

# Automatic Code Generation at Northrop Grumman

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# History of Automatic Code Generation at Northrop Grumman

#### 1997

- Initial internal project to look at efficiencies of automatic code generation
- Prototype implementation of Global Hawk guidance and control

#### 2000

Fire Scout prototype flight test demonstration utilized automatic code generation for 6DOF, guidance and control

#### 2003

First flight of X-47A using automatic code generation

#### 2004

- Decision made to consolidate on MathWorks Toolset
- Prototype Demonstration of UCAR guidance on RMAX helicopter
- DARPA software enabled control flight test utilizes Stateflow for mode control in addition to guidance



# History of Automatic Code Generation at Northrop Grumman

## **2005**

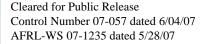
- SeFAR
- AEI

#### **2006**

- Expanded Use of Stateflow (not done by GNC but SW people)
  - UUV Logic
  - UAV Logic managing Mode control via Air Vehicle Manager

#### **2007**

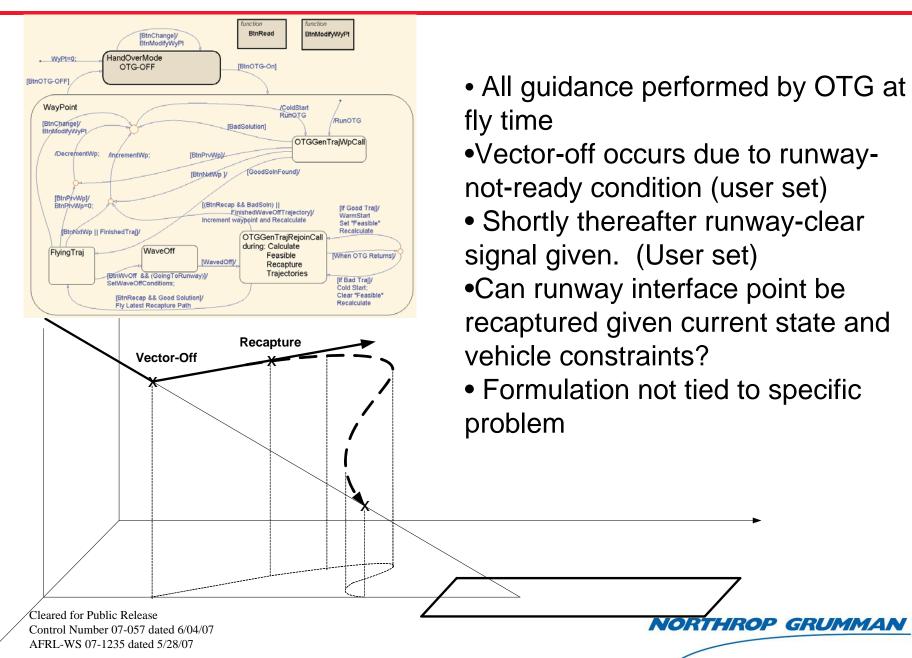
- Using Stateflow for CCDL (cross channel data link) voting
- Demonstrations of UAV and UUV using automatically generated code from Real-Time Workshop Embedded Coder





# SEC NGC Exp #2 Flight Test

## **Basic Maneuver**



# **Embedded Coder structure for SEC**

- Effort utilized first flight of R14sp3
  - Driven by need/desire for EML
- The SEC code structure contained two subsystems which were each coded "build Subsystem" and compiled into the existing (Boeing) environment for the flight test.
- One of the subsystems ran in a real time section of the operating system.
- The second subsystem was implemented as an 'anytime' task
  - Contained optimization codes and interfaces written in both C and **FORTRAN**
  - Some of the called functions were precompiled and linked in



# **Embedded Coder structure for SEC**

- The software solution used to complete this task required an array of tools
  - Precompiled FORTRAN, C code, precompiled C libraries, Simulink (Block build up, S-Functions, Stateflow)
  - Environments, were varied, Windows, Windows soft real-time, Real-Time Linux.
- The Test Process for SEC
  - Almost all design, debugging, validation and testing was done in Simulink with the simulation running much faster than real-time on Windows
    - Coverage analysis utilized to catch Stateflow design bug
  - Code was generated and a brief check was made in a soft real-time windows environment
  - It was then compiled into the Linux real-time HWIL environment used in the flight test
- The process from code generation to Linux real-time HWIL test was about 5 min. of user time (total time was larger due to environment size)
- No hand modifications to code or interface made once ICD established

