

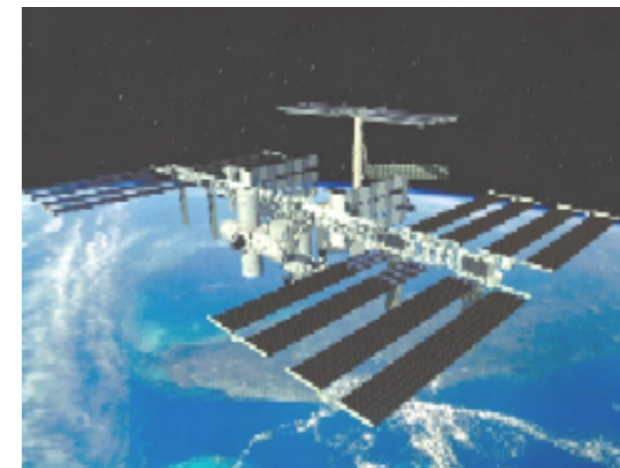
# Roadmap for Space Application (for Science Mission) in JAXA

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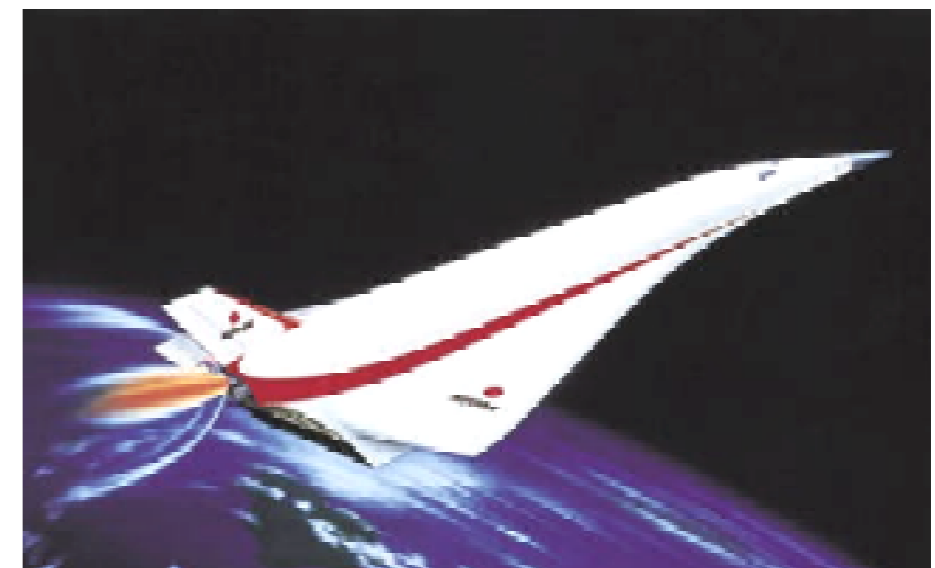
on behalf of Space Wire Users Group in Japan

# JAXA



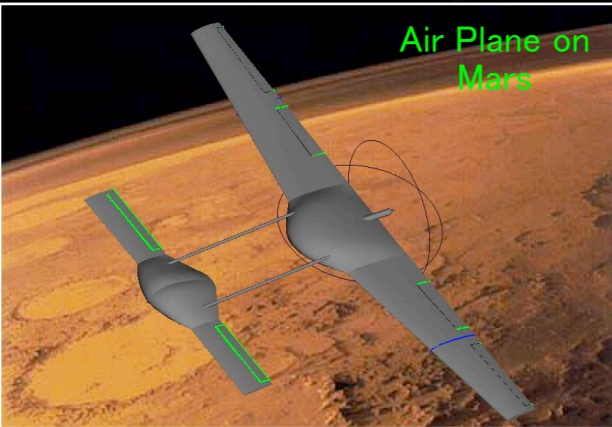
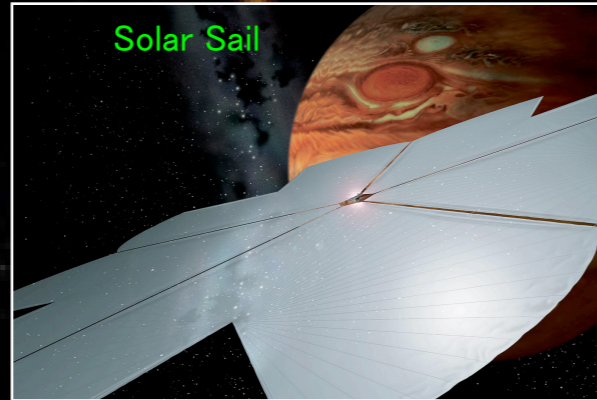
Japan Aerospace Exploration Agency

