

---

# Model-based Programming: From Embedded Systems To Robotic Space Explorers

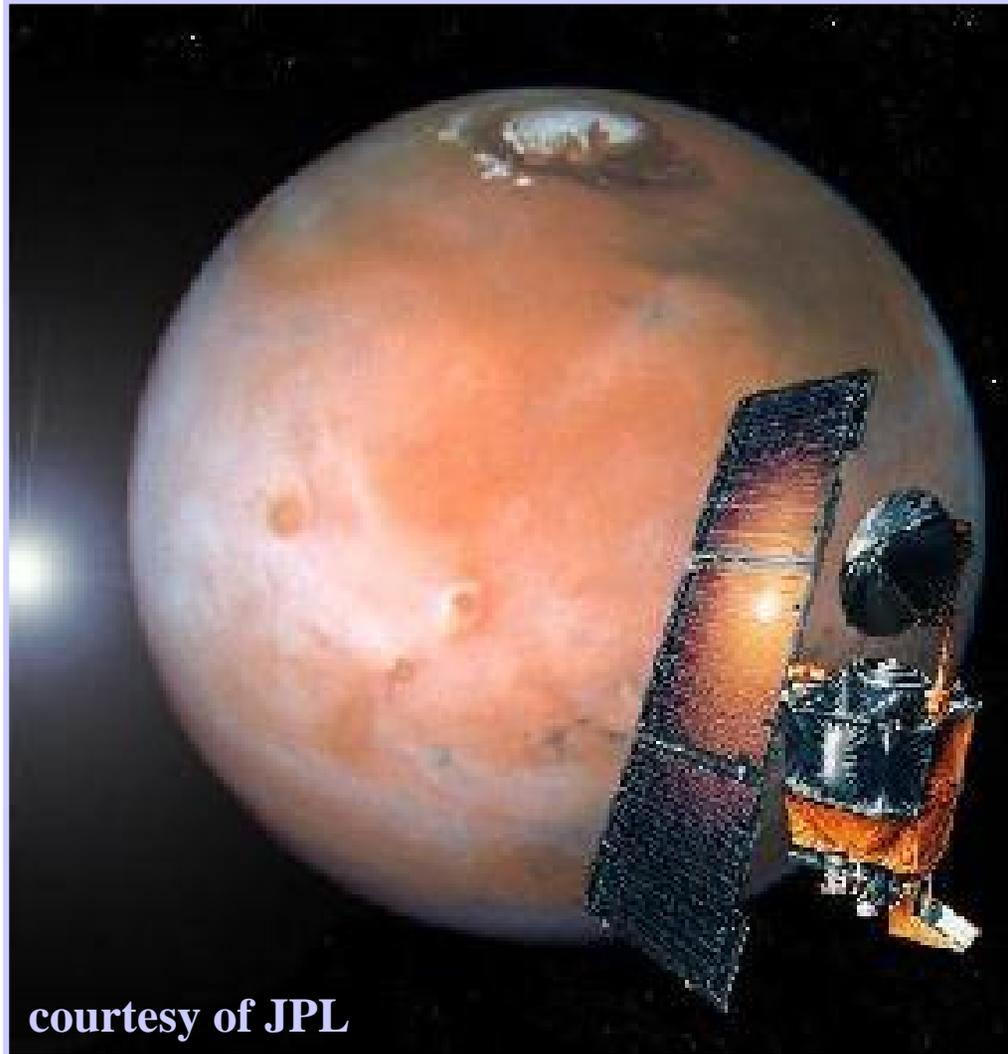
Brian C. Williams

CSAIL

Massachusetts Institute of Technology

# Failures Highlight The Challenge of Robustness

---



courtesy of JPL

- **Clementine**
- **Mars Climate Orbiter**
- **Mars Orbiter**
- **Mars Polar Lander**

