

Design to Survive

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Design to Survive

Namely... Survive In Space (Hostile environment)

extremely cold / extremely hot high radiation -> Fault Tolerance and alone! -> Autonomously







What could possible go wrong? We considered ever thing!







What could possible go wrong?

We considered ever thing! We thing we know what is waiting for us. We do not know! Surprise? -> it is not as expected!

-> expect the unexpected



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What could possible go wrong?

You write 1, you read 1 Your write 0, you read 0 1 + 1 = 2 Power On is Power On

or probably not?





What could possible go wrong?

In Space

You write 1, you read very probably 1 Your write 0, you read very probably 0 1 + 1 = very probably 2 Power On is very probably Power On





Something will go wrong!

In Space

You write 1, you read very probably 1 Your write 0, you read very probably 0 1 + 1 = very probably 2 Power On is very probably Power On

If so... The spacecraft will probably survive



So many things can go wrong, be ready for every thing





Do not try to avoid Anomalies



They will come!





Do not try to avoid Anomalies



They will come! Be ready

Better invest your time to be ready





What if something goes wrong and you need help?





The first move is yours

Self-x: Fault Detection, Diagnosis, fault isolation, Recover, rapair self survive ... then ask for advice (not for maintenance team or room service)



First move: Fault Tolerance

Second Move: The operator shall get a picture of your situation But not for today..