## Space Wire UG in Japan (as of Oct. 2005)



# Observation of the Universe and Exploration of the Solar System in 2025

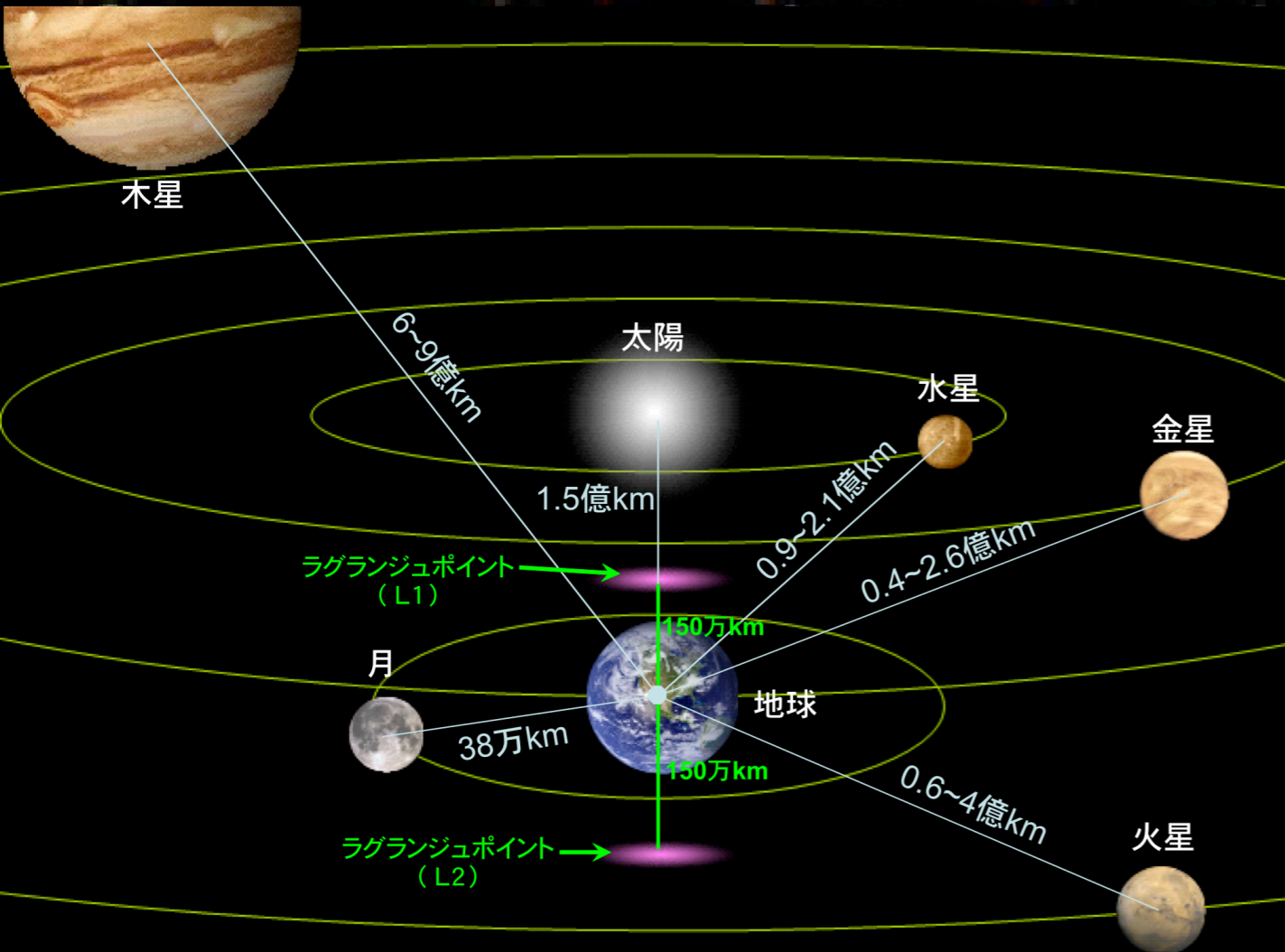
the next-generation interplanetary navigation technology



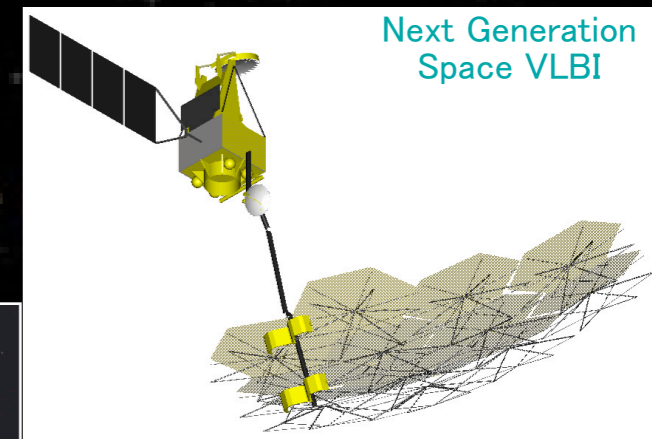
Observing to the edge of the universe

- First Galaxy and First Black hole
- Direct evidence of the signature of life
- Exploration of Dark Energy