# Complexity Is In Coordinating Subsystems

---

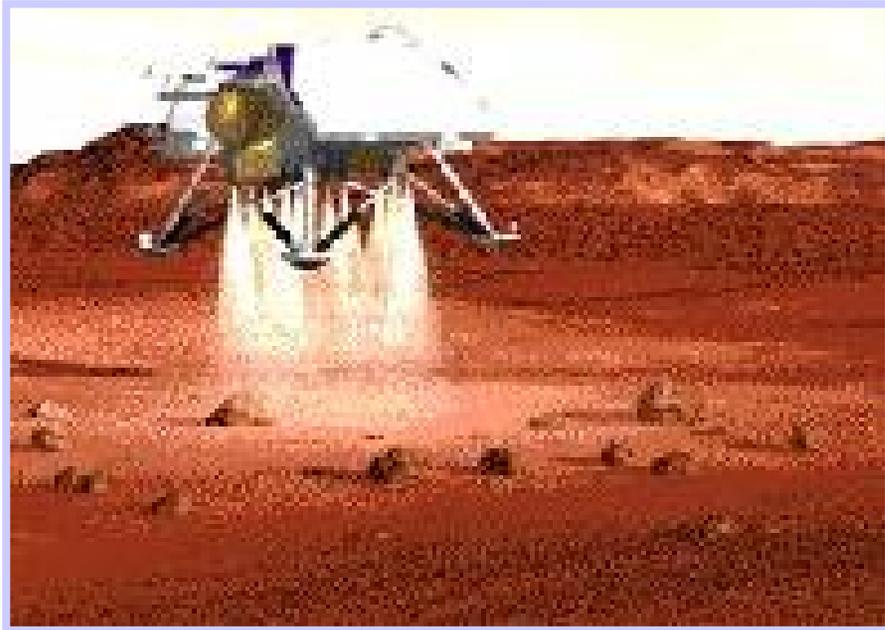


Large collections of devices must work in concert to achieve goals

- Devices indirectly observed and controlled.
- Must manage large levels of redundancy.
- Need quick, robust response to anomalies throughout life.

# Mars Polar Lander Failure

---



## Leading Diagnosis:

- Legs deployed during descent.
- Noise spike on leg sensors latched by software monitors.
- Laser altimeter registers 50ft.
- Begins polling leg monitors to determine touch down.
- Latched noise spike read as touchdown.
- Engine shutdown at ~50ft.



**Fault Aware Systems:**  
Create embedded languages  
That reason and coordinate  
on the fly from models

Programmers are overwhelmed  
by the bookkeeping of reasoning  
about unlikely hidden states

# Mission Design Begins With A Storyboard

---

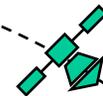
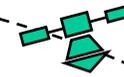
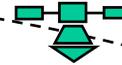
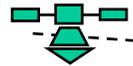
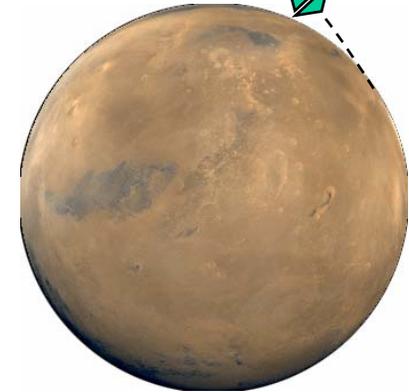
engine to standby

planetary approach

switch to  
inertial nav

rotate to entry-orient  
& hold attitude

separate  
lander



# Mission Storyboards

## Specify Evolving States

---

engine to standby

planetary approach

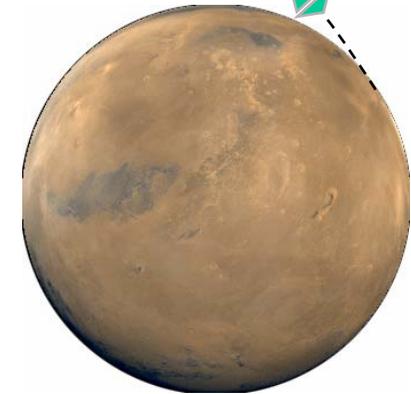
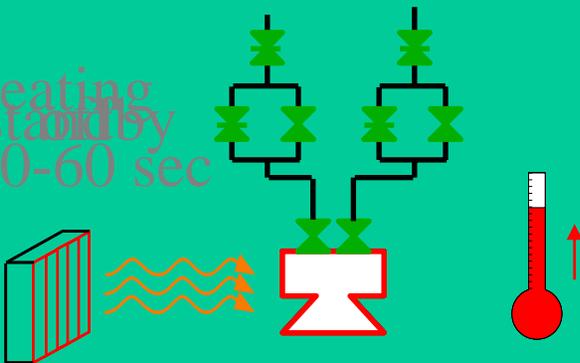
switch to  
inertial nav

