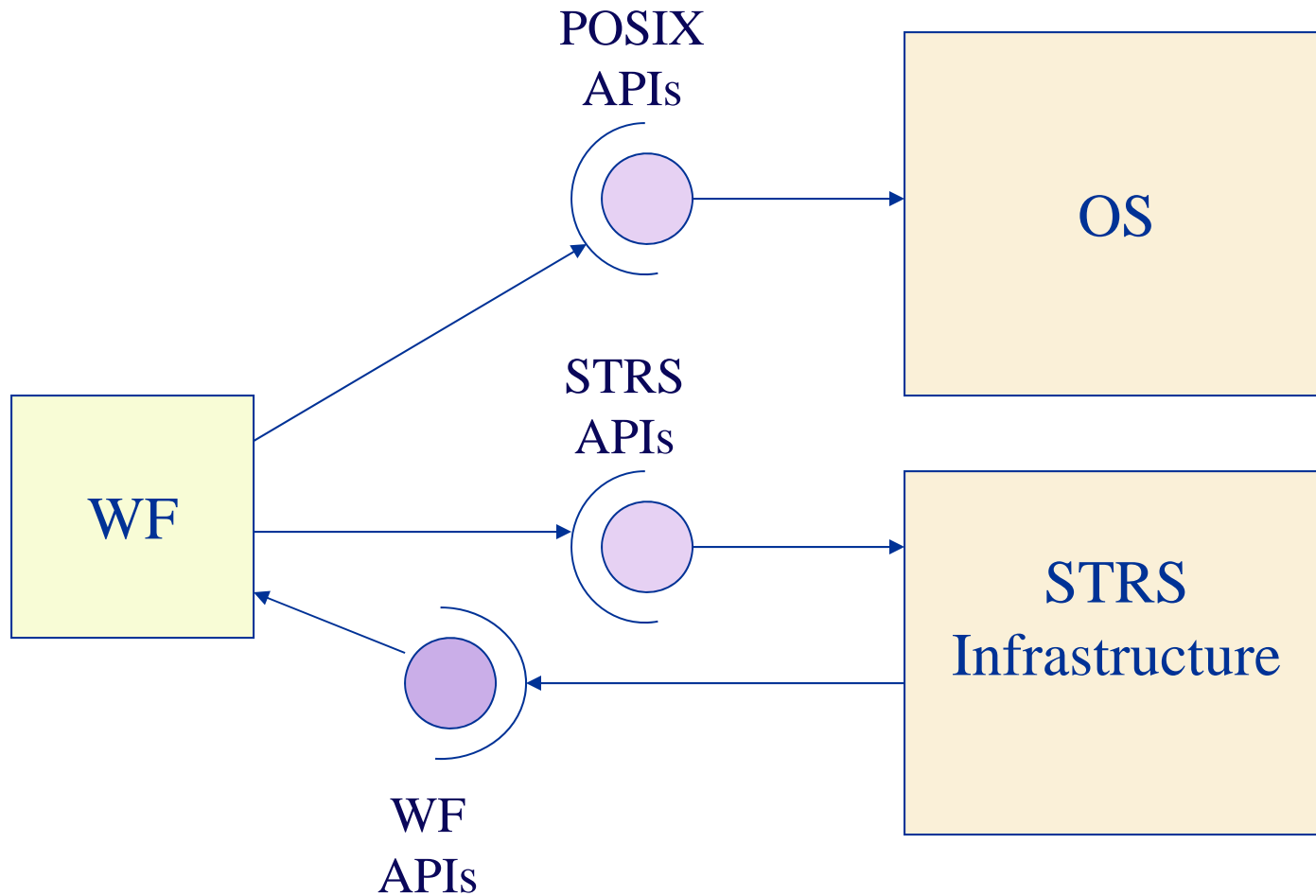


Waveform State Diagram





Simplified Diagram





STRS Reference Implementation Development Process

Use Case Identifier: Example Use Case

Description: A Description of the use case goes here.

External Actors: External actor(s) involved with this specific use-case.

Related Use Cases: Use cases that related to this use case by interaction or similarity.

Precondition: Any precondition that must exist before this use case can occur. Usually the initial RADIO state and WAVEFORM state is listed.