Reaching the entire solar system



Space Observatories based on Formation Flight Technology around L2



Large Infrared Telescope to study the origin of the universe and the life



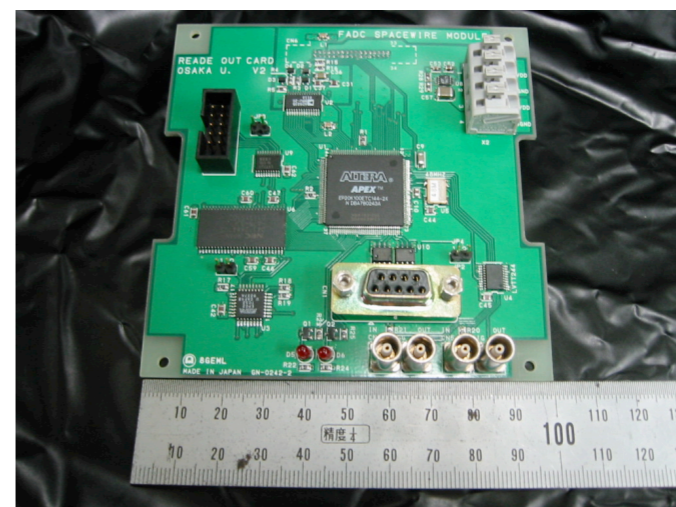
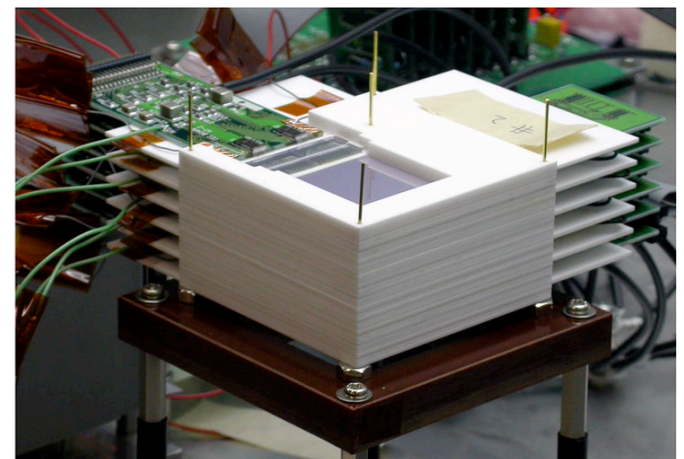
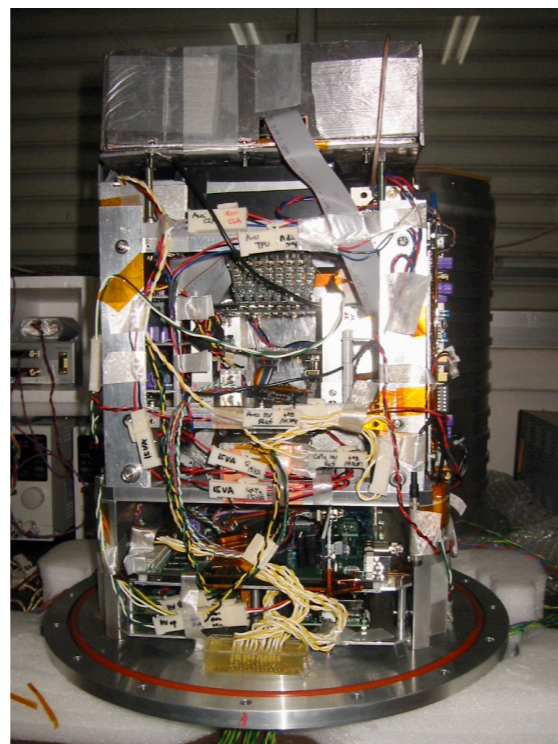
# Headache!

based on the experiences of making AstroE2 and others

- Hand crafted to specific missions
- Different culture among different missions or even in one mission (sometimes spoken-technical-language is different : Beautiful Mis-understanding due to a lack of common understanding)
- Complex interface between different companies : Takes time : Difficult to locate hidden troubles
- High cost just for interface testing

# First Trial (2003)

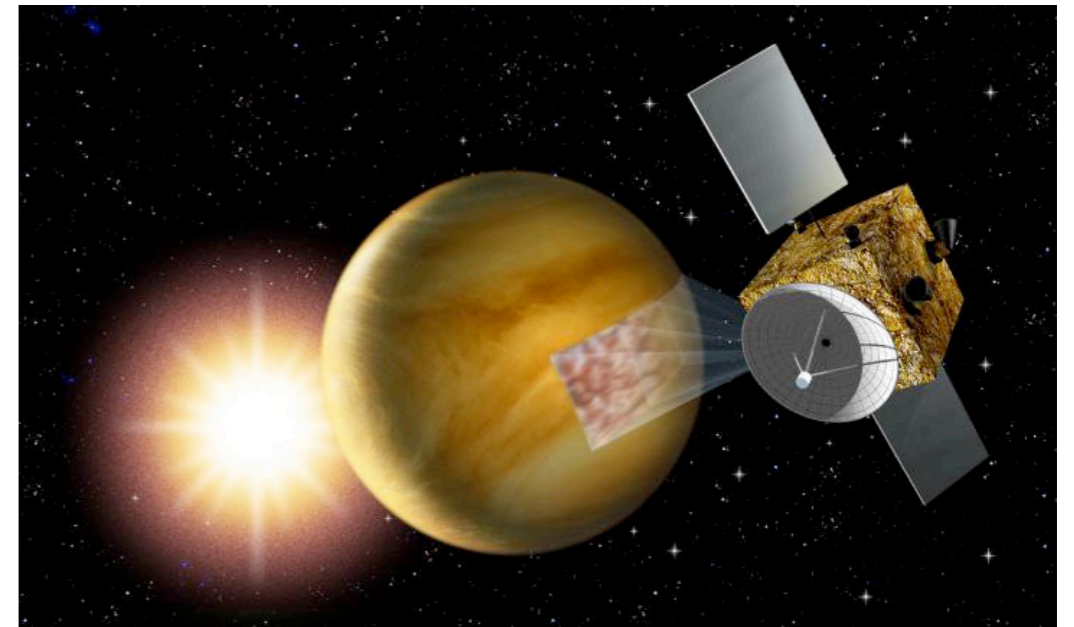
We have tested “Space Wire” to know whether it matches our requirement for the use in “real” application in science