rotate to entry-orient  
& hold attitude

separate  
lander

**Descent engine to “standby”:**

heating  
standby  
30-60 sec



# Mission Storyboards

## Specify Evolving States

---

engine to standby

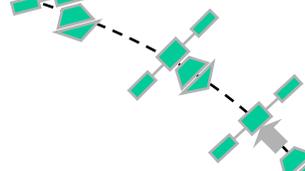


planetary approach

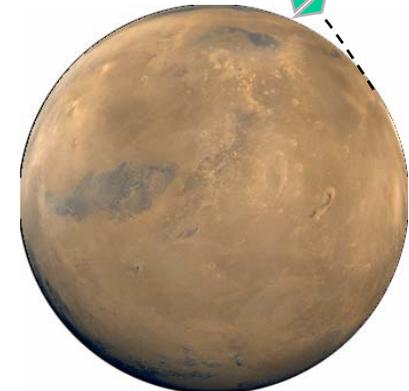
switch to  
inertial nav



rotate to entry-orient  
& hold attitude



separate  
lander



### Spacecraft approach:

- 270 mins delay
- relative position wrt Mars not observable
- based on ground computations of cruise trajectory

# Mission Storyboards

## Specify Evolving States

---

engine to standby

planetary approach

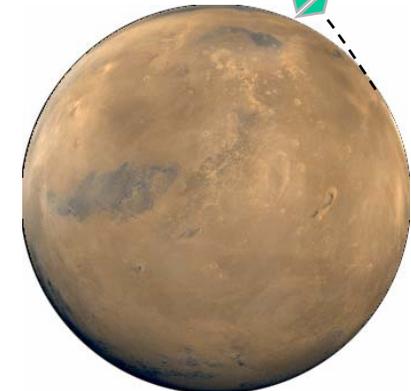
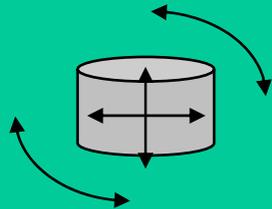
switch to  
inertial nav

rotate to entry-orient  
& hold attitude

separate  
lander

**Switch navigation mode:**

"Inertial" = IMU only



# Mission Storyboards

## Specify Evolving States

---

engine to standby

planetary approach

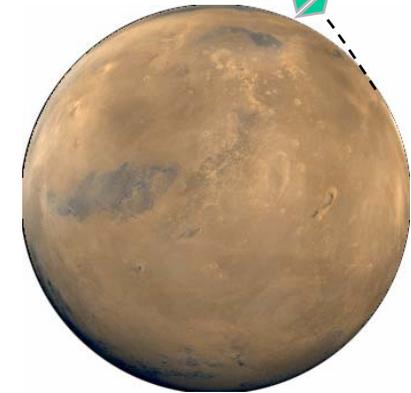
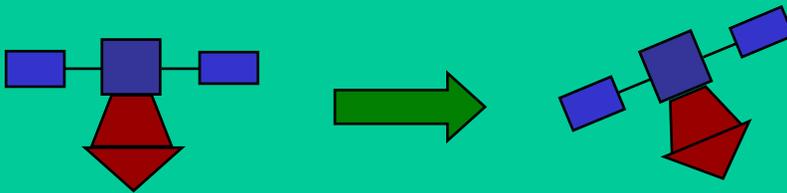
switch to  
inertial nav

rotate to entry-orient  
& hold attitude

separate  
lander

### Rotate spacecraft:

- command ACS to entry orientation

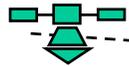


# Mission Storyboards

## Specify Evolving States

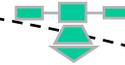
---

engine to standby



planetary approach

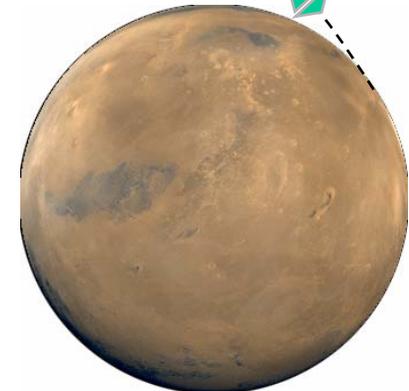
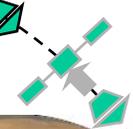
switch to  
inertial nav



