Space Telecommunications Radio System (STRS) Architecture

Tutorial Part 2 - Detailed

Glenn Research Center
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STRS Tutorials (4009)

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STRS Tutorial – Roles & Responsibilities
Roles Defined for STRS Requirements

- To abstract the responsible organizations.
- To promote vendor independence, scalability, flexibility, and extensibility, while specifying the smallest number of clearly defined roles possible.
- To obtain radios without restricting contracting or subcontracting for hardware and software.
- To allow clear responsibilities to be assigned by the project/mission.
- To allow separate entities to work together.
- To allow one entity to assume multiple roles.
STRS Roles: Providers & Integrators

- Each subsystem provider acquires or develops the subsystem to be provided to the corresponding integrator.
- Each integrator combines the subsystems to create a new subsystem.
- The integrator may provide the new subsystem to another integrator.
- The roles and corresponding organizations were often expected to change at different stages of the radio’s life cycle.
STRS Roles Defined

- **Platform provider** delivers a platform upon which STRS applications could be executed.
  - The platform provider could subcontract for hardware and software, but the responsibility for coordination, integration, and delivery of the infrastructure and related artifacts would reside in one platform provider organization.
  - The platform provider would usually act as application developer and integrator for at least a sample application.

- **Application developer** provides the desired functionality in the form of an STRS application.

- **Integrator** gets the parts to work together.
STRS Roles Simplified
STRS Roles Illustrated

Mission 1 System Engineer

Mission 1 STRS Application Developer 1

Mission 1 STRS Application Developer 2

Mission 1 STRS Integrator

Other Subsystems 1

Repository

Platform Provider 1

Provides

Requirements

STRS Platform 1

Hardware 1

Configuration files 1

Hardware Interface Definition (HID) 1

OS 1

XML schema 1

HAL 1

Infrastructure 1

XML Transformation Tool 1

Sample STRS application 1

FPGA Wrapper 1

Mission 1 STRS application 1

Documentation 1

Next STRS application 1

Next Documentation 1

Mission 1 System Integrator

Mission 1 Radio 1

System 1
STRS Roles Not Defined

• There are roles missing for:
  – STRS Compliance Tester
  – STRS Repository Manager
  – STRS Configuration Manager

because these are internal to NASA and not necessary to the creation of the STRS radio

• There are roles missing for:
  – Project Management
  – Change Control Board
  – Reviewers

because these are required by the project and NPR 7150 but not required by STRS.
STRS Tutorial 2

Operation
## Operation

<table>
<thead>
<tr>
<th>Requirement</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>STRS-1</td>
<td>An STRS platform shall have a known state after completion of the power-up process.</td>
</tr>
<tr>
<td>STRS-2</td>
<td>The STRS Operating Environment shall access each module’s diagnostic information via the STRS APIs.</td>
</tr>
<tr>
<td>STRS-3</td>
<td>Self-diagnostic and fault-detection data shall be created for each module so that it is accessible to the STRS Operating Environment.</td>
</tr>
<tr>
<td>STRS-13</td>
<td>If the STRS application has a component resident outside the GPM (e.g., in configurable hardware design), then the component shall be controllable from the STRS Operating Environment.</td>
</tr>
<tr>
<td>STRS-94</td>
<td>An STRS platform shall accept, validate, and respond to external commands.</td>
</tr>
<tr>
<td>STRS-95</td>
<td>An STRS platform shall execute external application control commands using the standardized STRS APIs.</td>
</tr>
<tr>
<td>STRS-107</td>
<td>An STRS platform provider shall document the external commands describing their format, function, and any STRS methods invoked.</td>
</tr>
<tr>
<td>STRS-96</td>
<td>The STRS infrastructure shall use the STRS_Query method to service external system requests for information from an STRS application.</td>
</tr>
</tbody>
</table>
Operation

Rationale:

• Even if the method of commanding the radio is different for each radio, consistency in using the STRS architecture is necessary for an architecture to aid portability.
STRS Tutorial 3

Hardware & Hardware Abstraction Layer
## Hardware & Hardware Abstraction Layer

<table>
<thead>
<tr>
<th>Requirement</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>STRS-109</td>
<td>An STRS platform shall have a GPM that contains and executes the STRS OE and the control portions of the STRS applications and services software.</td>
</tr>
</tbody>
</table>
## Hardware & Hardware Abstraction Layer

<table>
<thead>
<tr>
<th>Requirement</th>
<th>Description</th>
</tr>
</thead>
</table>
| STRS-14     | The STRS SPM developer shall provide a platform-specific wrapper for each user-programmable FPGA, which performs the following functions:  
1) Provides an interface for command and data from the GPM to the waveform application  
2) Provides the platform-specific pinout for the application developer. This may be a complete abstraction of the actual FPGA pinouts with only waveform application signal names provided. |
| STRS-11     | The STRS infrastructure shall use the STRS Platform HAL APIs to communicate with application components on the platform specialized hardware via the physical interface defined by the platform developer. |
| STRS-92     | The STRS platform provider shall provide STRS platform HAL documentation that includes the following:  
1) For each method or function, its calling sequence, return values, an explanation of its functionality, any preconditions for using the method or function, and the postconditions after using the method or function.  
2) Information required to address the underlying hardware, including interrupt input and output, memory mapping, and other configuration data necessary to operate in the STRS platform environment. |
STRS Tutorial 4

Documentation & Repository
## HID Documentation & Wrapper

<table>
<thead>
<tr>
<th>Requirement</th>
<th>Document</th>
</tr>
</thead>
<tbody>
<tr>
<td>STRS-4</td>
<td>The STRS platform provider shall describe, in the HID document, the behavior and capability of each major functional device or resource available for use by waveforms, services, or other applications (e.g., FPGA, GPP, DSP, or memory), noting any operational limitations.</td>
</tr>
<tr>
<td>STRS-5</td>
<td>The STRS platform provider shall describe, in the HID document, the reconfigurability behavior and capability of each reconfigurable component.</td>
</tr>
<tr>
<td>STRS-6</td>
<td>The STRS platform provider shall describe, in the HID document, the behavior and performance of the RF modular component(s).</td>
</tr>
<tr>
<td>STRS-7</td>
<td>The STRS platform provider shall describe, in the HID document, the interfaces that are provided to and from each modular component of the radio platform.</td>
</tr>
<tr>
<td>STRS-8</td>
<td>The STRS platform provider shall describe, in the HID document, the control, telemetry, and data mechanisms of each modular component (i.e., how to program or control each modular component of the platform, and how to use or access each device or software component, noting any proprietary and nonstandard aspects).</td>
</tr>
<tr>
<td>STRS-9</td>
<td>The STRS platform provider shall describe, in the HID document, the behavior and performance of any power supply or power converter modular component(s).</td>
</tr>
<tr>
<td>STRS-108</td>
<td>The platform provider shall describe, in the HID document, the thermal and power limits of the hardware at the smallest modular level to which power is controlled.</td>
</tr>
</tbody>
</table>
HID Documentation & Wrapper