Triggering event: Event that triggers the use case. Not all use cases have triggering events.

Main Flow:

- 1.This will be an ordered list of steps necessary to perform interaction. This is the nominal flow. Alternate flows will be listed below.
- 2.Step 2
- 3.Step 3
- 4.Step 4
- 5.etc.

Result: If completion of use case results in an event, it is listed here. Usually the resulting RADIO state and WAVEFORM state is listed.

Post condition: Describe the result of the use case interaction. (This is the post condition from the nominal flow)

Alternatives:

1a) This is where alternate flows are identified. The alternative will be identified by the number of the main flow where the branch occurs followed by a letter a-z.

3a) This is an example of an alternative flow for step 3.

3b) This is the second step in the alternative flow for step 3.

7a-8a) This is an alternative flow for a range of steps from the main flow.

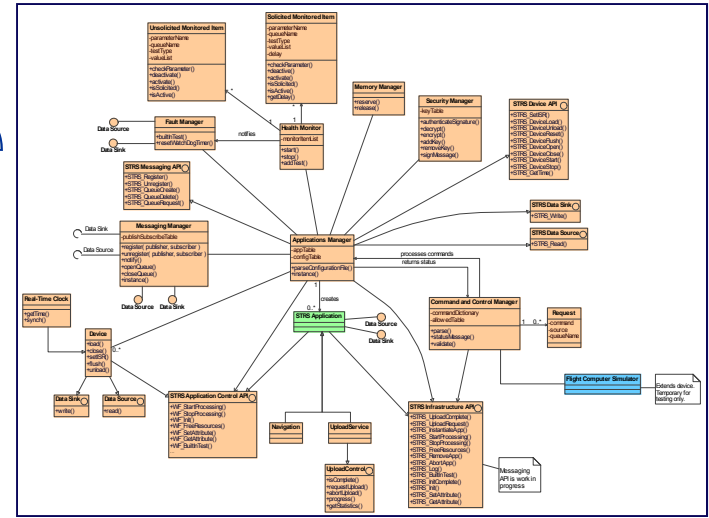
Comments: Comments on use case.