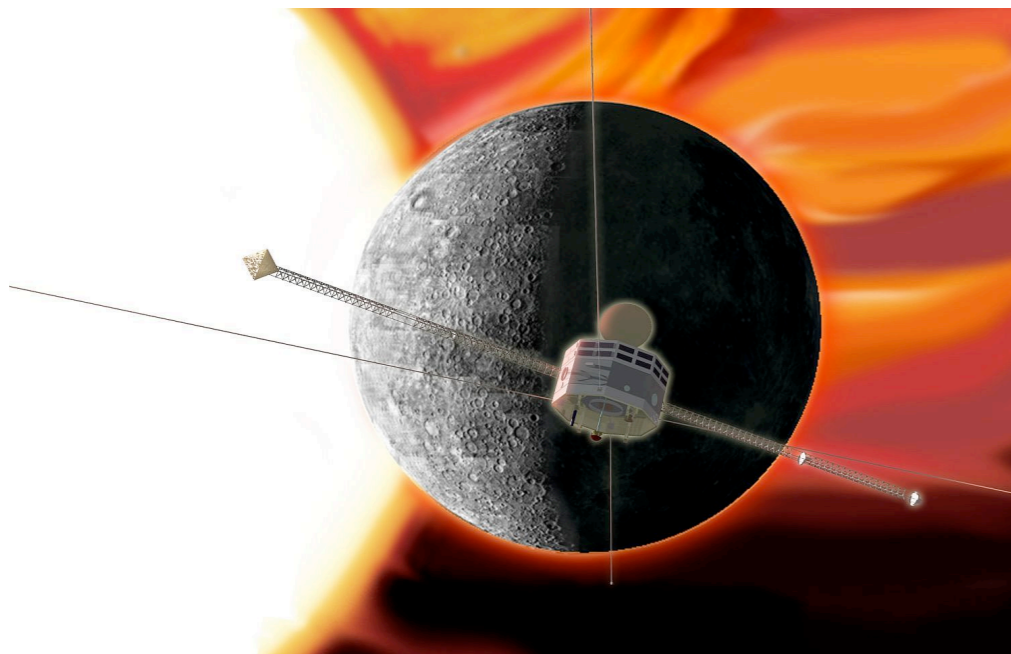
# Planet-C/Bepi-MMO/NeXT

Now we have decided to adopt Space Wire for a series of future missions.

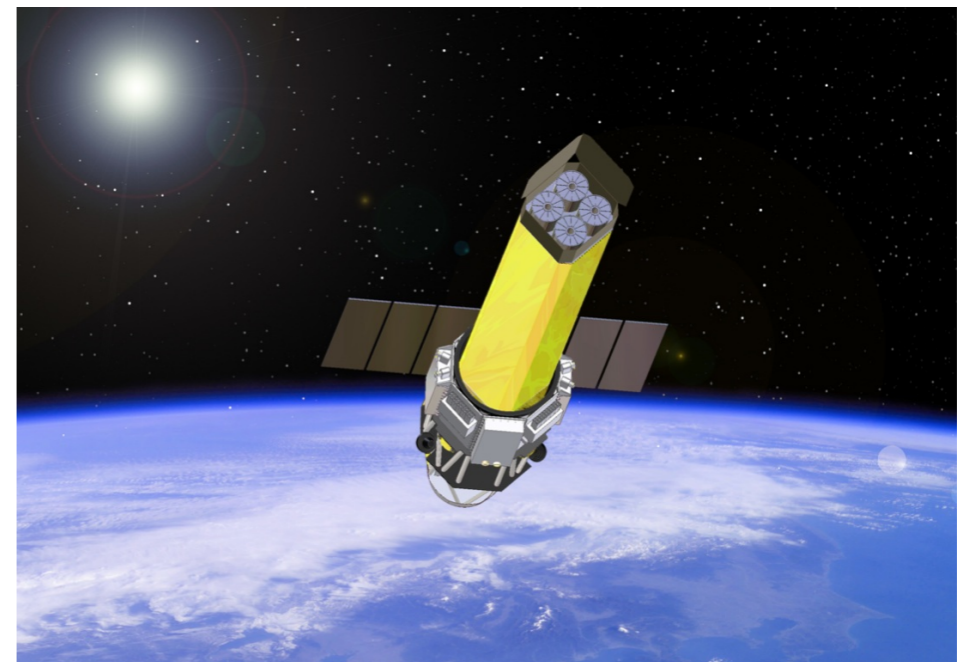
- Venus Climate Orbiter



Bepi Colombo Japanese MMO (2012)



X-ray Mission - NeXT - (proposed for 2011)