<table>
<thead>
<tr>
<th>Requirement</th>
<th>Document</th>
</tr>
</thead>
<tbody>
<tr>
<td>STRS-15</td>
<td>The STRS SPM developer shall provide documentation on the configurable hardware design interfaces of the platform-specific wrapper for each user-programmable FPGA, which describes the following: (1) Signal names and descriptions. (2) Signal polarity, format, and data type. (3) Signal direction. (4) Signal-timing constraints. (5) Clock generation and synchronization methods. (6) Signal-registering methods. (7) Identification of development tool set used. (8) Any included noninterface functionality.</td>
</tr>
</tbody>
</table>
### Requirement: STRS-12

The following application development artifacts shall be submitted to the NASA STRS application repository.

1) High-level system or component software model.
2) Documentation of application configurable hardware design external interfaces (e.g., signal names, descriptions, polarity, format, data type, and timing constraints).
3) Documentation of STRS application behavior.
4) Application function sources (e.g., C, C++, header files, VHSIC VHDL, and Verilog).
5) Application libraries, if applicable (e.g., electronic design interchange format (EDIF) and Dynamic Link Library (DLL)).
6) Documentation of application development environment and tool suite.
   - Include application name, purpose, developer, version, and configuration specifics.
   - Include the hardware on which the application is executed, its OS, OS developer, OS version, and OS configuration specifics.
   - Include the infrastructure description, developer, version, and unique implementation items used for application development.
7) Test plans, procedures and results documentation.
8) Identification of software development standards used
10) Information, along with supporting documentation, required to make the appropriate decisions regarding ownership, distribution rights, and release (technology transfer) of the application and associated artifacts.

<table>
<thead>
<tr>
<th>Requirement</th>
<th>Document</th>
</tr>
</thead>
<tbody>
<tr>
<td>STRS-12</td>
<td>The following application development artifacts shall be submitted to the NASA STRS application repository.</td>
</tr>
<tr>
<td></td>
<td>1) High-level system or component software model.</td>
</tr>
<tr>
<td></td>
<td>2) Documentation of application configurable hardware design external interfaces (e.g., signal names, descriptions, polarity, format, data type, and timing constraints).</td>
</tr>
<tr>
<td></td>
<td>3) Documentation of STRS application behavior.</td>
</tr>
<tr>
<td></td>
<td>4) Application function sources (e.g., C, C++, header files, VHSIC VHDL, and Verilog).</td>
</tr>
<tr>
<td></td>
<td>5) Application libraries, if applicable (e.g., electronic design interchange format (EDIF) and Dynamic Link Library (DLL)).</td>
</tr>
<tr>
<td></td>
<td>6) Documentation of application development environment and tool suite.</td>
</tr>
<tr>
<td></td>
<td>A. Include application name, purpose, developer, version, and configuration specifics.</td>
</tr>
<tr>
<td></td>
<td>B. Include the hardware on which the application is executed, its OS, OS developer, OS version, and OS configuration specifics.</td>
</tr>
<tr>
<td></td>
<td>C. Include the infrastructure description, developer, version, and unique implementation items used for application development.</td>
</tr>
<tr>
<td></td>
<td>7) Test plans, procedures and results documentation.</td>
</tr>
<tr>
<td></td>
<td>8) Identification of software development standards used</td>
</tr>
<tr>
<td></td>
<td>10) Information, along with supporting documentation, required to make the appropriate decisions regarding ownership, distribution rights, and release (technology transfer) of the application and associated artifacts.</td>
</tr>
</tbody>
</table>
Rationale:

• Hardware behavior, capabilities, limitations, and identification need to be captured so that the software developers can use the hardware to advantage.

• Hardware and software needs to be inventoried to know when updates are needed or made.

• Software artifacts need to be captured and inventoried so that the platform and/or software can be reused and/or updated.

• Licensing and intellectual property issues need to be documented to avoid legal disputes.
STRS Tutorial 5

STRS C/C++ Header Files & Predefined Data
## STRS C/C++ Header Files

<table>
<thead>
<tr>
<th>Requirement</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>STRS-16</td>
<td>The STRS Application-provided Application Control API shall be implemented using ISO/IEC C or C++.</td>
</tr>
<tr>
<td>STRS-17</td>
<td>The STRS infrastructure shall use the STRS Application-provided Application Control API to control STRS applications.</td>
</tr>
<tr>
<td>STRS-105</td>
<td>The STRS infrastructure APIs shall have an ISO/IEC C language compatible interface.</td>
</tr>
<tr>
<td>STRS-18</td>
<td>The STRS Operating Environment shall support ISO/IEC C or C++, or both, language interfaces for the STRS Application-provided Application Control API at compile-time.</td>
</tr>
<tr>
<td>STRS-19</td>
<td>The STRS Operating Environment shall support ISO/IEC C or C++, or both, language interfaces for the STRS Application-provided Application Control API at run-time.</td>
</tr>
</tbody>
</table>
### STRS C/C++ Header Files

<table>
<thead>
<tr>
<th>Requirement</th>
<th>Description</th>
</tr>
</thead>
</table>
| STRS-20 | Each STRS application shall contain: 
#include "STRS_ApplicationControl.h" |
| STRS-21 | The STRS platform provider shall provide an “STRS_ApplicationControl.h” that contains the method prototypes for each STRS application and, for C++, the class definition for the base class STRS_ApplicationControl. |
| STRS-22 | If the STRS Application-provided Application Control API is implemented in C++, the STRS application class shall be derived from the STRS_ApplicationControl base class. |
| STRS-23 | If the STRS application provides the APP_Write method, the STRS application shall contain: 
#include "STRS_Sink.h" |
| STRS-24 | The STRS platform developer shall provide an “STRS_Sink.h” that contains the method prototypes for APP_Write and, for C++, the class definition for the base class STRS_Sink. |
| STRS-25 | If the STRS Application-provided Application Control API is implemented in C++ AND the STRS application provides the APP_Write method, the STRS application class shall be derived from the STRS_Sink base class. |
| STRS-26 | If the STRS application provides the APP_Read method, the STRS application shall contain: 
#include "STRS_Source.h" |
| STRS-27 | The STRS platform developer shall provide an “STRS_Source.h” that contains the method prototypes for APP_Read and, for C++, the class definition for the base class STRS_Source. |
| STRS-28 | If the STRS Application-provided Application Control API is implemented in C++ AND the STRS application provides the APP_Read method, the STRS application class shall be derived from the STRS_Source base class. |
STRS C/C++ Header Files