rotate to entry-orient  
& hold attitude

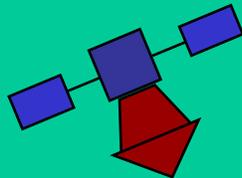


separate  
lander



### Rotate spacecraft:

- once entry orientation achieved, ACS holds attitude



# Mission Storyboards

## Specify Evolving States

---

engine to standby

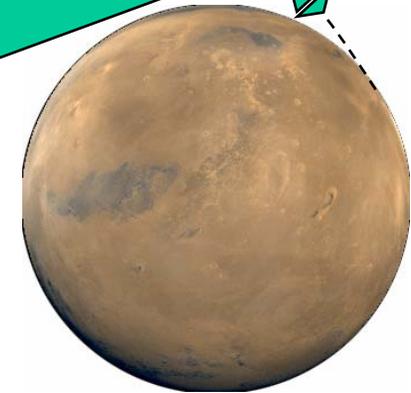
planetary approach

switch to  
inertial nav

rotate to entry-orient  
& hold attitude

separate  
lander

**Separate lander from cruise stage:**



# Mission Storyboards

## Specify Evolving States

engine to standby

planetary approach

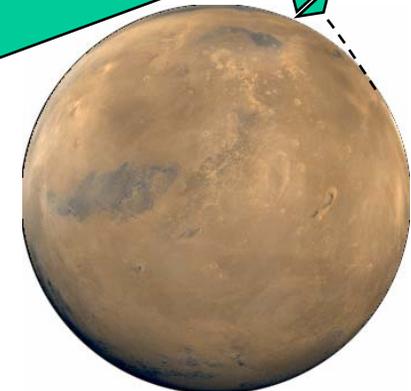
switch to  
inertial nav

rotate to entry-orient  
& hold attitude

separate  
lander

### Separate lander from cruise stage:

- when entry orientation achieved, fire primary pyro latch



# Specify Evolving States

engine to standby

planetary approach

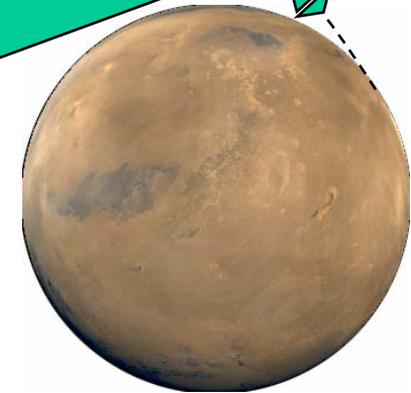
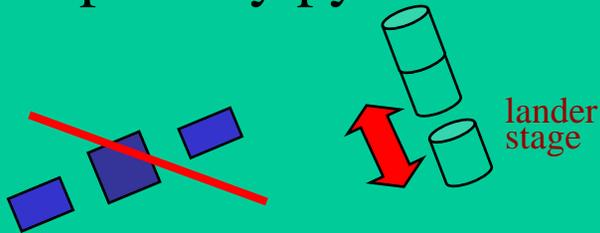
switch to  
inertial nav