# Concept

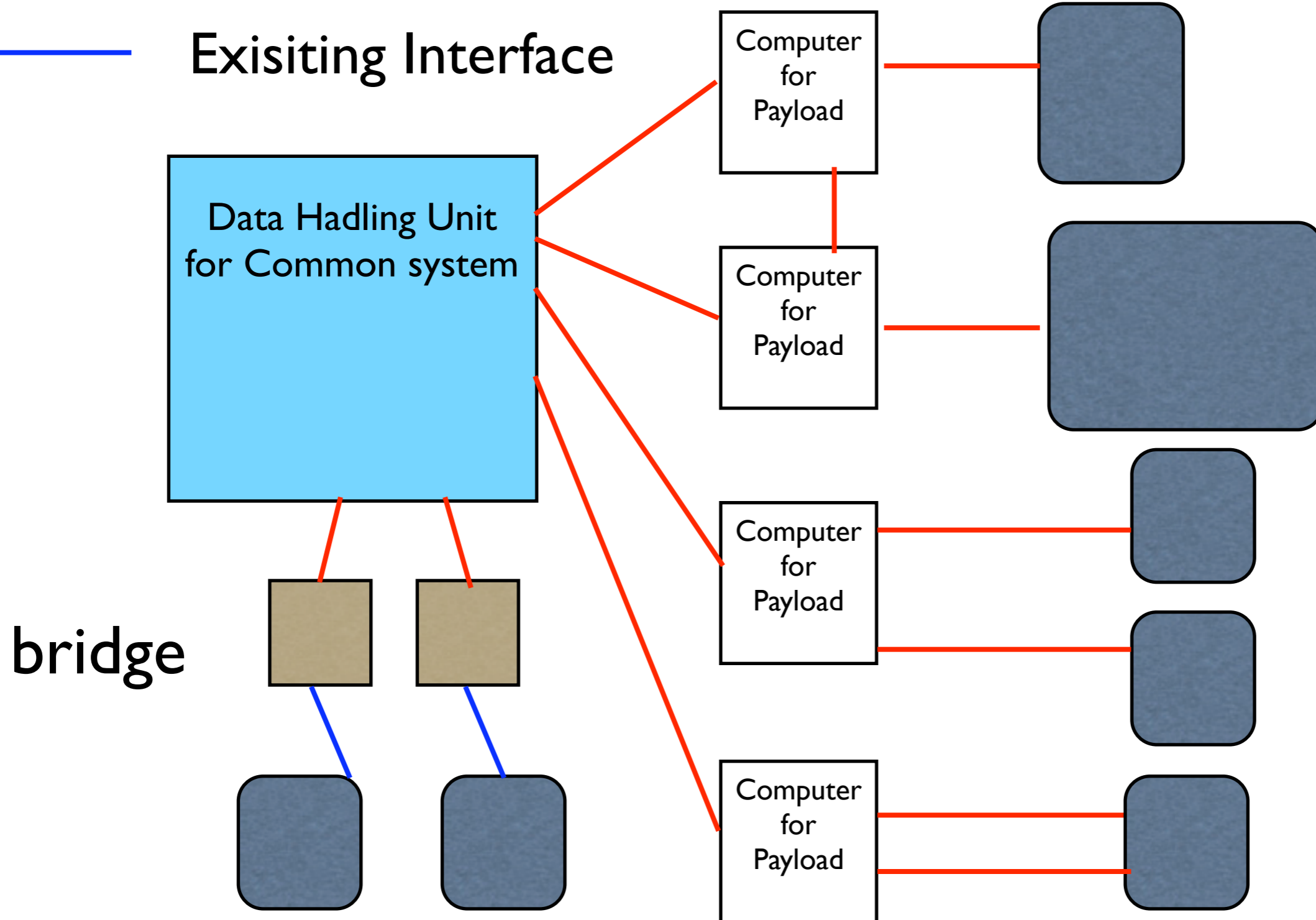


Space Wire



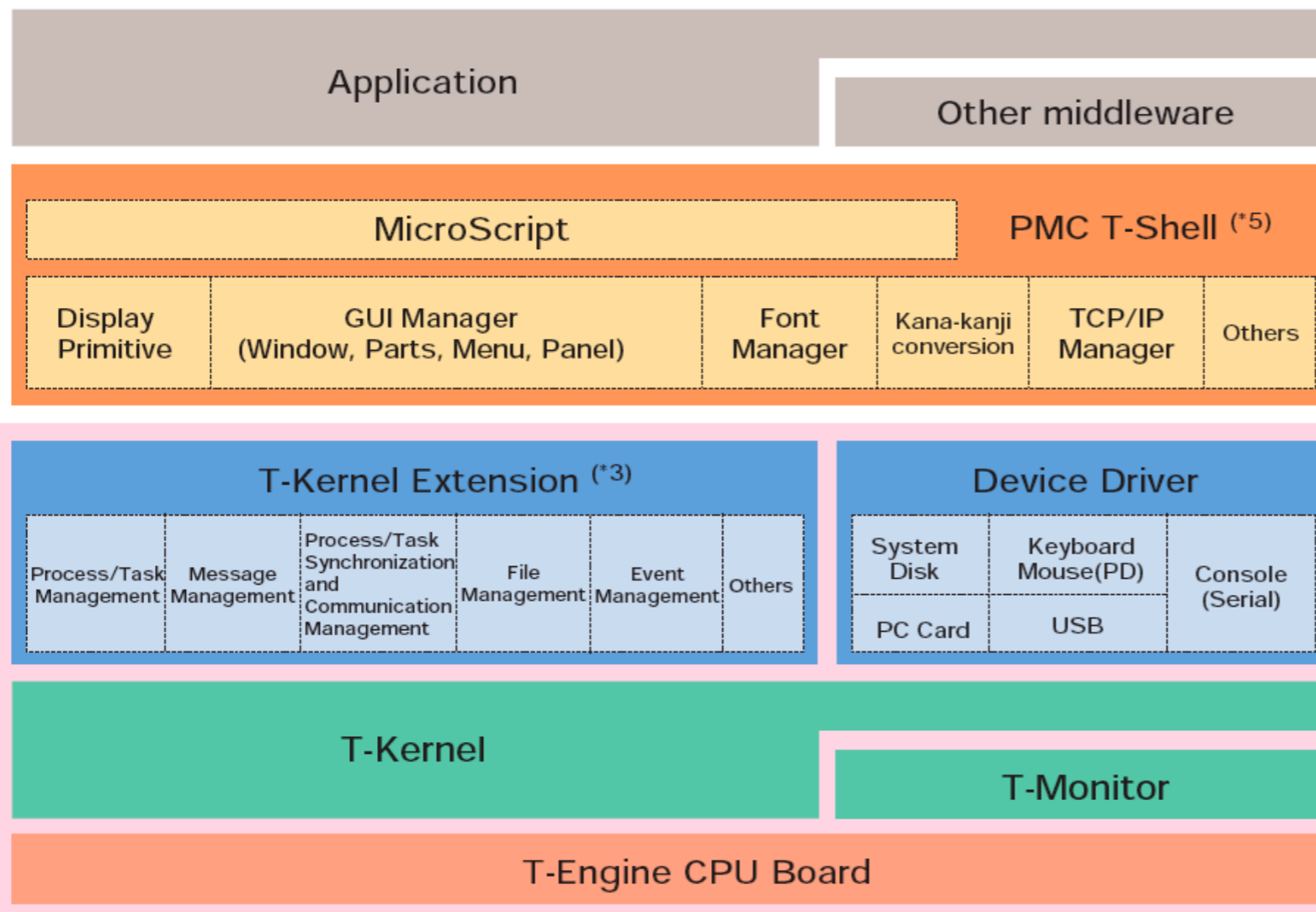
Existing Interface

## Scientific Payloads



# One more “Key Tech”

ITRON: Real Time OS >60 % share  
 For embedded system world wide  
 car, cellular phone  
 CTV tuner  
 HD recorder



- (\*3) Some T-Engine Development Kit products do not include the T-Kernel Extension.
- (\*4) Some T-Engine Development Kit products do not include a touch panel LCD.
- (\*5) Available separately as the PMC T-Shell Development Kit

LCD with touch panel (\*4)



tion that  
 nes with  
 engine  
 velopment



# Space Cube®

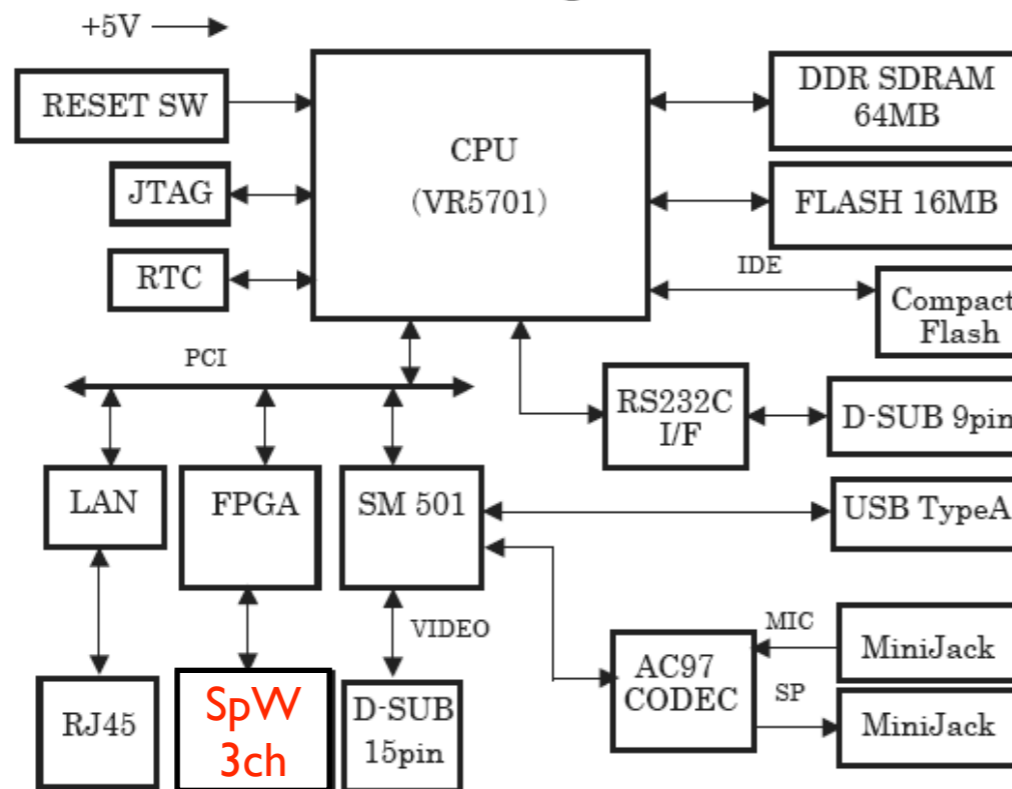
SpaceWire based computer developed by ISAS/JAXA & Shimafuji.