Rationale:

- An open standard architecture and interfaces are used to support portability.
- Scalable, flexible, reliable, extensible, adaptable, portable.
Examples:
Minimally, a C++ header file for the application or other component should contain a class
definition of the form:

```cpp
class MyWaveform : public STRS_ApplicationControl {...};
```

A sink is used for a push model of passing data by writing data to the component; i.e.,
implementing `APP_Write`. Then, a header file should contain a class definition of the form:

```cpp
class MyWaveform :
    public STRS_ApplicationControl,
    public STRS_Sink
{...};
```

A source is used for a pull model of passing data by reading data from the component; i.e.
implementing `APP_Read`. For example, a header file should contain a class definition of the
form:

```cpp
class MyWaveform :
    public STRS_ApplicationControl,
    public STRS_Source
{...};
```

If both `APP_Read` and `APP_Write` are provided in the same waveform, the C++ class will be
derived from all three base classes named in requirements (STRS-22, STRS-25, and STRS-28).
For example, a header file should contain a class definition of the form:

```cpp
class MyWaveform :
    public STRS_ApplicationControl,
    public STRS_Sink,
    public STRS_Source
{...};
```
# STRS C/C++ Predefined Data

<table>
<thead>
<tr>
<th>Requirement</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>STRS-89</td>
<td>The STRS platform provider shall provide an STRS.h file containing the STRS predefined data shown in table 58, STRS Predefined Data.</td>
</tr>
<tr>
<td>STRS-106</td>
<td>An STRS application shall use the appropriate constant, typedef, or struct defined in table 58, STRS Predefined Data when the data are used to interact with the STRS APIs.</td>
</tr>
</tbody>
</table>
### STRS C/C++ Predefined Data

<table>
<thead>
<tr>
<th>Typedef Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>STRS_Access</td>
<td>a type of number used to indicate how reading and/or writing of a file or queue is done.</td>
</tr>
<tr>
<td>STRS_Buffer_Size</td>
<td>a type of number used to represent a buffer size in bytes.</td>
</tr>
<tr>
<td>STRS_Clock_Kind</td>
<td>a type of number used to represent a kind of clock or timer.</td>
</tr>
<tr>
<td>STRS_File_Size</td>
<td>a type of number used to represent a size in bytes.</td>
</tr>
<tr>
<td>STRS_HandleID</td>
<td>a type of number used to represent an STRS application, device, file, or queue.</td>
</tr>
<tr>
<td>STRS_int8</td>
<td>an 8-bit signed integer</td>
</tr>
<tr>
<td>STRS_int16</td>
<td>a 16-bit signed integer</td>
</tr>
<tr>
<td>STRS_int32</td>
<td>a 32-bit signed integer</td>
</tr>
<tr>
<td>STRS_int64</td>
<td>a 64-bit signed integer</td>
</tr>
<tr>
<td>STRS_ISR_Function</td>
<td>used to define static C-style function pointers passed to the STRS_SetISR() method.</td>
</tr>
<tr>
<td>STRS_Message</td>
<td>a char array pointer used for messages.</td>
</tr>
<tr>
<td>STRS_NumberOfProperties</td>
<td>a type of number used to represent the number of properties in a Properties structure.</td>
</tr>
<tr>
<td>STRS_Queue_Type</td>
<td>a type of number used to represent the queue type.</td>
</tr>
<tr>
<td>STRS_Priority</td>
<td>a type of number used to represent the priority of a queue.</td>
</tr>
<tr>
<td>STRS_Properties</td>
<td>shorthand for &quot;struct Properties&quot;</td>
</tr>
<tr>
<td>STRS_Property</td>
<td>shorthand for “struct Property”</td>
</tr>
<tr>
<td>STRS_Result</td>
<td>a type of number used to represent a return value, where negative indicates an error.</td>
</tr>
<tr>
<td>STRS_TestID</td>
<td>a type of number used to represent the built-in test or ground test to be performed by APP_RunTest or APP_GroundTest, respectively.</td>
</tr>
<tr>
<td>STRS_TimeWarp</td>
<td>a representation of a time delay.</td>
</tr>
<tr>
<td>STRS_Type</td>
<td>a type of number used to indicate whether a file is text or binary.</td>
</tr>
<tr>
<td>STRS_uint8</td>
<td>an 8-bit unsigned integer</td>
</tr>
<tr>
<td>STRS_uint16</td>
<td>a 16-bit unsigned integer</td>
</tr>
<tr>
<td>STRS_uint32</td>
<td>a 32-bit unsigned integer</td>
</tr>
<tr>
<td>STRS_uint64</td>
<td>a 64-bit unsigned integer</td>
</tr>
</tbody>
</table>
## STRS C/C++ Predefined Data