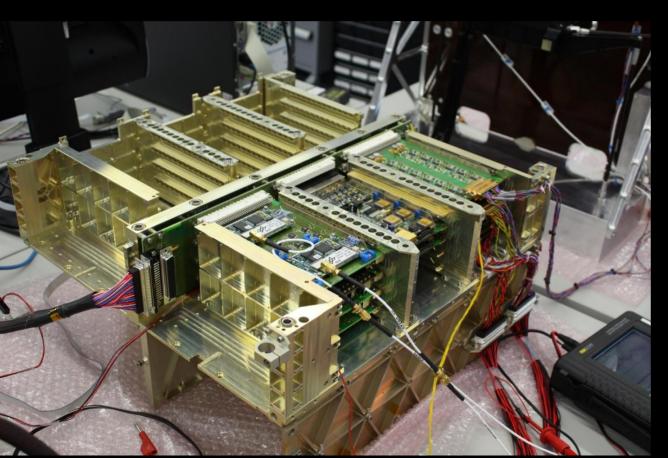






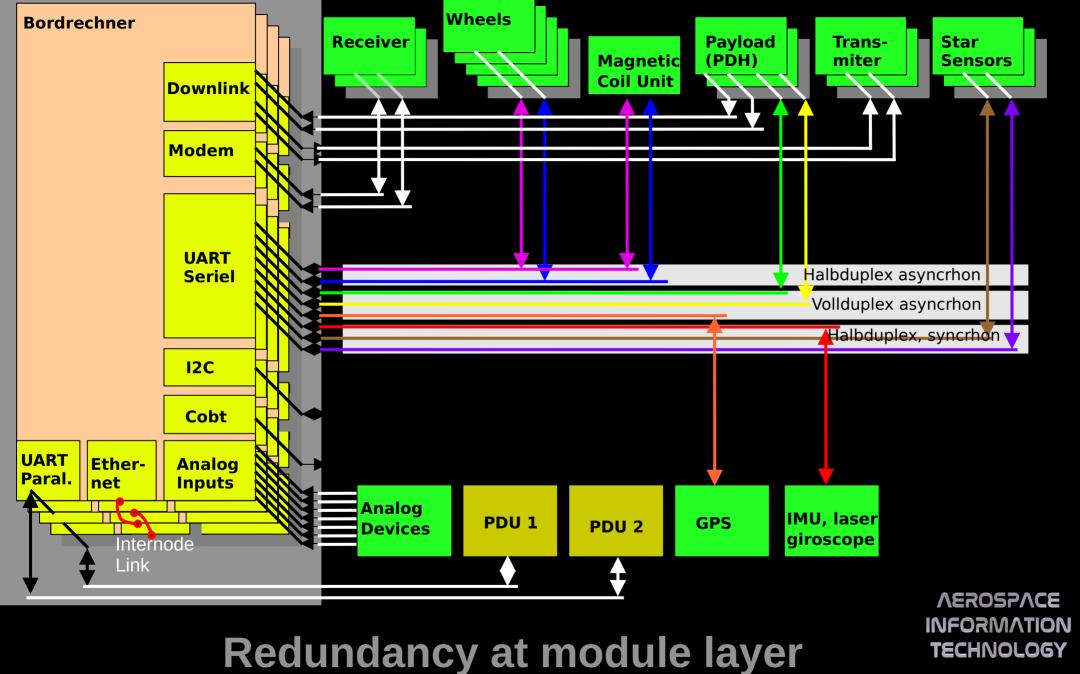


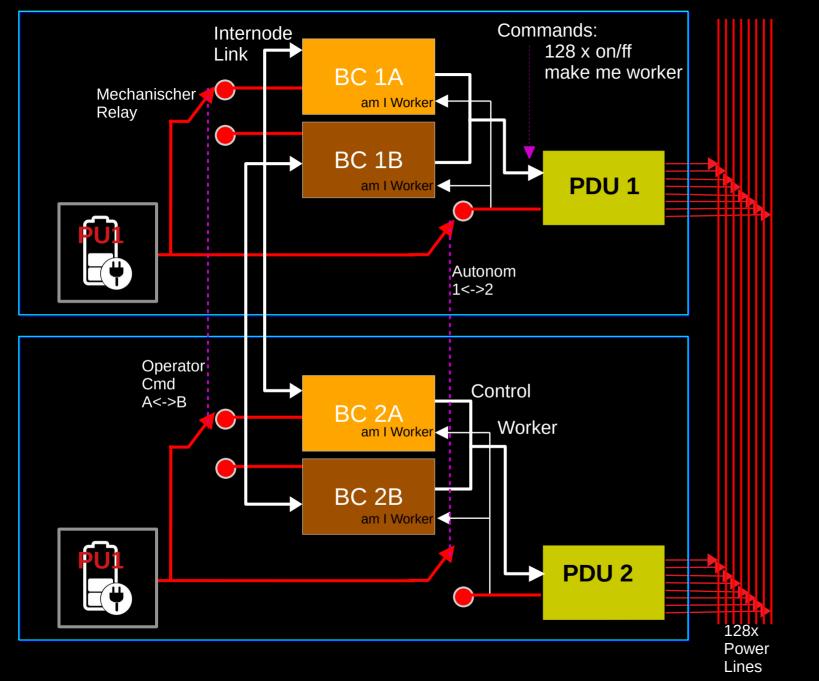
Redundancy at module level





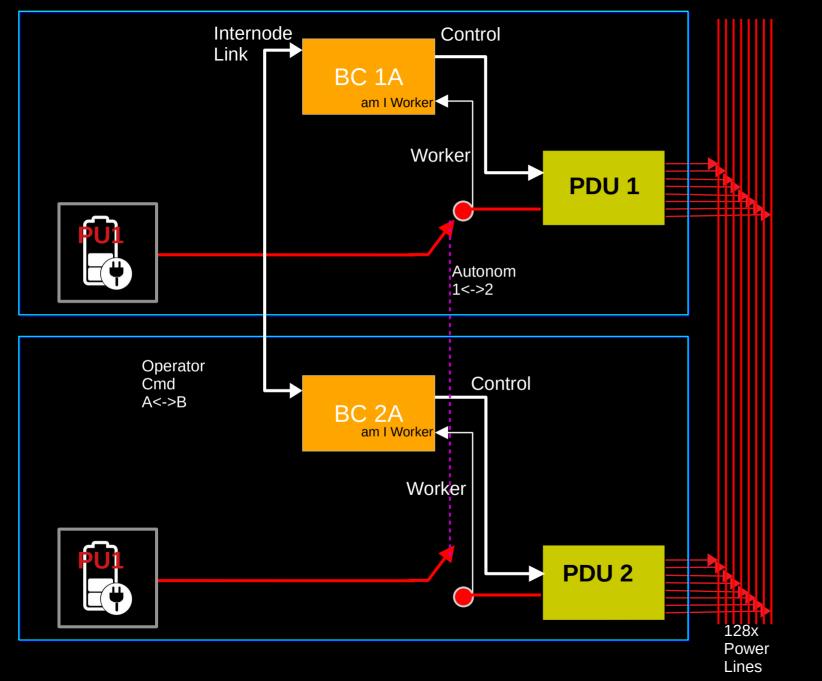






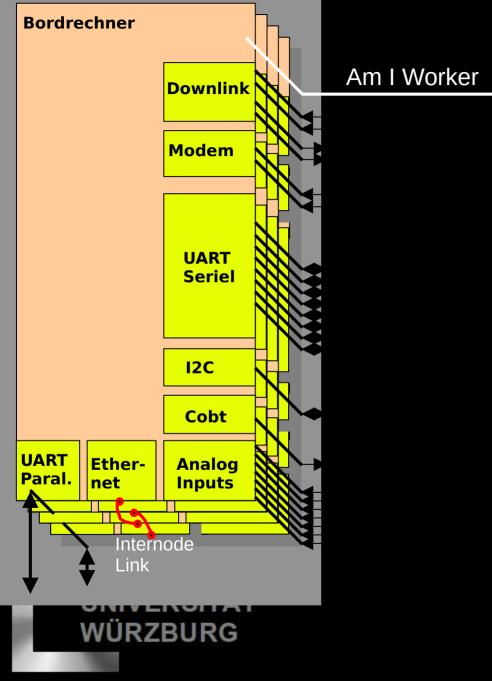






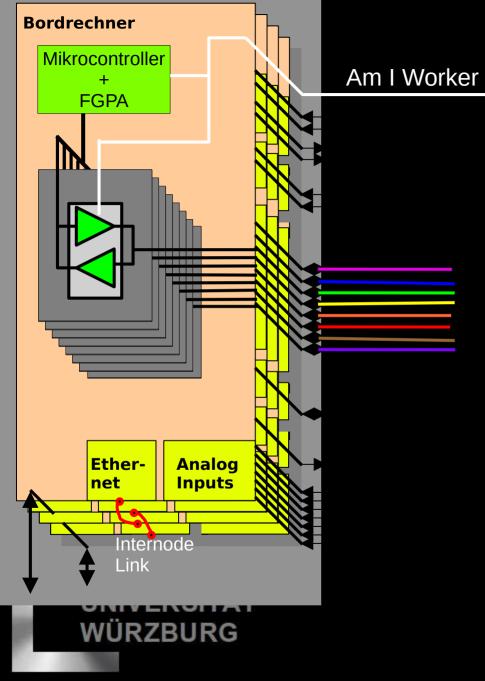