We are working on the standard SpW test system which allows us to skip interface testing of onboard equipments

- : Send SpW commands
- : Access by using RMAP
- : can be used as a standard EGSE

Block Diagram



Specification

CPU	VR5701 200MHz/250MHz/300MHz
FlashROM	16M Byte
DRAM	DDR SDRAM 64M Byte
INPUT/ OUTPUT	IEEE1355 (SpaceWire), RTC, CF (True IDE), XGA (1024 × 768), USB1.1, LAN (100BASE), Audio (Stereo) RS232C, JTAG I/F (Debug)
POWER	+5V
SIZE	52mmx52mmx55mm

# Concept (2)

DHU/MDP simulator  
( SpaceCube )

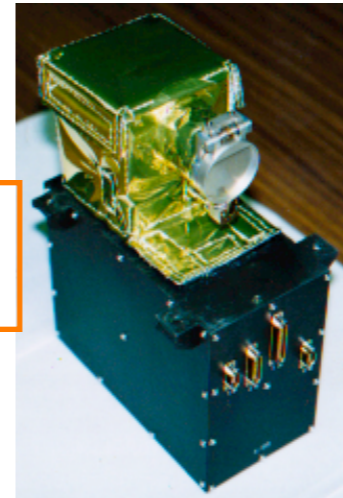


SpW  
I/F



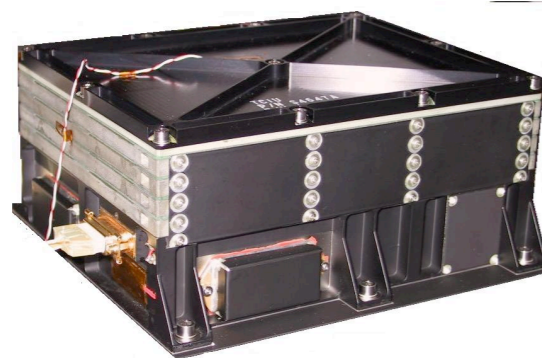
SpW  
I/F

Sensor-A



Development  
Test ( Com/TLM )  
Calibration ...