<table>
<thead>
<tr>
<th>Constant Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>STRS_ACCESS_APPEND</td>
<td>writing is allowed preserving previous data written. Corresponds to fopen mode “a”.</td>
</tr>
<tr>
<td>STRS_ACCESS_BOTH</td>
<td>both reading and writing are allowed. Corresponds to fopen mode “r+”.</td>
</tr>
<tr>
<td>STRS_ACCESS_READ</td>
<td>reading is allowed. Corresponds to fopen mode “r”.</td>
</tr>
<tr>
<td>STRS_ACCESS_WRITE</td>
<td>writing is allowed. Corresponds to fopen mode “w”.</td>
</tr>
<tr>
<td>STRS_OK</td>
<td>the STRS_Result is valid.</td>
</tr>
<tr>
<td>STRS_ERROR</td>
<td>the STRS_Result is invalid such that the component is still usable.</td>
</tr>
<tr>
<td>STRS_ERROR_QUEUE</td>
<td>the STRS_HandleID indicates that the log queue is for error messages.</td>
</tr>
<tr>
<td>STRS_FATAL</td>
<td>the STRS_Result is invalid such that the component is not usable.</td>
</tr>
<tr>
<td>STRS_FATAL_QUEUE</td>
<td>the STRS_HandleID indicates that the log queue is for fatal messages.</td>
</tr>
<tr>
<td>STRS_PRIORITY_HIGH</td>
<td>a number representing a high priority queue.</td>
</tr>
<tr>
<td>STRS_PRIORITY_MEDIUM</td>
<td>a number representing a medium priority queue.</td>
</tr>
<tr>
<td>STRS_PRIORITY_LOW</td>
<td>a number representing a low priority queue.</td>
</tr>
<tr>
<td>STRS_QUEUE_PUBSUB</td>
<td>a number representing a Publish/Subscribe queue type.</td>
</tr>
<tr>
<td>STRS_QUEUE_SIMPLE</td>
<td>a number representing a simple queue type.</td>
</tr>
<tr>
<td>STRS_TELEMETRY_QUEUE</td>
<td>the STRS_HandleID indicates that the log queue is for telemetry data.</td>
</tr>
<tr>
<td>STRS_TEST_STATUS</td>
<td>value of type STRS_TestID used as the argument to APP_RunTest and STRS_RunTest so that the state of the STRS application is returned.</td>
</tr>
<tr>
<td>STRS_TEST_USER_BASE</td>
<td>value of type STRS_TestID for the lowest numbered user-defined test. Any STRS_TestID values lower than STRS_TEST_USER_BASE are reserved arguments to APP_RunTest. An example of a test type lower than STRS_TEST_USER_BASE is STRS_TEST_STATUS.</td>
</tr>
<tr>
<td>STRS_TYPE_BINARY</td>
<td>the value indicating that a file is a binary file.</td>
</tr>
<tr>
<td>STRS_TYPE_TEXT</td>
<td>the value indicating that a file is a text file.</td>
</tr>
<tr>
<td>STRS_WARNING</td>
<td>the STRS_Result is invalid such that there may be little or no effect on the operation of the component.</td>
</tr>
<tr>
<td>STRS_WARNING_QUEUE</td>
<td>the STRS_HandleID is for warning messages.</td>
</tr>
<tr>
<td>STRS_APP_FATAL</td>
<td>state indicating that a nonrecoverable error has occurred.</td>
</tr>
<tr>
<td>STRS_APP_ERROR</td>
<td>state indicating that a recoverable error has occurred.</td>
</tr>
<tr>
<td>STRS_APP_INSTANTIATED</td>
<td>state indicating that the object is instantiated and ready to accept messages.</td>
</tr>
<tr>
<td>STRS_APP_RUNNING</td>
<td>state indicating that STRS_Start() has been called.</td>
</tr>
<tr>
<td>STRS_APP_STOPPED</td>
<td>state indicating that STRS_Initialize() or STRS_Stop() has been called.</td>
</tr>
</tbody>
</table>
## STRS C/C++ Predefined Data

<table>
<thead>
<tr>
<th>Struct Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Property</td>
<td>a struct with two character pointer variables: name and value.</td>
</tr>
<tr>
<td>Properties</td>
<td>a struct with two variables (nProps and mProps) of type STRS_NumberOfProperties, and an array of Property structures (vProps). The variable nProps contains the number of items in the vProps array. The variable mProps contains the maximum number of items in the vProps array.</td>
</tr>
</tbody>
</table>
STRS C/C++ Predefined Data

Rationale:

• For portability, standard names are defined for various constants and data types, but the implementation of these definitions is mission dependent.
STRS Tutorial 6

STRS Application-provided Application Control API
STRS Application-provided Application Control API

Rationale

- Need methods to control the actions of a waveform or other application, devices, etc.
- Leverage state-of-the-art standards and experience.
- An open standard architecture and interfaces are used to support portability.
- JTRS/SCA and OMG/SWRADIO define similarly named methods. Allows a similar PIM (platform-independent model), with a different PIM to PSM (platform-specific model) transformation.
- Scalable, flexible, reliable, extensible, adaptable, portable.
- Layered architecture used to isolate waveform applications from hardware specific implementations.
STRS Application-provided Application Control API

Methods:
- STRS-29  APP_Configure
- STRS-30  APP_GroundTest
- STRS-31  APP_Initialize
- STRS-32  APP_Instance
- STRS-33  APP_Query
- STRS-34  APP_Read
- STRS-35  APP_ReleaseObject
- STRS-36  APP_RunTest
- STRS-37  APP_Start
- STRS-38  APP_Stop
- STRS-39  APP_Write
STRS Application-provided API

- **STRS-29  APP_Configure**
  - Prototype:
    - STRS_Result APP_Configure(STRS_Properties * propList)
  - Description:
    - Set values for one or more properties in the application (or device or other entity that is configurable).

- **STRS-33  APP_Query**
  - Prototype:
    - STRS_Result APP_Query(Properties *propList)
  - Description:
    - Obtain values for one or more properties in the application (or device or other entity that is queryable).
STRS Application-provided API

- **STRS-31  APP_Initialize**
  - Prototype:
    - STRS_Result APP_Initialize()
  - Description:
    - Initialize the application (or device) to a known initial state based on what has been configured previously.

- **STRS-32  APP_Instance**
  - Prototype:
    - ThisSTRSApplication *APP_Instance(STRS_HandleID handleID, char *name)
  - Description:
    - Set the handle name and identifier (ID). In C++, it is a static method used to call the class constructor for C++.
STRS Application-provided API

- **STRS-35 APP_ReleaseObject**
  - **Prototype:**
    - STRS_Result APP_ReleaseObject()
  - **Description:**
    - Free any resources the application (or device) has acquired. An example would be to close any open files or devices.

- **STRS-36 APP_RunTest**
  - **Prototype:**
    - STRS_Result APP_RunTest(STRS testID, STRS_Properties *propList)
  - **Description:**
    - Test the application (or device or other entity that is testable).
    - The tests provide aid in isolating faults within the application.
STRS Application-provided API

- **STRS-30  APP_GroundTest**
  - **Prototype:**
    - STRS_Result APP_GroundTest(STRS_TestID testID, STRS_Properties *propList)
  - **Description:**
    - Perform unit and system testing usually done on ground before deployment. The testing may include calibration.
STRS Application-provided API

- **STRS-37 APP_Start**
  - Prototype:
    - STRS_Result APP_Start()
  - Description:
    - Begin normal application processing.

- **STRS-38 APP_Stop**
  - Prototype:
    - STRS_Result APP_Stop()
  - Description:
    - End normal application processing.
STRS Application-provided API

• STRS-34  APP_Read
  – Prototype:
    • STRS_Result APP_Read(STRS_Message buffer, STRS_Buffer_Size nb)
  – Description:
    • Method is used to obtain data from the application (or device or other entity) that is a source of data to the infrastructure.