rotate to entry-orient  
& hold attitude

separate  
lander

## Separate lander from cruise stage:

- when entry orientation achieved, fire primary pyro latch



# Storyboards Elaborated With Failure Scenarios

engine to standby

planetary approach

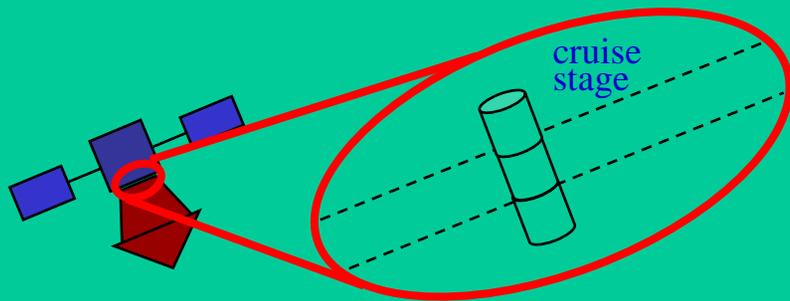
switch to  
inertial nav

rotate to entry-orient  
& hold attitude

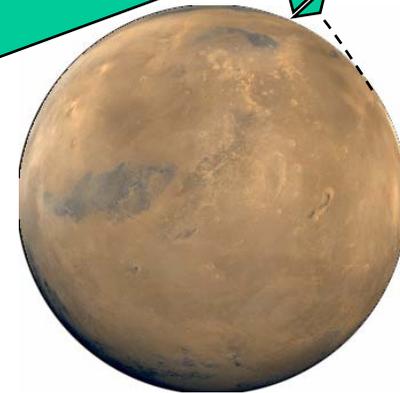
separate  
lander

## Separate lander from cruise stage:

- in case of failure of primary latch, fire backup pyro latch



lander  
stage



# Storyboards Elaborated With Failure Scenarios

engine to standby

planetary approach

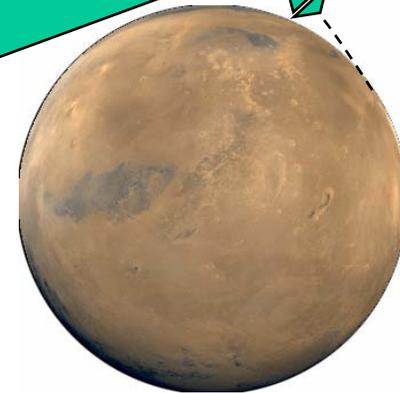
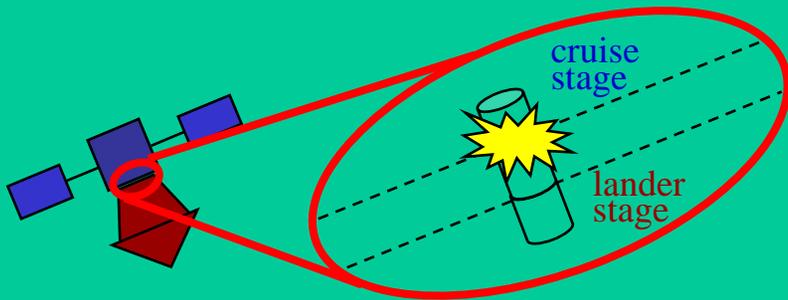
switch to  
inertial nav

rotate to entry-orient  
& hold attitude

separate  
lander

## Separate lander from cruise stage:

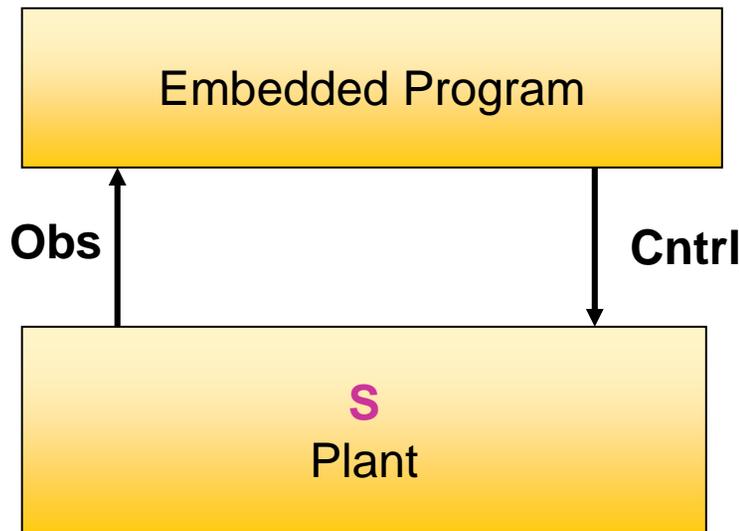
- in case of failure of primary latch, fire backup pyro latch



# Like Storyboards, Model-based Programs Specify The Evolution of Abstract States

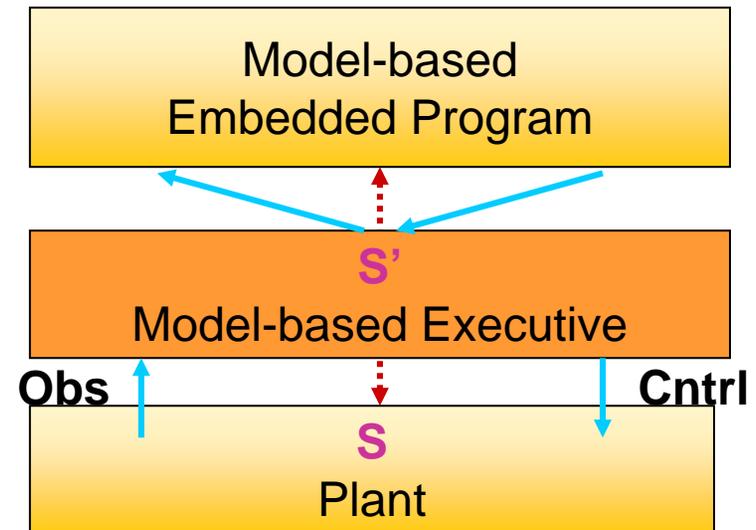
Embedded programs evolve actions by interacting with plant sensors and actuators:

- Read sensors
- Set actuators



Model-based programs evolve abstract states through direct interaction:

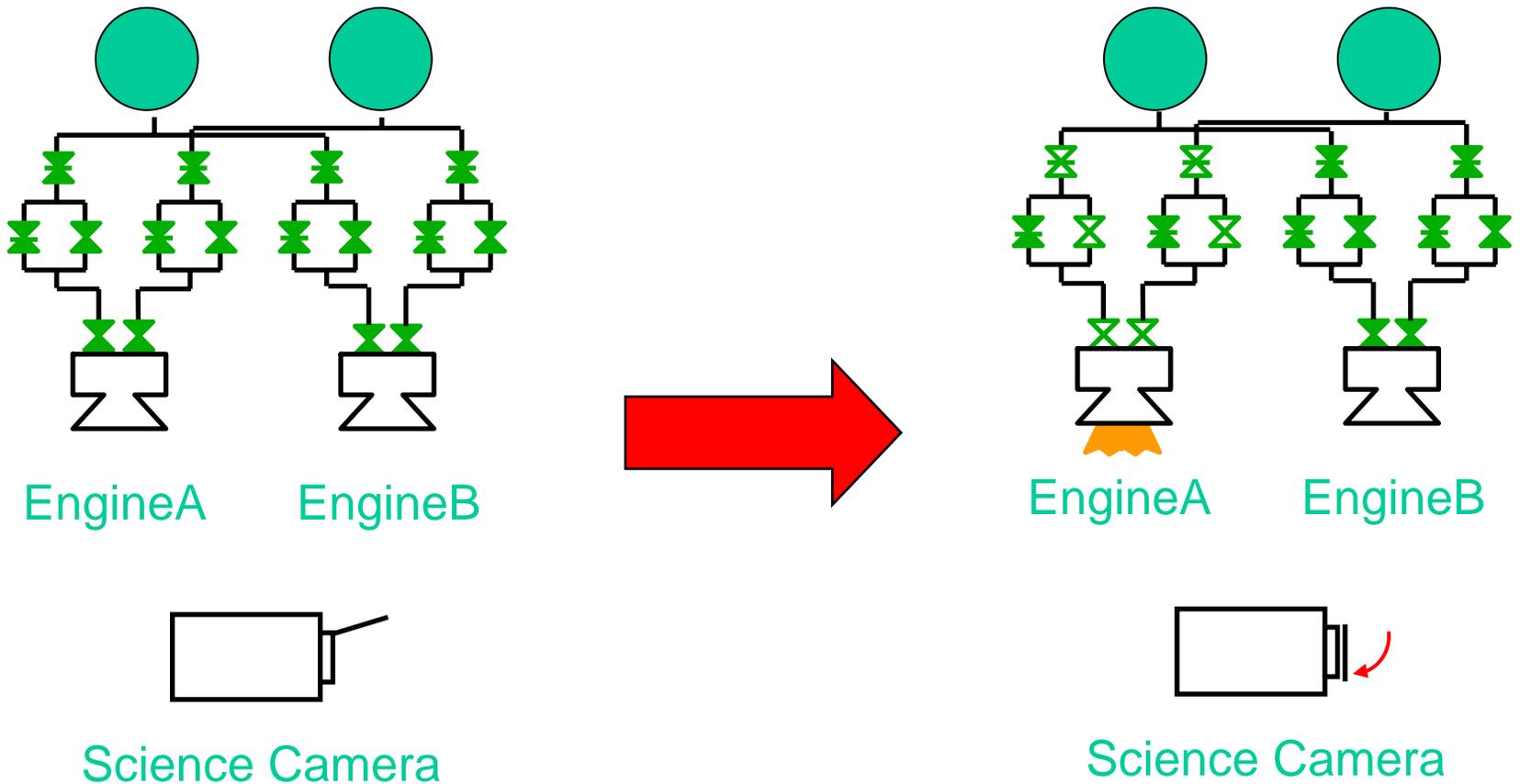
- Read abstract state
- Write abstract state



Model-based executive maps between state and sensors/actuators.

# Descent Example

Turn camera off and engine on



# Model-based Programs

Control program specifies **state** trajectories:

- fires one of two engines
- sets both engines to 'standby'
- prior to firing engine, camera must be turned off to avoid plume contamination
- in case of primary engine failure, fire backup engine instead

Plant Model describes behavior of each component:

- Nominal and **Off nominal**
- qualitative constraints
- likelihoods and costs

OrbitInsert()::

**(do-watching ((EngineA = Thrusting) OR  
(EngineB = Thrusting))**

**(parallel**

(EngineA = Standby)

(EngineB = Standby)

(Camera = Off)