DHU/MDP



Development software  
Testing for DHU

SpW  
I/F

SpW  
I/F



Emulate for Sensor-A  
( SpaceCube )

SpW  
I/F



Emulate for Sensor-B  
( SpaceCube )

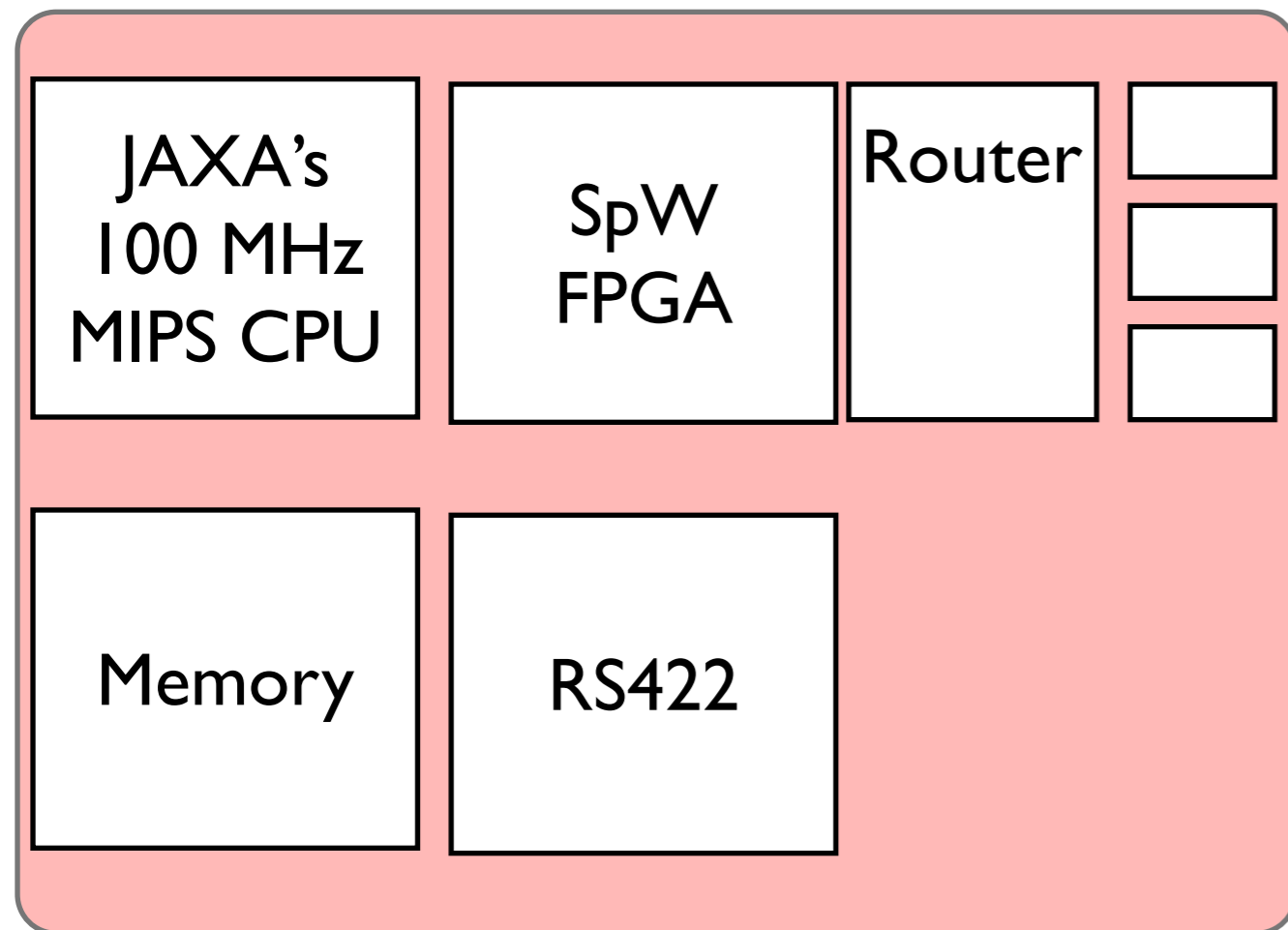
SpW  
I/F



Emulate for Sensor-C  
( SpaceCube )