• STRS-39  APP_Write
  – Prototype:
    • STRS_Result APP_Write(STRS_Message buffer, STRS_Buffer_Size nb)
  – Description:
    • Method used to send data to the application (or device or other entity) that is a sink receiving data from the infrastructure.
STRS Tutorial 7

STRS Infrastructure-provided Application Control API
## STRS Infrastructure-provided Application Control API

<table>
<thead>
<tr>
<th>Requirement</th>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>STRS-40</td>
<td>STRS_Configure</td>
<td>Set values for one or more properties in the application (or device).</td>
</tr>
<tr>
<td>STRS-41</td>
<td>STRS_GroundTest</td>
<td>Perform unit and system testing usually done on the ground before deployment. The testing may include calibration.</td>
</tr>
<tr>
<td>STRS-42</td>
<td>STRS_Initialize</td>
<td>Initialize the target component.</td>
</tr>
<tr>
<td>STRS-43</td>
<td>STRS_Query</td>
<td>Obtain values for one or more properties in the target component.</td>
</tr>
<tr>
<td>STRS-44</td>
<td>STRS_ReleaseObject</td>
<td>Free any resources the application has acquired.</td>
</tr>
<tr>
<td>STRS-45</td>
<td>STRS_RunTest</td>
<td>Test the target component.</td>
</tr>
<tr>
<td>STRS-46</td>
<td>STRS_Start</td>
<td>Begin normal application processing.</td>
</tr>
<tr>
<td>STRS-47</td>
<td>STRS_Stop</td>
<td>End normal application processing.</td>
</tr>
</tbody>
</table>
STRS Infrastructure-provided Application Control API

Rationale

• Need methods to control the actions of a waveform or other application, devices, etc.
• Because a C language compatible interface was required, the corresponding methods had a different calling sequence from the STRS Application-provided Application Control API.
• An open standard architecture and interfaces are used to support portability.
• JTRS/SCA and OMG/SWRADIO define similarly named methods. Allows a similar PIM (platform-independent model), with a different PIM to PSM (platform-specific model) transformation.
• Scalable, flexible, reliable, extensible, adaptable, portable.
• Layered architecture used to isolate waveform applications from hardware specific implementations.
STRS Infrastructure-provided Application Control API

- Many of these methods are implemented as shown below for STRS_Configure (and corresponding APP_Configure):
STRS Infrastructure-provided Application Control API

- Example of use:

```c
struct {
    STRS_NumberOfProperties nProps;
    STRS_NumberOfProperties mProps;
    STRS_Property vProps[MAX_PROPS];
} propList;
propList.nProps = 2;
propList.mProps = MAX_PROPS;
propList.vProps[0].name = "A";
propList.vProps[0].value = "5"; /* Set A=5. */
propList.vProps[1].name = "B";
propList.vProps[1].value = "27"; /* Set B=27. */
STRS_Result rtn = STRS_Configure(fromWF, toWF,
    (STRS_properties *) &propList);
if (!STRS_IsOK(rtn)) {
    STRS_Buffer_Size nb = strlen("STRS_Configure fails.");
    STRS_Log(fromWF, STRS_ERROR_QUEUE, "STRS_Configure fails.", nb);
}
```
STRS Tutorial 8

STRS Infrastructure
Application Setup API
# STRS Infrastructure
## Application Setup API

<table>
<thead>
<tr>
<th>Requirement</th>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>STRS-48</td>
<td>STRS_AbortApp</td>
<td>Abort an application or service.</td>
</tr>
<tr>
<td>STRS-49</td>
<td>STRS_GetErrorQueue</td>
<td>Transform an error status into an error queue.</td>
</tr>
<tr>
<td>STRS-50</td>
<td>STRS_HandleRequest</td>
<td>The table of object names is searched for the given name and an index is returned as a handle ID.</td>
</tr>
<tr>
<td>STRS-51</td>
<td>STRS_InstantiateApp</td>
<td>Instantiate an application, service or device and perform any operations by the configuration file.</td>
</tr>
<tr>
<td>STRS-52</td>
<td>STRS_IsOK</td>
<td>Return true, if return value of previous call is not an error status.</td>
</tr>
<tr>
<td>STRS-53</td>
<td>STRS_Log</td>
<td>Send log message for distribution as appropriate. Time stamp is added automatically.</td>
</tr>
<tr>
<td>STRS-54</td>
<td>STRS_Log</td>
<td>When an STRS application has a non-fatal error, the STRS application shall use the <code>STRS_Log</code> method with a target handle ID of constant <code>STRS_ERROR_QUEUE</code>.</td>
</tr>
<tr>
<td>STRS-55</td>
<td>STRS_Log</td>
<td>When an STRS application has a fatal error, the STRS application shall use the <code>STRS_Log</code> method with a target handle ID of constant <code>STRS_FATAL_QUEUE</code>.</td>
</tr>
<tr>
<td>STRS-56</td>
<td>STRS_Log</td>
<td>When an STRS application has a warning condition, the STRS application shall use the <code>STRS_Log</code> method with a target handle ID of constant <code>STRS_WARNING_QUEUE</code>.</td>
</tr>
<tr>
<td>STRS-57</td>
<td>STRS_Log</td>
<td>When an STRS application needs to send telemetry, the STRS application shall use the <code>STRS_Log</code> method with a target handle ID of constant <code>STRS_TELEMETRY_QUEUE</code>.</td>
</tr>
</tbody>
</table>
STRS Infrastructure Application Setup API

Rationale:

• The methods for these requirements are used to support the STRS Infrastructure-provided Application Control API.
• An open standard architecture and interfaces are used to support portability.
• Scalable, flexible, reliable, extensible, adaptable, portable.
• Layered architecture used to isolate waveform applications from hardware specific implementations.
STRS-48  STRS_AbortApp

1: STRS_AbortApp

2: APP_Stop
3: result
4: APP_ReleaseObject
5: result
6: destructor

7: result
First part, instantiation:
STRS-51  STRS_InstantiateApp

Second part, configuration:

(State: STOPPED)

(State: RUNNING)

(Configuration)
STRS-51  STRS_InstantiateApp

Example:

```c
char toWF[MAX_PATH_LENGTH];
strncpy(toWF, "/path/STRS_WFxxx.cfg" );
STRS_HandleID wfID = STRS_InstantiateApp(fromWF, toWF);
if (wfID < 0) {
    STRS_Buffer_Size nb = strlen("InstantiateApp fails.");
    STRS_Log(fromWF,
        STRS_GetErrorQueue((STRS_Result)wfID),
        "InstantiateApp fails.", nb);
} else {
    cout << "Successful instantiation for " << toWF << ":
        " << wfID << std::endl;
}
```
STRS Tutorial 9

STRS Infrastructure
Data Sink & Data Source
## STRS Infrastructure

### Data Sink & Data Source

<table>
<thead>
<tr>
<th>Requirement</th>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>(STRS-58)</td>
<td>STRS_Write</td>
<td>Method used to send data to a sink (application, device, queue, or file). APP_Write is implemented within a sink application when data is to be sent to and used by that application.</td>
</tr>
<tr>
<td>(STRS-59)</td>
<td>STRS_Read</td>
<td>Method used to obtain data from a source or supplier (application, device, queue, or file). APP_Read is implemented within a source application when data is to be obtained from that application and used elsewhere.</td>
</tr>
</tbody>
</table>
STRS Infrastructure
Data Sink & Data Source