Refines Requirements

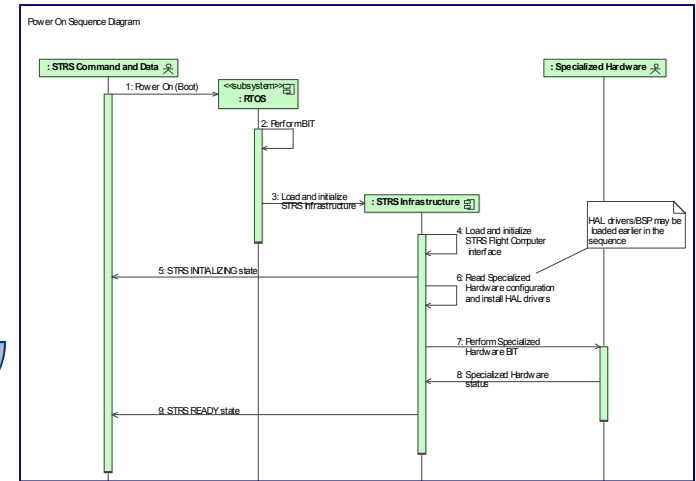
Drives Static View

Drives Dynamic View

Refines Requirements



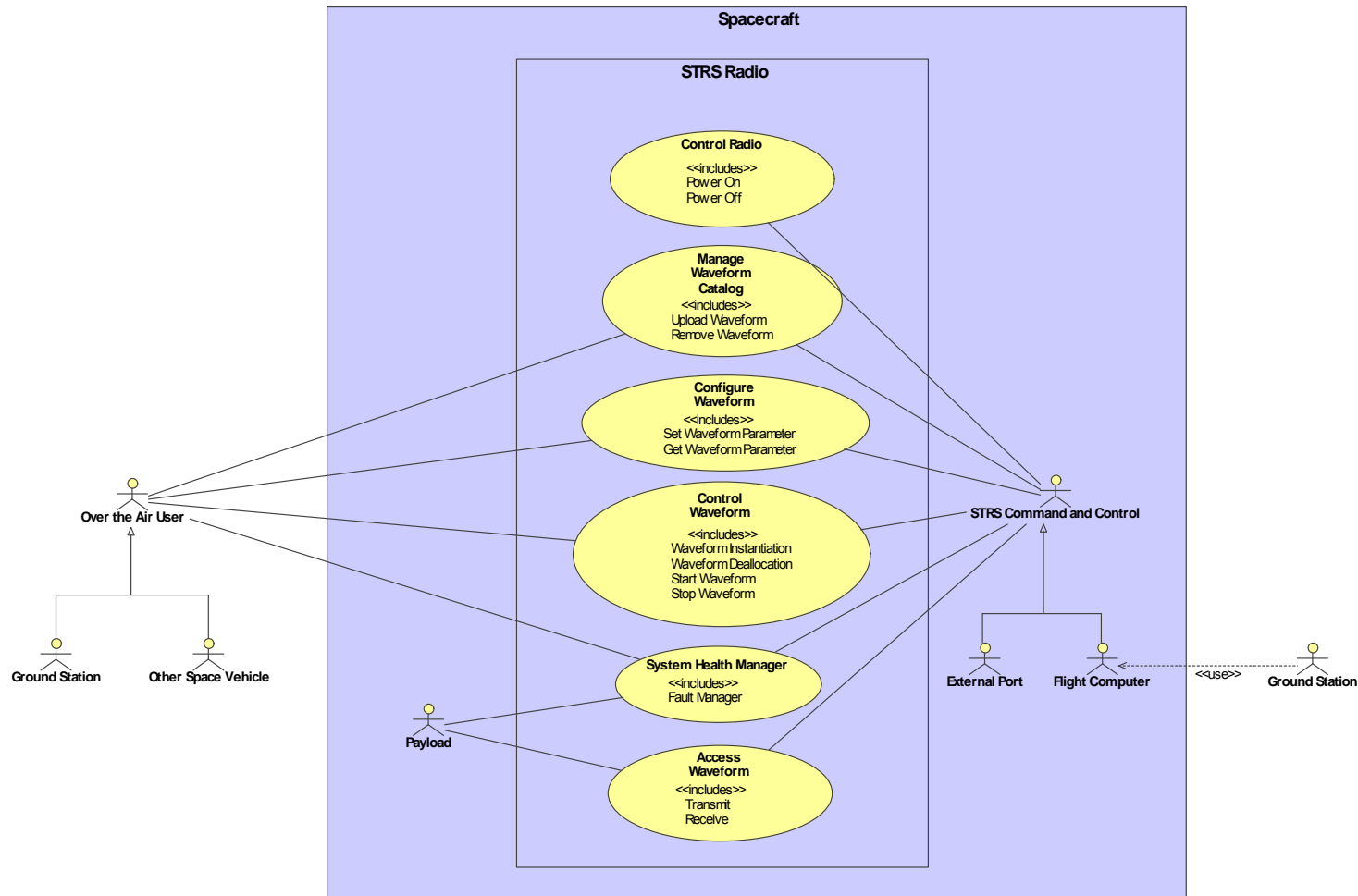
Class Diagram



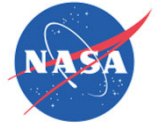
Sequence Diagram



Use Case Overview



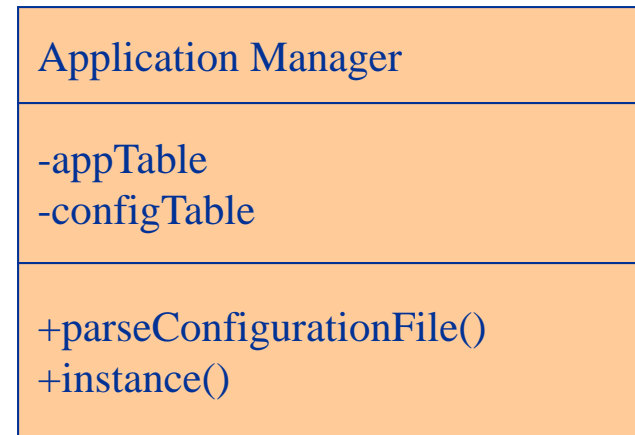
A set of use cases were developed which is a set of scenarios that capture the different ways that external users interact with the STRS radio.