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# **Embedded Coder structure for AEI**

#### AEI

- Active control of a wind tunnel model
- Two DSpace control boxes
  - One running at 1000Hz, the other at 200Hz
- Entire system, two flight computers, and model were built up in Simulink for faster than real time design and analysis
- The subsystems representing the flight code were libraries
  - The master hardware interface diagram was kept by NASA and would call the same libraries as the simulation
  - The entire model built using Real-Time Workshop Embedded Coder
- The subsystems contained many Simulink architectures
  - Stateflow was used to manage the many different modes and operation of the code
  - Heavy use of enabled subsystems to reduce computational requirements
- Iteration time from Simulink modification to the new system loaded in the dSpace controller and running on the hardware was < 10min</li>
- Allowed for rapid solution iteration and testing
- Based on the success of this process, the next entry will follow a similar process



# **Evolution of SAA Simulation Development**

## **PRISM Simulation (Starting Point)**

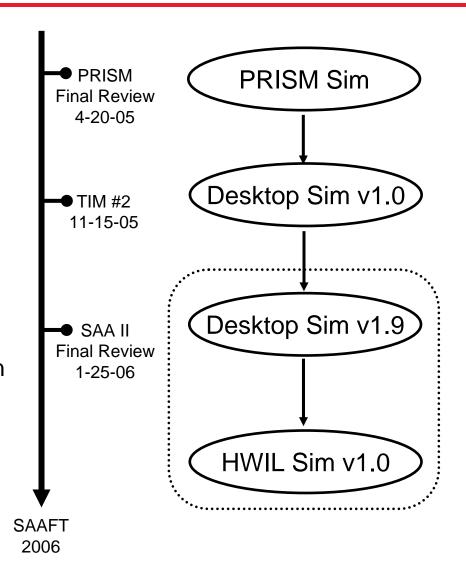
- Passive Ranging EKF
- Auto-ACAS Collision Avoidance

## **SAA II Desktop Simulation**

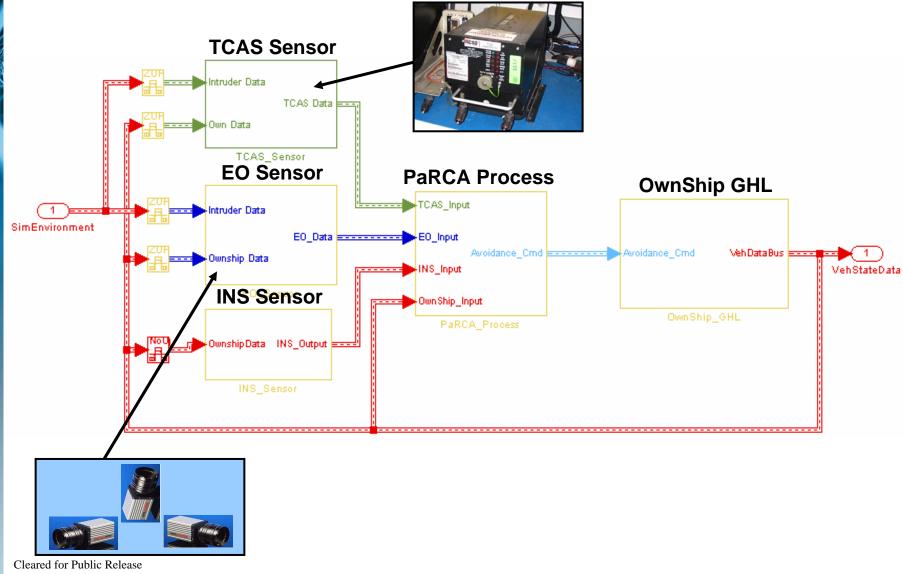
- Fully Integrated Closed-loop Simulation
- Hosted In Simulink Environment
   With HWIL Support

## **SAA II HWIL Simulation (Current)**

- Real-time Closed-loop Simulation
- X-Plane Display Environment
- Multiple Processors
- IEEE 1394 Data Communication