Rationale

• Sinks and sources are needed to allow a generic interface for I/O.
• An open standard architecture and interfaces are used to support portability.
• Scalable, flexible, reliable, extensible, adaptable, portable.
• Layered architecture used to isolate waveform applications from hardware specific implementations.
STRS Infrastructure
Data Sink & Data Source

Example:

```cpp
char buffer[32];
STRS_Buffer_Size nb = 32;
STRS_Result rtn = STRS_Read(fromWF, pullID, buffer, nb);
if (STRS_IsOK(rtn)) {
    cout << "Read " << rtn << " bytes." << std::endl;
    nb = rtn;
    STRS_Result rtn = STRS_Write(fromWF, toID, buffer, nb);
    if (STRS_IsOK(rtn)) {
        cout << "Wrote " << rtn << " bytes." << std::endl;
    } else {
        nb = strlen("Error writing.");
        STRS_Log(fromWF, STRS_GetErrorQueue(wfID), "Error writing.", nb);
    }
} else {
    nb = strlen("Error reading.");
    STRS_Log(fromWF, STRS_GetErrorQueue(wfID), "Error reading.", nb);
}
```
STRS Tutorial 10

STRS Infrastructure
Device Control API
# STRS Infrastructure Device Control API

<table>
<thead>
<tr>
<th>Requirements</th>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>STRS-60</td>
<td>(many)</td>
<td>The STRS applications shall use the methods in the STRS infrastructure Device Control API, STRS infrastructure-provided Application Control API, Infrastructure Data Source API (if appropriate), and Infrastructure Data Sink API (if appropriate) to control the STRS Devices.</td>
</tr>
</tbody>
</table>
# STRS Infrastructure Device Control API

<table>
<thead>
<tr>
<th>Requirements</th>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>STRS-61</td>
<td>STRS_DeviceClose</td>
<td>Close the device.</td>
</tr>
<tr>
<td>STRS-62</td>
<td>STRS_DeviceFlush</td>
<td>Send any buffered data immediately to the underlying hardware and clear the buffers.</td>
</tr>
<tr>
<td>STRS-63</td>
<td>STRS_DeviceLoad</td>
<td>Load a binary image to the device.</td>
</tr>
<tr>
<td>STRS-64</td>
<td>STRS_DeviceOpen</td>
<td>Open the device.</td>
</tr>
<tr>
<td>STRS-65</td>
<td>STRS_DeviceReset</td>
<td>Reinitialize the device.</td>
</tr>
<tr>
<td>STRS-66</td>
<td>STRS_DeviceStart</td>
<td>Start the device. This is recommended to keep the device from only starting when it is loaded.</td>
</tr>
<tr>
<td>STRS-67</td>
<td>STRS_DeviceStop</td>
<td>Stop the device. This is recommended to keep the device from being unloaded to just pause since most devices stop when they are unloaded or there is no data to process.</td>
</tr>
<tr>
<td>STRS-68</td>
<td>STRS_DeviceUnload</td>
<td>Unload the device.</td>
</tr>
<tr>
<td>STRS-69</td>
<td>STRS_SetISR</td>
<td>Set the Interrupt Service Routine for the device.</td>
</tr>
</tbody>
</table>
STRS Infrastructure Device Control API

Rationale:

• STRS Device Control methods are needed to add additional functionality to an STRS application.
• An open standard architecture and interfaces are used to support portability.
• Scalable, flexible, reliable, extensible, adaptable, portable.
• Layered architecture used to isolate waveform applications from hardware specific implementations.
STRS Infrastructure Device Control API

- **Example:**

```c
char *msg; = NULL
STRS_Result rtn = STRS_DeviceLoad(fromWF,toDev, "/path/WF1.FPGA.bit");
if (! STRS_IsOK(rtn)) { msg = "DeviceLoad fails."; }
else {
    STRS_Result rtn = STRS_DeviceOpen(fromWF,toDev);
    if (! STRS_IsOK(rtn)) { msg = "DeviceOpen fails."; }
    else {
        STRS_Result rtn = STRS_DeviceStart(fromWF,toDev);
        if (! STRS_IsOK(rtn)) { msg = "DeviceStart fails."; }
        else { . . . }}}

. . .
STRS_Result rtn = STRS_DeviceStop(fromWF,toDev);
if (! STRS_IsOK(rtn)) { msg = "DeviceStop fails."; }
else {
    STRS_Result rtn = STRS_DeviceClose(fromWF,toDev);
    if (! STRS_IsOK(rtn)) { msg = "DeviceClose fails."; }
    else {
        STRS_Result rtn = STRS_DeviceUnload(fromWF,toDev);
        if (! STRS_IsOK(rtn)) { msg = "DeviceUnload fails."; }
        else { . . . }}}
```
STRS Infrastructure Device Control API

Notes:

• The use of the device functions is not well defined since STRS Devices are not required. This is a potential problem.

• Is the usual order:
  – open/load/start/stop/unload/close
  – load/open/start/stop/close/unload

• STRS_DeviceStart = STRS_Start?
• STRS_DeviceStop = STRS_Stop?
STRS Tutorial 11

STRS Infrastructure

File Control API
# STRS Infrastructure File Control API

<table>
<thead>
<tr>
<th>Requirement</th>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>STRS-70</td>
<td>STRS_FileClose</td>
<td>Close the file. STRS_FileClose is used to close a file that has been opened by STRS_FileOpen.</td>
</tr>
<tr>
<td>STRS-71</td>
<td>STRS_FileGetFreeSpace</td>
<td>Get total size of free space available for file storage.</td>
</tr>
<tr>
<td>STRS-72</td>
<td>STRS_FileGetSize</td>
<td>Get the size of the specified file.</td>
</tr>
<tr>
<td>STRS-73</td>
<td>STRS_FileGetStreamPointer</td>
<td>Get the file stream pointer for the file associated with the STRS handle ID. This is normally not used because either the common functions are build in to STRS or the entire file manipulation is local to one application or device.</td>
</tr>
<tr>
<td>STRS-74</td>
<td>STRS_FileOpen</td>
<td>Open the file. This method is used to obtain an STRS handle ID when the file manipulation is either built in to STRS or distributed over more than one application or device or the STRS infrastructure.</td>
</tr>
<tr>
<td>STRS-75</td>
<td>STRS_FileRemove</td>
<td>Remove the file.</td>
</tr>
<tr>
<td>STRS-76</td>
<td>STRS_FileRename</td>
<td>Rename the file.</td>
</tr>
</tbody>
</table>
STRS Infrastructure File Control API

Rationale:

• Since a space platform may or may not have a file system, the word “file” was abstracted to mean a named storage area regardless of the existence of a file system.
• An open standard architecture and interfaces are used to support portability.
• Scalable, flexible, reliable, extensible, adaptable, portable.
• Layered architecture used to isolate waveform applications from hardware specific implementations.
Example:

```c
STRS_Buffer_Size nb;
char* msg = NULL;
STRS_File_Size size = STRS_FileGetSize(fromWF, "/path/WF1.FPGA.bit");
if (size <= 0) {
    nb = strlen("FileSize fails.");
    STRS_Log(fromWF, STRS_ERROR_QUEUE, "FileSize fails.", nb);
}
STRS_HandleID frd = STRS_FileOpen(fromWF, filename,
                                      STRS_ACCESS_READ, STRS_TYPE_TEXT);
if (frd < 0) { msg = "FileOpen fails.";
} else {
    STRS_Result rtn;
    char buffer[32];
    nb = 32;
    rtn = STRS_Read(fromWF, frd, buffer, nb);
    if ( ! STRS_IsOK(rtn)) { msg = "Read fails.";
    } else {
        rtn = STRS_FileClose(fromWF, frd);
        if ( ! STRS_IsOK(rtn)) { msg = "FileClose fails.";
    } else { . . . 
    }}
```
STRS Tutorial 12

STRS Infrastructure
Messaging Control API
# STRS Infrastructure Messaging Control API

<table>
<thead>
<tr>
<th>Requirements</th>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>STRS-77</td>
<td>(many)</td>
<td>The STRS applications shall use the STRS Infrastructure Messaging, STRS Infrastructure Data Source, and STRS Infrastructure Data Sink methods to establish queues to send messages between components.</td>
</tr>
<tr>
<td>STRS-78</td>
<td>STRS_QueueCreate</td>
<td>Create a queue (FIFO).</td>
</tr>
<tr>
<td>STRS-79</td>
<td>STRS_QueueDelete</td>
<td>Delete a queue.</td>
</tr>
<tr>
<td>STRS-80</td>
<td>STRS_Register</td>
<td>Register an association between a publisher and subscriber. Disallow adding an association such that the subscriber has another association back to the publisher because this would cause an infinite loop.</td>
</tr>
<tr>
<td>STRS-81</td>
<td>STRS_Unregister</td>
<td>Remove an association between a publisher and subscriber.</td>
</tr>
</tbody>
</table>
STRS Infrastructure Messaging Control API

Rationale:

• The STRS Infrastructure Messaging methods are used to send messages between components with a single queue handle ID.
• The ability for applications, services, devices, or files to communicate with other STRS applications, services, devices, or files is crucial for the separation of radio functionality among independent asynchronous components.
  – For example, the receive and transmit telecommunication functionality can be separated between two applications where the final destination of a message is not necessarily known to the producer of the message.
  – Another example is when commands or log messages come from several independent sources and have to be merged appropriately.
• An open standard architecture and interfaces are used to support portability.
• Scalable, flexible, reliable, extensible, adaptable, portable.
• Layered architecture used to isolate waveform applications from hardware specific implementations.
Example:
STRS_HandleID qX = STRS_QueueCreate(myQ, "QX",
    STRS_QUEUE_SIMPLE, STRS_PRIORITY_MEDIUM);
if (qX < 0) {
    STRS_Buffer_Size nb = strlen("Can’t create queue.");
    STRS_Log(fromWF,STRS_ERROR_QUEUE, "Can't create queue.", nb);
    return STRS_ERROR;
}
rtn = STRS_Write(myQ, qX, "This is the message.", strlen("This is the message."));
if (! STRS_IsOK(rtn)) {
    STRS_Buffer_Size nb = strlen("Can't write queue.");
    STRS_Log(fromWF,STRS_ERROR_QUEUE, "Can't write queue.", nb);
}
...  
STRS_Result rtn = STRS_QueueDelete(myQ,qX);
if (! STRS_IsOK(rtn)) {
    STRS_Buffer_Size nb = strlen("Can't delete queue.");
    STRS_Log(fromWF,STRS_ERROR_QUEUE, "Can’t delete queue.", nb);
}
STRS Tutorial 13

STRS Infrastructure
Time Control API
## STRS Infrastructure Time Control API

<table>
<thead>
<tr>
<th>Requirement</th>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>STRS-82</td>
<td></td>
<td>Any portion of the STRS Applications on the GPP needing time control shall use the STRS Infrastructure Time Control methods to access the hardware and software timers.</td>
</tr>
<tr>
<td>STRS-83</td>
<td>STRS_GetNanoseconds</td>
<td>Get the number of nanoseconds from the STRS_TimeWarp object.</td>
</tr>
<tr>
<td>STRS-84</td>
<td>STRS_GetSeconds</td>
<td>Get the number of seconds from the STRS_TimeWarp object.</td>
</tr>
<tr>
<td>STRS-85</td>
<td>STRS_GetTime</td>
<td>Get the current base time and the corresponding time of a specified type. The base clock/timer is a hardware timer. The interval between two non-base times of different kinds only makes sense if they are in the same frame of reference. To compute the interval between two non-base times in the same frame of reference, the function is called twice and the interval is modified by the difference between the two base times.</td>
</tr>
<tr>
<td>STRS-86</td>
<td>STRS_GetTimewarp</td>
<td>Get the STRS_TimeWarp object containing the number of seconds and nanoseconds in the time interval.</td>
</tr>
<tr>
<td>STRS-87</td>
<td>STRS_SetTime</td>
<td>Set the current time in the specified clock/timer by adjusting the time offset.</td>
</tr>
<tr>
<td>STRS-88</td>
<td>STRS_Synch</td>
<td>Synchronize clocks. The action depends on whether the clocks to be synchronized are internal or external.</td>
</tr>
</tbody>
</table>
Rationale:

• The STRS Infrastructure Time Control methods are used to access the hardware and software timers.
• These methods include conversion of time between seconds and nanoseconds and some implementation-specific object.
  – Although nanoseconds are specified, that does not imply that the resolution is nanoseconds, nor that the underlying STRS_TimeWarp object contains its data in nanoseconds.
  – These timers are expected to be used for relatively low accuracy timing such as time stamps, timed events, and time constraints.
  – The timers are expected to be used for signal processing in the GPP when the GPP becomes fast enough.
• An open standard architecture and interfaces are used to support portability.
• Scalable, flexible, reliable, extensible, adaptable, portable.
• Layered architecture used to isolate waveform applications from hardware specific implementations.
Example:

```c
STRS_TimeWarp b1, b2, t1, t2, diff;
STRS_int32 isec, nsec;
STRS_Result rtn;
STRS_Clock_Kind k1 = 1;
STRS_Clock_Kind k2 = 2;
rtn = STRS_GetTime(fromWF, toDev, *b1, k1, *t1);
rtn = STRS_GetTime(fromWF, toDev, *b2, k2, *t2);
/* The time difference between timer k1 and timer k2 is computed by obtaining */
/* the two times, t1 and t2, and adjusting for the time difference between */
/* the two base times, b2 and b1: */

isec = STRS_GetSeconds(t2) -
    (STRS_GetSeconds(t1) +
    (STRS_GetSeconds(b2) -
    STRS_GetSeconds(b1)));

nsec = STRS_GetNanoseconds(t2) -
    (STRS_GetNanoseconds(t1) +
    (STRS_GetNanoseconds(b2) -
    STRS_GetNanoseconds(b1)));

diff = STRS_GetTimeWarp(isec, nsec);
```
STRS Tutorial 14