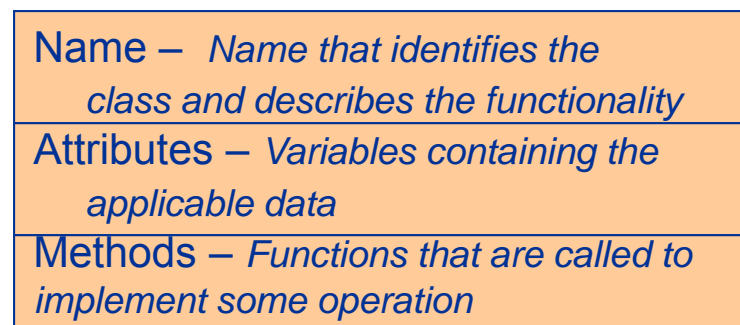
Class Example

Application Manager

- The Application Manager is responsible for the passing of messages or invoking commands in other application objects such as devices, waveforms, or services actively running on the STRS radio.
- It is responsible for creating or aborting application objects, waveforms, or services.
- It is also responsible for parsing the Configuration Files and setting corresponding values in the appropriate classes.

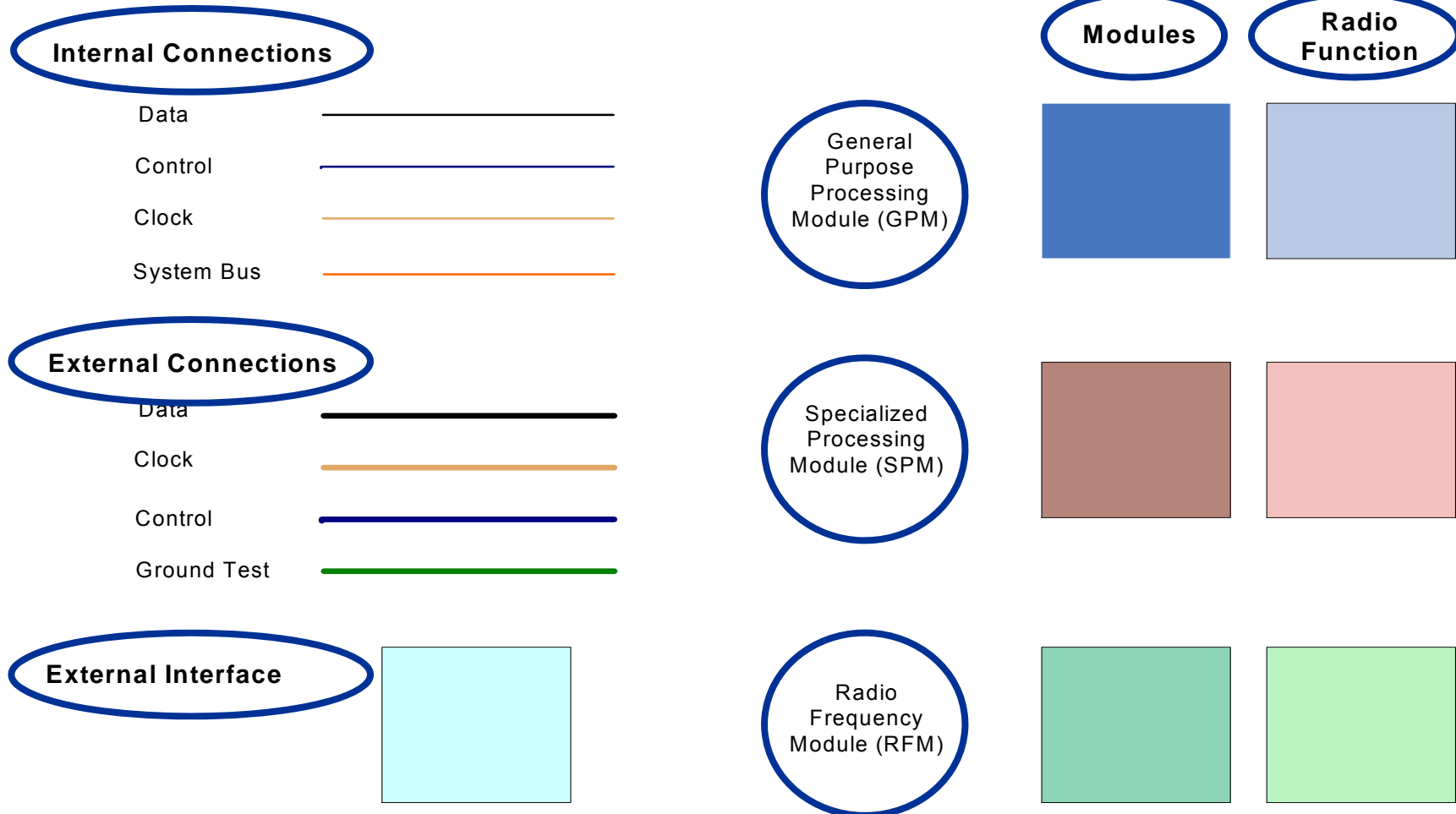


Above is an example of the UML representation of a Class