**(do-watching (EngineA = Failed)**

**(when-donext ( (EngineA = Standby) AND  
(Camera = Off) )**

**(EngineA = Thrusting)))**

**(when-donext ( (EngineA = Failed) AND  
(EngineB = Standby) AND  
(Camera = Off) )**

**(EngineB = Thrusting))))**

# Plant Model

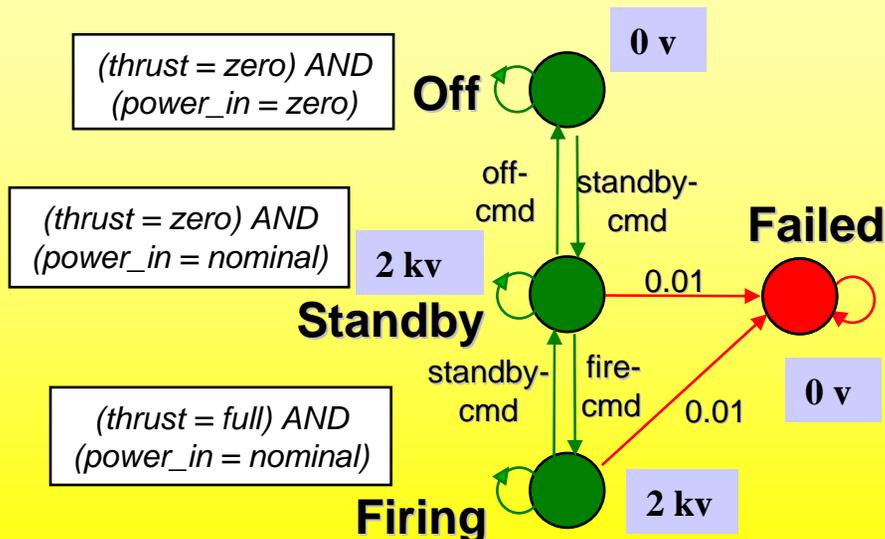
component modes...

described by finite domain constraints on variables...

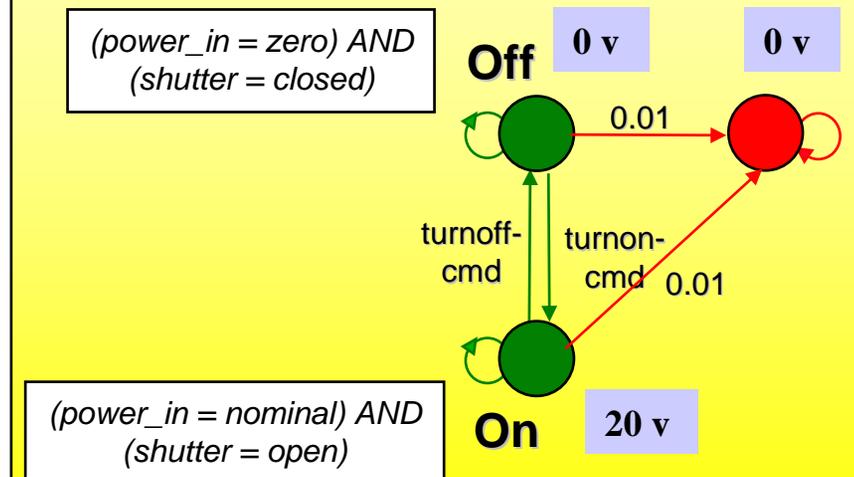
deterministic and probabilistic transitions