# Simulation Architecture Facilitates Transition from Desktop to HWIL



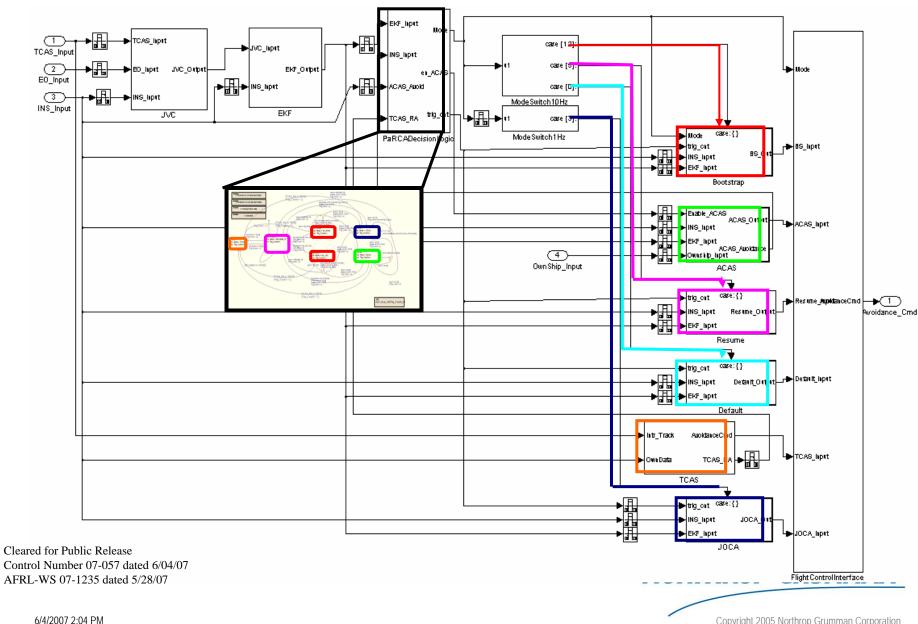
# **Desktop Simulation Bus Objects**

Data Structure that Specifies Key Attributes of Block Outputs (data type, tunability, value range, etc...)

- Benefits
  - Helps Encapsulate Inputs and Outputs of Each Module
  - Platform Independent Reusable Data Structure
  - Seamless Conversion From Simulation Data Structure to IEEE 1394 Data Packet
  - Implements ICD between Modules
- Overhead
  - Require Detailed Definition and Attentive Maintenance in Desktop Simulation

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# **PaRCA Decision Logic**



# **SAA Desktop Simulation Module Updates**

#### Sensor

- TCAS 1 Hz SFun
- EO 25 Hz EML
- INS <mark>100 Hz</mark> Sys

## Vehicle

- Ownship 100 HzSys
- Intruder 100 Hz Sys

### PaRCA Decision Process

- EKF 25 Hz EML
- PaR 10 Hz EML
- JOCA 1 Hz SFun/EML
- ACAS 10 Hz SFun
- Data Association 25 Hz SFun
- Decision Logic 10 Hz EML
- Track Manager 25 Hz EML
- Flight Control IO 10 Hz Sys

Sampling Rate

Module Type

Cleared for Public Release Control Number 07-057 dated 6/04/07 AFRL-WS 07-1235 dated 5/28/07 Sys Simulink

EML Embedded MATLAB

SFun S-Function

SFlow Stateflow



# **Desktop To HWIL Build Up Process**

- Each module in desktop simulation is partitioned into individual simulink models
- Real-time Software was generated for each module
  - C/C++ code was generated using MATLAB/Simulink Real-Time Workshop embedded coder for specific target:
    - RTOS VxWorks-based VMS
    - Linux-based Ownship model
- Custom wrapper function developed for target code
  - Scheduling, data communication

# Conclusions

## **Lessons learned**

- MATLAB/Simulink/Stateflow design process is a powerful toolchain which facilitates real-time HWIL and flight code generation
  - Desktop directly to flight code on flight hardware
- Bus objects drastically reduce HWIL transition and data communication
- Coverage analysis facilitates debugging and verification
- Stateflow extensively used for mode control



# **Future Issues**

# Large scale modeling

- More than 30,000 blocks
- Aerospace model more complicated than models typically used in other industries
- More extensive use of trim and linearization features
- Model reference
- Version control