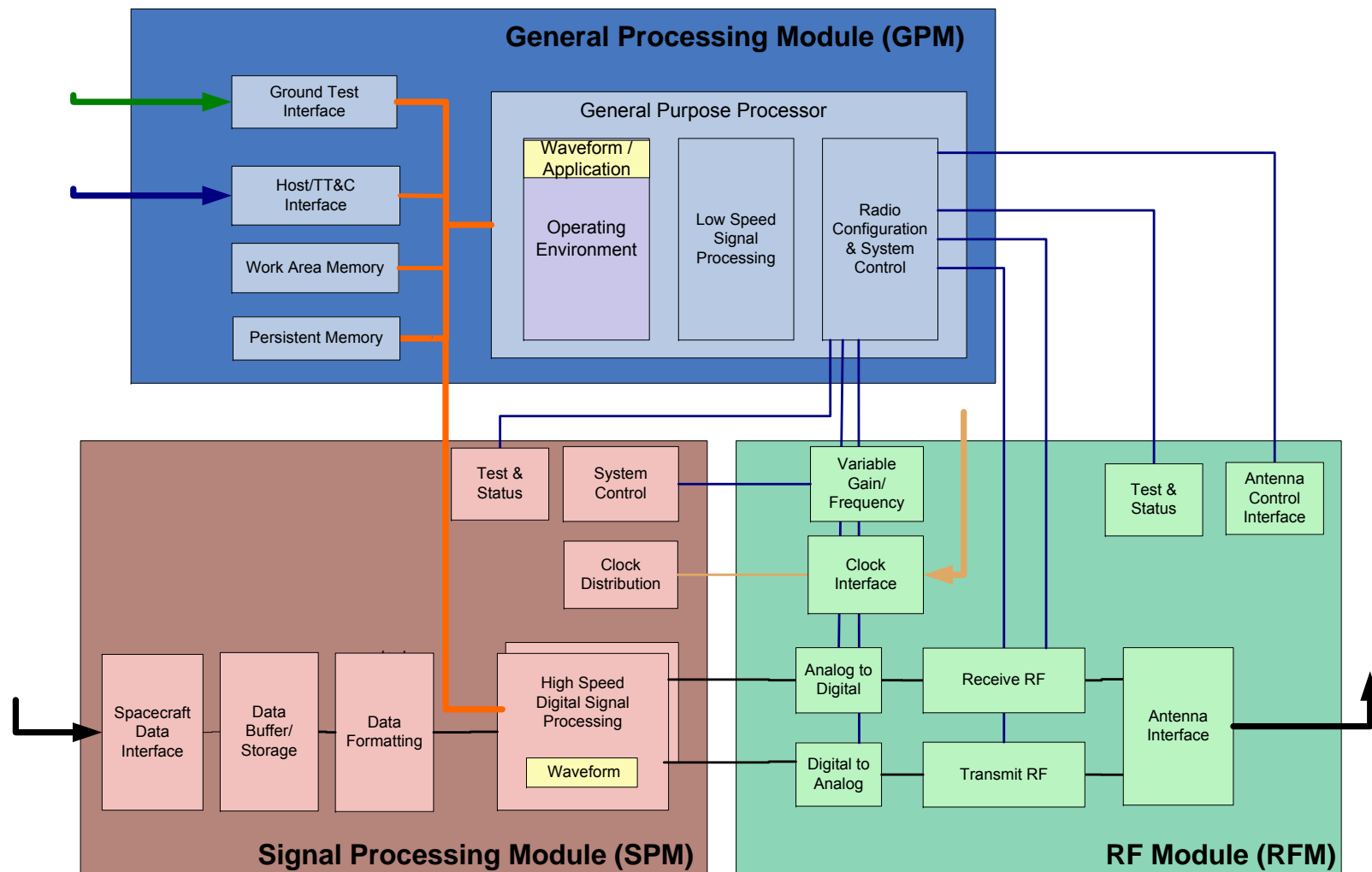


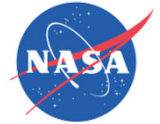
STRS Open Architecture Hardware Representation



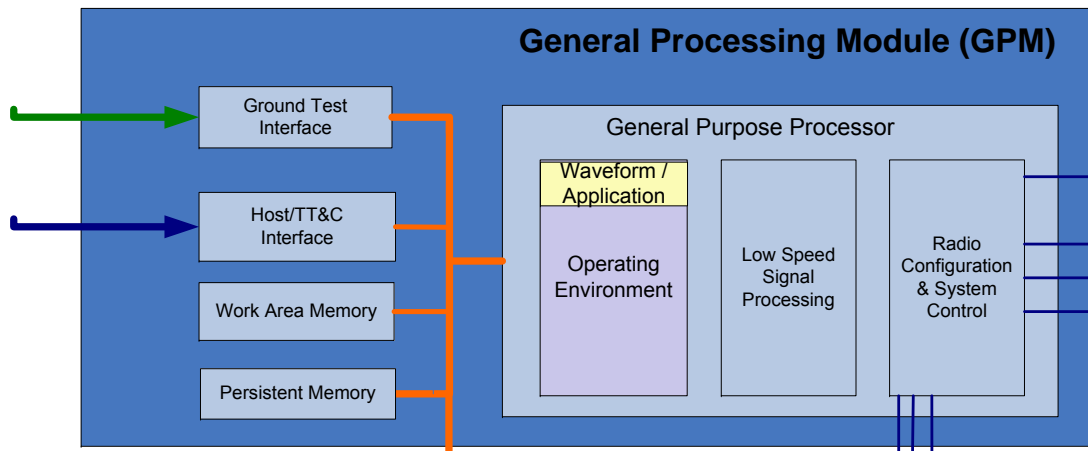


SDR/STRS Hardware Functional Diagram



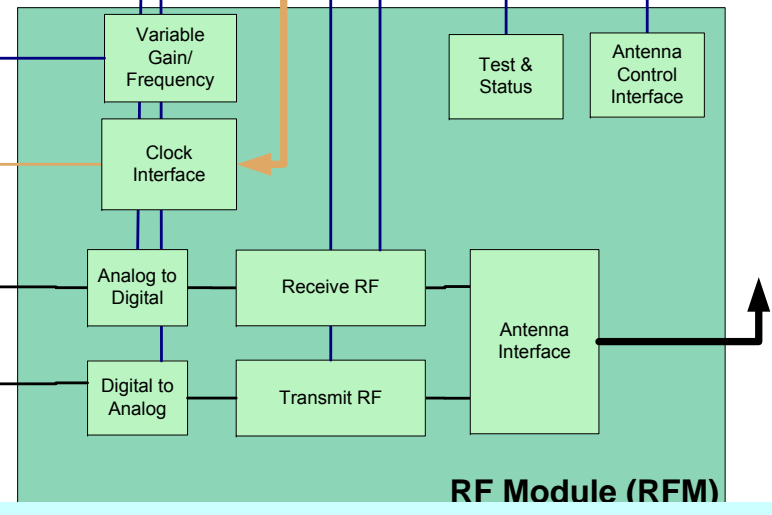
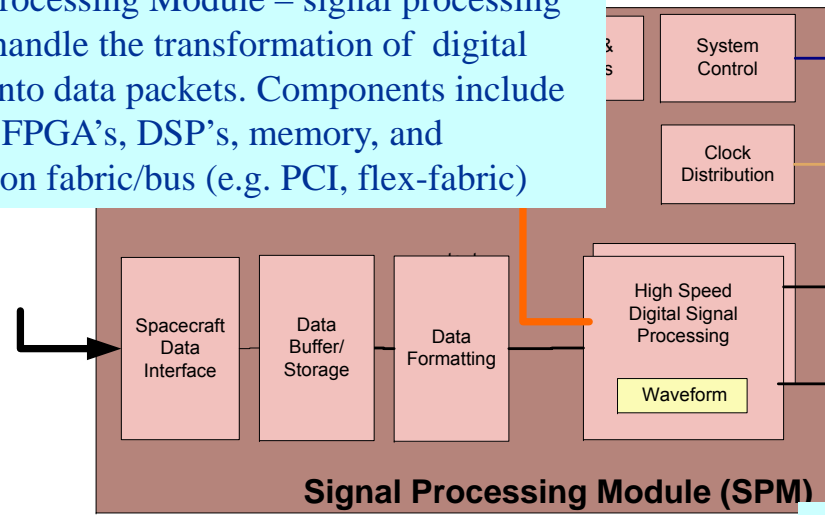