POSIX
Portable Operating System Interface
(STRS-10) An STRS application shall use the infrastructure STRS API and POSIX API for access to platform resources.
(STRS-90) The STRS Operating Environment shall provide the interfaces described in POSIX IEEE Standard 1003.13-2003 profile PSE51.
POSIX

• (STRS-91) STRS Applications shall use POSIX methods except for the unsafe functions listed in table 59, Replacements for Unsafe Functions.

<table>
<thead>
<tr>
<th>Unsafe Function - Do Not Use!</th>
<th>Reentrant Counterpart - OK to Use.</th>
</tr>
</thead>
<tbody>
<tr>
<td>abort</td>
<td>STRS_AbortApp</td>
</tr>
<tr>
<td>asctime</td>
<td>asctime_r</td>
</tr>
<tr>
<td>atexit</td>
<td>-</td>
</tr>
<tr>
<td>calloc</td>
<td>-</td>
</tr>
<tr>
<td>ctermid</td>
<td>ctermid_r</td>
</tr>
<tr>
<td>ctime</td>
<td>ctime_r</td>
</tr>
<tr>
<td>exit</td>
<td>STRS_AbortApp</td>
</tr>
<tr>
<td>free</td>
<td>-</td>
</tr>
<tr>
<td>getlogin</td>
<td>getlogin_r</td>
</tr>
<tr>
<td>gmtime</td>
<td>gmtime_r</td>
</tr>
<tr>
<td>localtime</td>
<td>localtime_r</td>
</tr>
<tr>
<td>malloc</td>
<td>-</td>
</tr>
<tr>
<td>rand</td>
<td>rand_r</td>
</tr>
<tr>
<td>readdir</td>
<td>readdir_r</td>
</tr>
<tr>
<td>realloc</td>
<td>-</td>
</tr>
<tr>
<td>strtok</td>
<td>strtok_r</td>
</tr>
<tr>
<td>tmpnam</td>
<td>tmpnam_r</td>
</tr>
</tbody>
</table>
POSIX

Rationale:

• A POSIX interface was selected because:
  – most operating systems implement POSIX
  – most additional methods needed were available in POSIX
  – POSIX was already an IEEE standard (1003.x)
• An open standard architecture and interfaces are used to support portability.
• Scalable, flexible, reliable, extensible, adaptable, portable.
• Layered architecture used to isolate waveform applications from hardware specific implementations.
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).
POSIX Tailoring

- If a POSIX implementation does not have some required methods, a POSIX abstraction layer should be implemented in the infrastructure for those methods.
- For large platforms, try to stick with PSE51, if possible.
- For constrained resource platforms, with limited software evolutionary capability, where the waveform signal processing is implemented in specialized hardware, the supplier may request a waiver to only implement a subset of POSIX PSE51 as required by the portion of the waveforms residing on the GPP. The applications created for this platform must be upward compatible to a larger platform containing POSIX PSE51. The POSIX API is grouped into units of functionality. If none of the applications for a constrained resource platform use any of the interfaces in a unit of functionality, then the supplier may request a waiver to eliminate that entire unit of functionality.
Application Configuration Files
Application Configuration Files

XML + Schema + XSL Relationship

Schema is used to validate XML. XML follows Schema.

XSL is used to transform XML.

S-Expressions
# Application Configuration Files

<table>
<thead>
<tr>
<th>Requirement</th>
<th>Who</th>
<th>Shall</th>
</tr>
</thead>
<tbody>
<tr>
<td>STRS-98</td>
<td>Platform provider</td>
<td>Document the necessary platform information (including a sample file) to develop a predeployed application configuration file in XML 1.0.</td>
</tr>
<tr>
<td>STRS-99</td>
<td>Application developer</td>
<td>Document the necessary application information to develop a predeployed application configuration file in XML 1.0.</td>
</tr>
<tr>
<td>STRS-100</td>
<td>STRS integrator</td>
<td>Provide a predeployed application configuration file in XML 1.0.</td>
</tr>
</tbody>
</table>
| STRS-101    | Platform provider & integrator| The predeployed STRS application configuration file shall identify the following application attributes and default values: 1) Identification.  
A. Unique STRS handle name for the application.  
B. Class name (if applicable).  
2) State after processing the configuration file.  
3) Any resources to be loaded separately.  
A. Filename of loadable image.  
B. Target on which to put loadable image file.  
C. Target memory in bytes, number of gates, or logic elements.  
4) Initial or default values for all distinct operationally configurable parameters. |
| STRS-102    | Platform provider| Provide an XML 1.0 schema definition (XSD) file to validate the format and data for predeployed STRS application configuration files, including the order of the tags, the number of occurrences of each tag, and the values or attributes. |
| STRS-103    | Platform provider| Document the transformation (if any) from a predeployed application configuration file in XML into a deployed application configuration file and provide the tools to perform such transformation. |
| STRS-104    | STRS integrator| Provide a deployed STRS application configuration file for the STRS infrastructure to place the STRS application in the specified state. |
Application Configuration Files

Rationale:

• The use of XML (Extensible Markup Language) version 1.0 allows STRS application developers to have the ability to identify configuration information in a standard (see http://www.w3.org/XML/), human-legible, precise, flexible, and adaptable method.

• The XML configuration file is expected to be pre-parsed, with additional error checking performed prior to transmission.

• Scalable, flexible, reliable, extensible, adaptable, portable.
Application Configuration Files

Configuration File Development Process:

Platform/Infrastructure Information

- Schema
- Pre-deployed Platform Configuration File (in XML)
- Transformation Process
- Deployed Platform Configuration File

Application Information

- Platform Information (Req. #98)
- Application Information (Req. #99)

- Pre-deployed Application Configuration File (in XML) (Req. #100 & #101)
- Transformation Process (Req. #103)
- Deployed Application Configuration File (Req. #104)

Key:
- Provided by platform provider
- Provided by application developer
- Provided by integrator