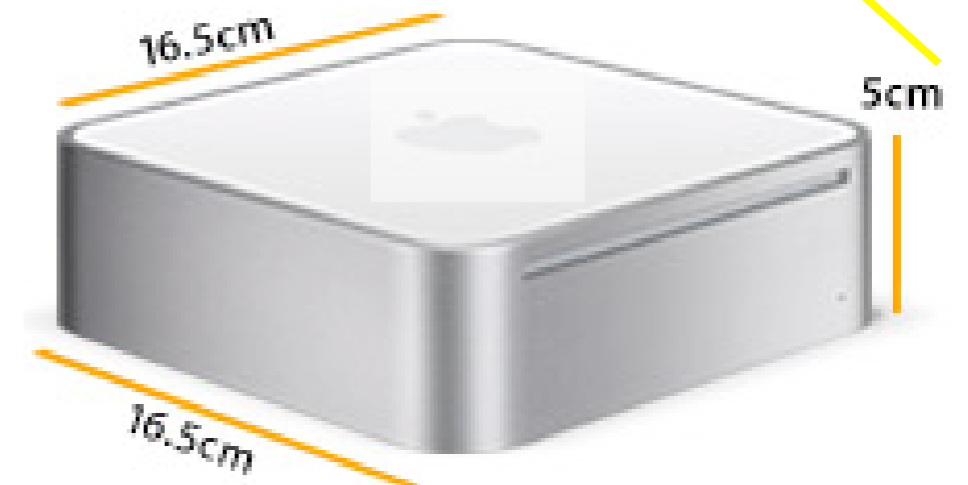
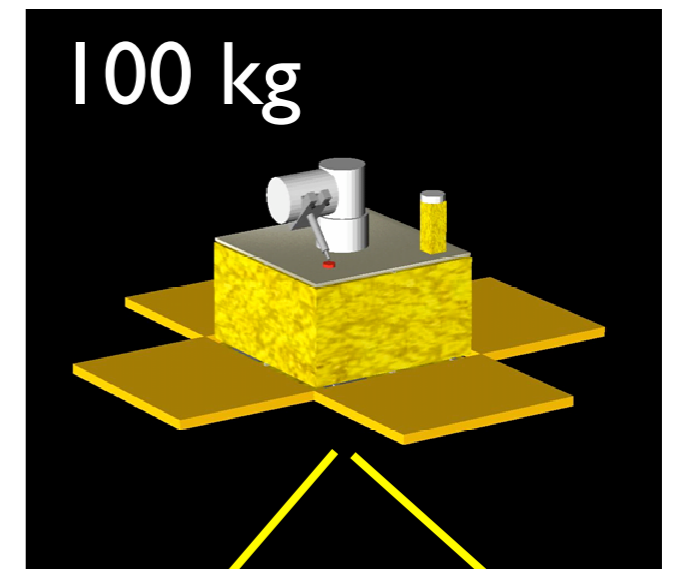
# Space Cube II

First Prototype for DHU (Data Handling Unit) for Space



SpW  
I/F

propose small mission  
for technical verification



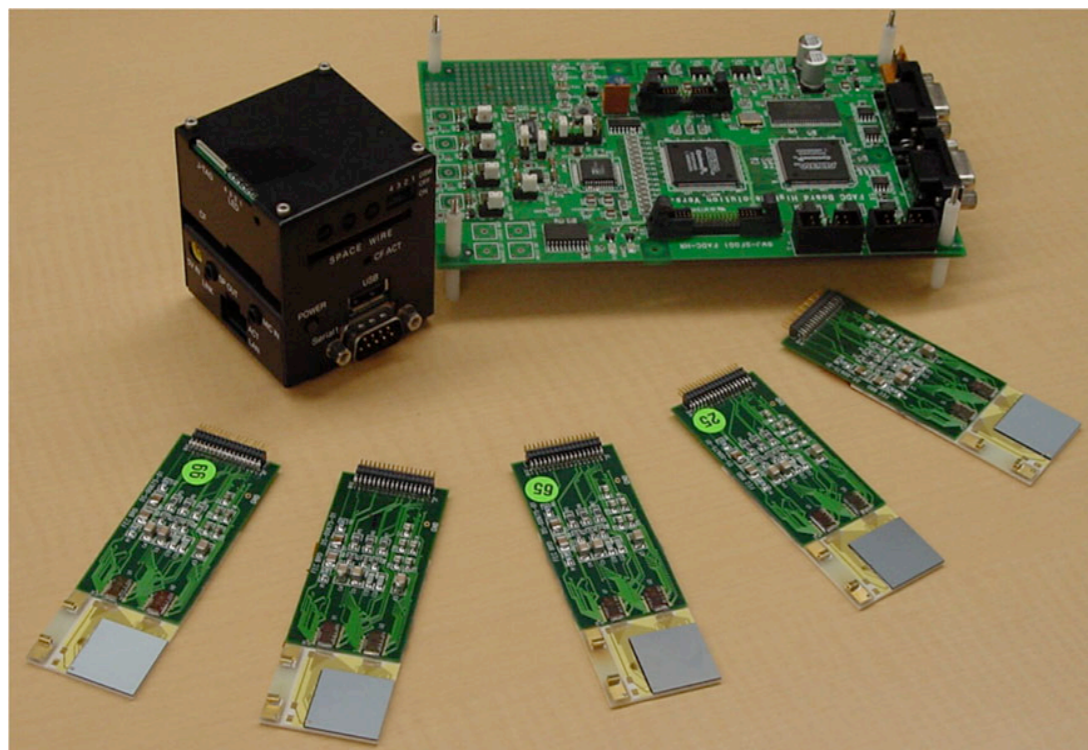
Objective: to establish  
“Reference Architecture” for  
science missions

# Industrial Application

Space Wire is very attractive

1. High Speed
2. Simple Interface  
(can be implemented in FPGA)
3. RMAP makes hardware simple

gamma-ray module  
for medical/inspection system  
(ISAS/JAXA, MHI, ACRORAD)



NEC/NEC-Toshiba/ISAS-JAXA



# Summary

- We have recognized that
  - Space Wire is a way to go (RMAP is useful)
  - Real Time OS is important
    - The concept of T-Engine is what we like
- Need more discussion to establish the concept of future satellite architecture in JAPAN