SDR/STRS Hardware Functional Diagram



General Processing Module – consists of the general purpose processor, appropriate memory, spacecraft bus (e.g. MILSTD-1553), interconnection bus (e.g. PCI), and the components to support the configuration of the radio.

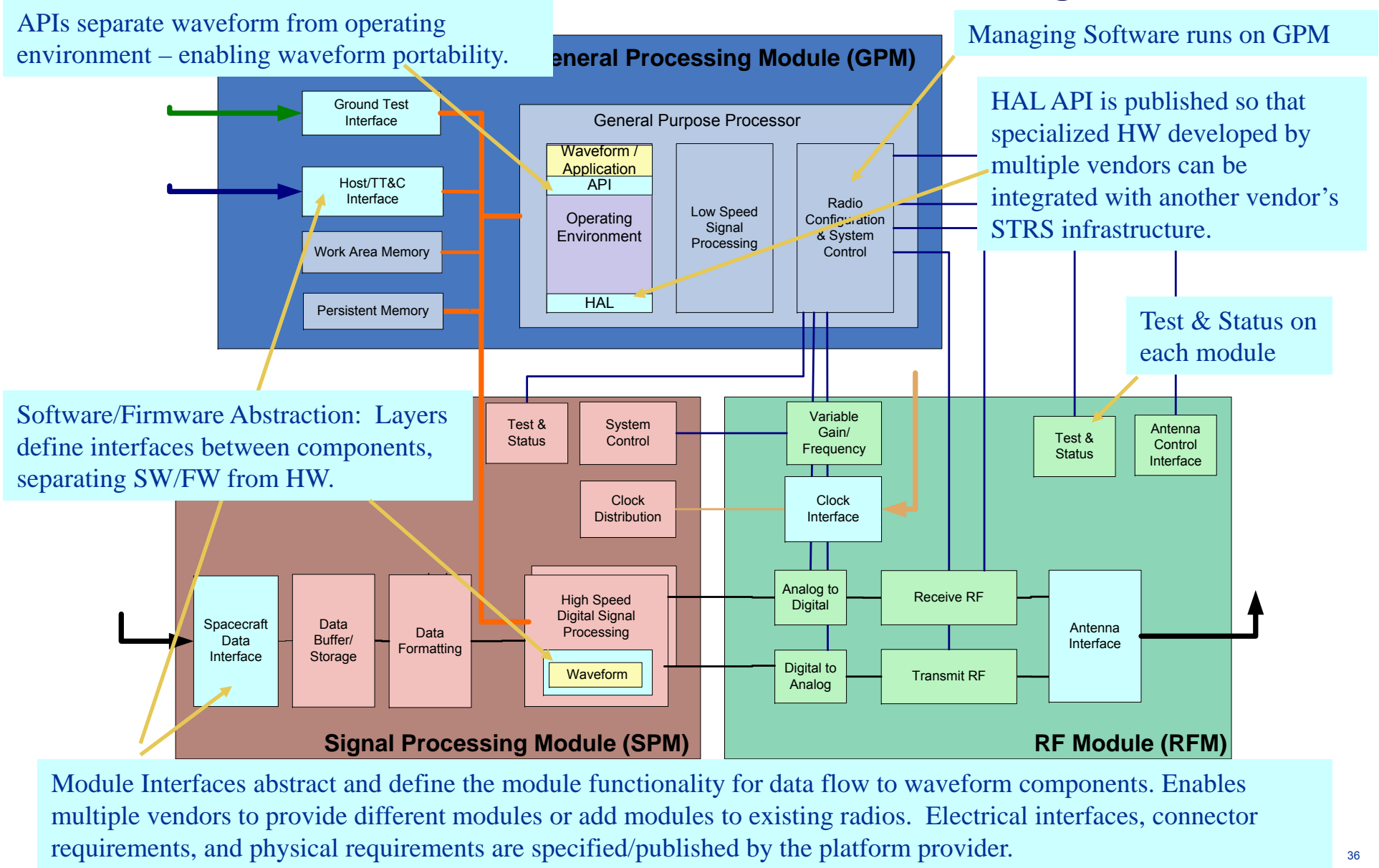
Signal Processing Module – signal processing used to handle the transformation of digital signals into data packets. Components include ASIC's, FPGA's, DSP's, memory, and connection fabric/bus (e.g. PCI, flex-fabric)