cost/reward

## Engine Model

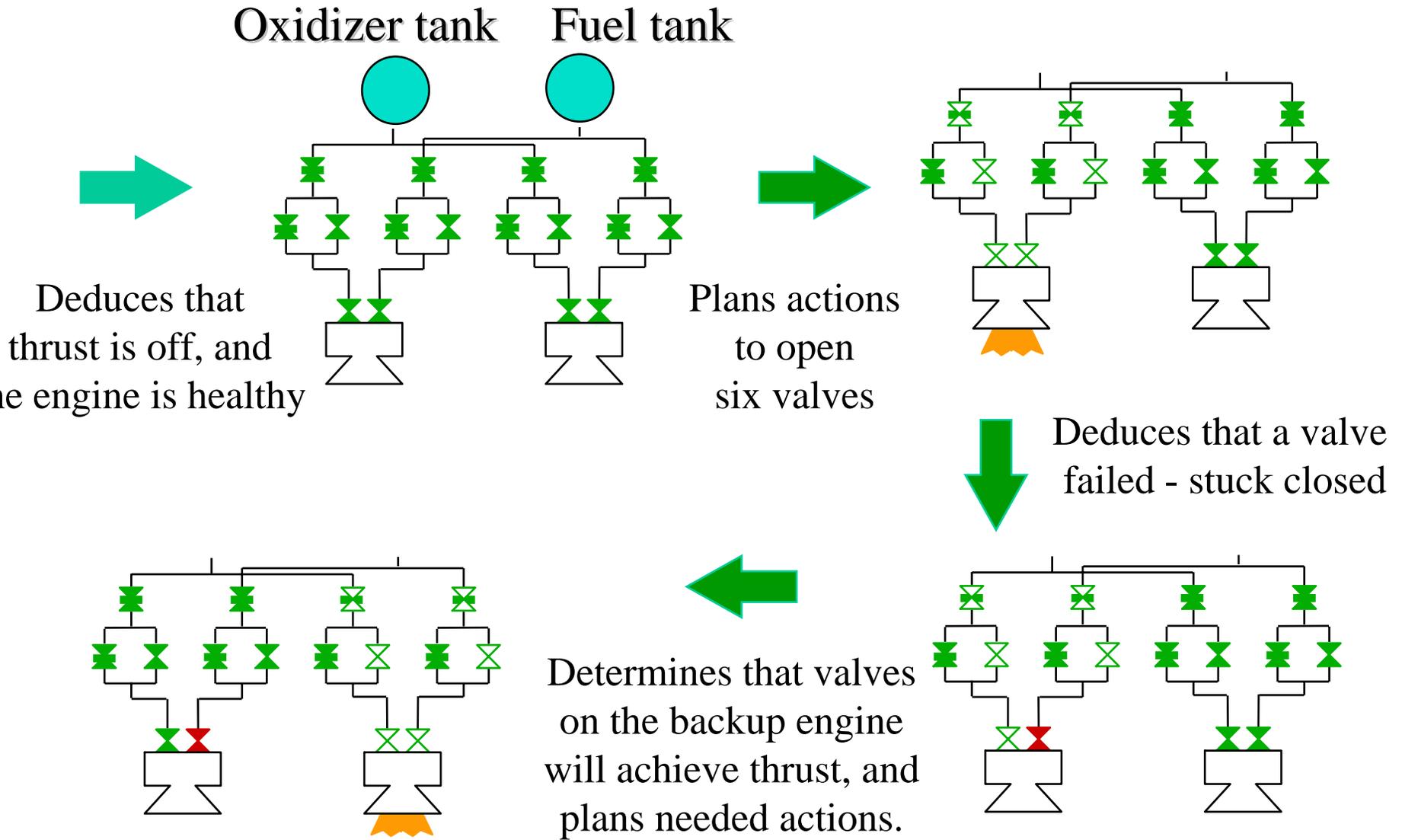


## Camera Model



one per component ... operating concurrently

State-based Execution: The model-based program sets the state to thrusting, and the deductive controller . . . .



# Titan Model-based Executive

OrbitInsert():

(do-watching ((EngineA = Firing) OR  
(EngineB = Firing))

(parallel

(EngineA = Standby)

(EngineB = Standby)

(Camera = Off)

(do-watching (EngineA = Failed)

(when-donext ( (EngineA = Standby) AND  
(Camera = Off) )

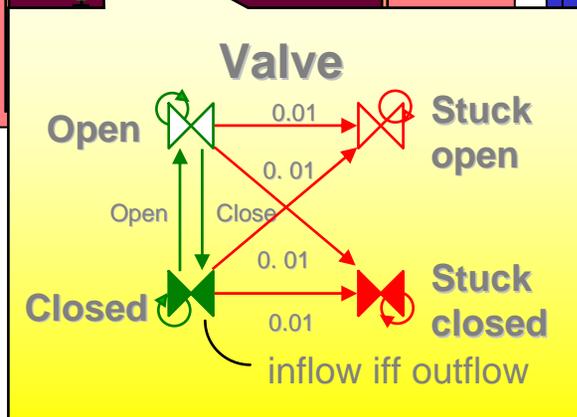
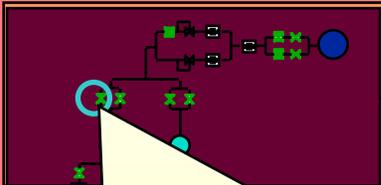
(EngineA = Firing)))

(when-donext ( (EngineA = Failed) AND  
(EngineB = Standby) AND  
(Camera = Off) )

(EngineB = Firing))))

Generates target goal states  
conditioned on state estimates

## System Model



State estimates

State goals

Tracks  
likely  
plant states

Tracks least  
cost goal states

Observations

Commands

Plant