RF Module – handles the RF functionality to transmits/receive the digital signal. Its associated components include RF switches, diplexer, filters, LNAs and power amplifiers.



STRS Hardware Functional Diagram





The End

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1. REPORT DATE (DD-MM-YYYY) 01-12-2012		2. REPORT TYPE Technical Memorandum		3. DATES COVERED (From - To)	
4. TITLE AND SUBTITLE Space Telecommunications Radio System (STRS) Architecture Tutorial Part 1--Overview			5a. CONTRACT NUMBER		
			5b. GRANT NUMBER		
			5c. PROGRAM ELEMENT NUMBER		
6. AUTHOR(S) Handler, Louis, M.; Briones, Janette, C.; Mortensen, Dale, J.; Reinhart, Richard, C.			5d. PROJECT NUMBER		
			5e. TASK NUMBER		
			5f. WORK UNIT NUMBER WBS 439432.04.07.01		
7. PERFORMING ORGANIZATION NAME(S) AND ADDRESS(ES) National Aeronautics and Space Administration John H. Glenn Research Center at Lewis Field Cleveland, Ohio 44135-3191			8. PERFORMING ORGANIZATION REPORT NUMBER E-18561		
9. SPONSORING/MONITORING AGENCY NAME(S) AND ADDRESS(ES) National Aeronautics and Space Administration Washington, DC 20546-0001			10. SPONSORING/MONITOR'S ACRONYM(S) NASA		
			11. SPONSORING/MONITORING REPORT NUMBER NASA/TM-2012-217819		
12. DISTRIBUTION/AVAILABILITY STATEMENT Unclassified-Unlimited Subject Categories: 17 and 61 Available electronically at http://www.sti.nasa.gov This publication is available from the NASA Center for AeroSpace Information, 443-757-5802					
13. SUPPLEMENTARY NOTES					
14. ABSTRACT Space Telecommunications Radio System (STRS) Architecture Standard provides a NASA standard for software-defined radio. STRS is being demonstrated in the Space Communications and Navigation (SCaN) Testbed formerly known as Communications, Navigation and Networking Configurable Testbed (CoNNeCT). Ground station radios communicating the SCaN testbed are also being written to comply with the STRS architecture. The STRS Architecture Tutorial Overview presents a general introduction to the STRS architecture standard developed at the NASA Glenn Research Center (GRC), addresses frequently asked questions, and clarifies methods of implementing the standard. The STRS architecture should be used as a base for many of NASA's future telecommunications technologies. The presentation will provide a basic understanding of STRS.					
15. SUBJECT TERMS User manuals (computer programming); Architecture (computers); Telecommunications					
16. SECURITY CLASSIFICATION OF:			17. LIMITATION OF ABSTRACT UU	18. NUMBER OF PAGES 46	19a. NAME OF RESPONSIBLE PERSON STI Help Desk (email:help@sti.nasa.gov)
a. REPORT U	b. ABSTRACT U	c. THIS PAGE U			19b. TELEPHONE NUMBER (include area code) 443-757-5802