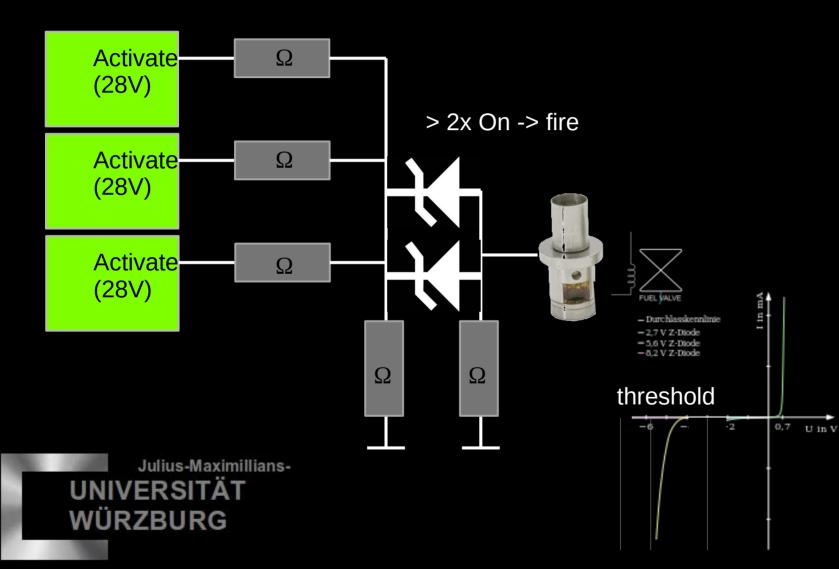






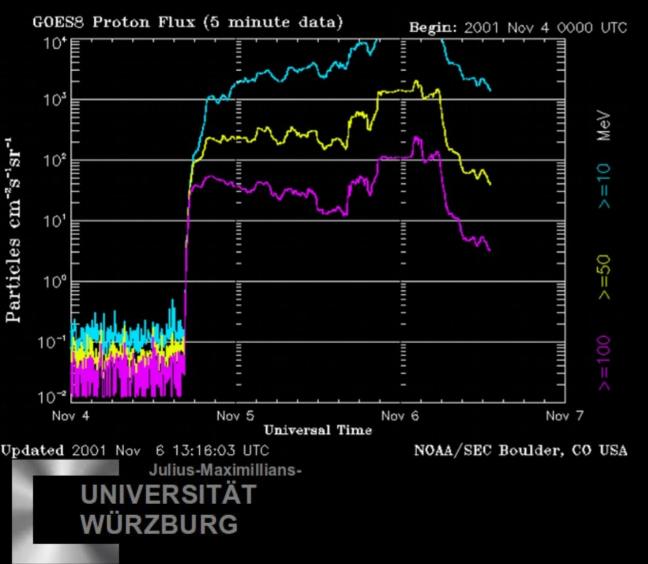


TMR Pyro & Valve control





Results in Orbit



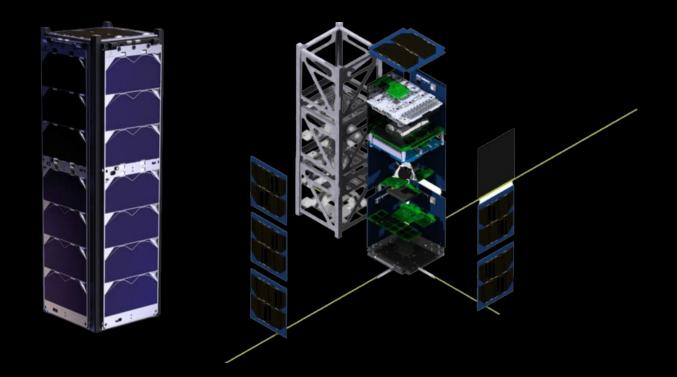






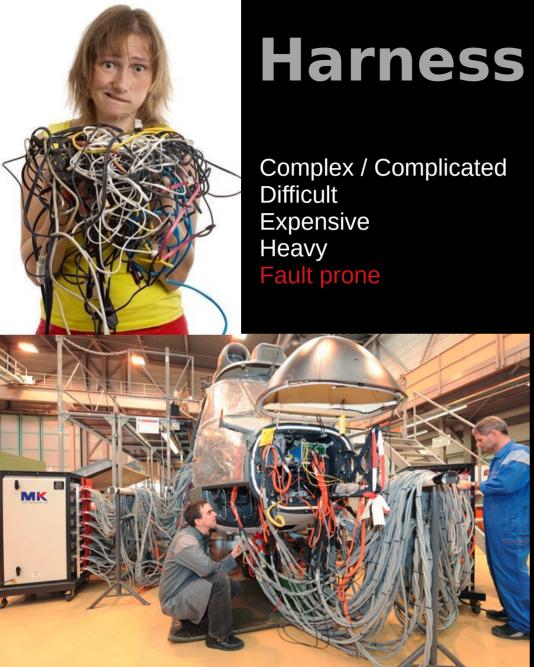






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Complex / Complicated







Terrestrial Applications showed the benefits



Millions of devices, no wire



We demonstrate it in space

Fire Test on the Earth

Wireless Quadrocopter : Distributed control

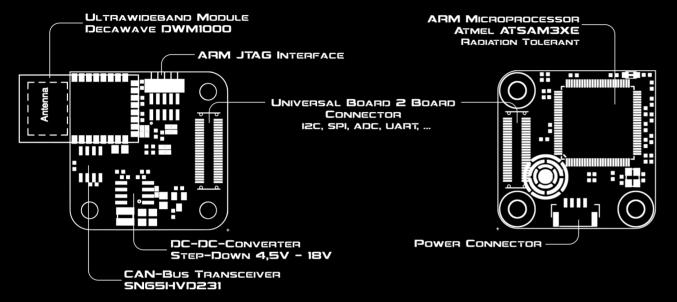




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The Hardware



Same scale Avionics Plug



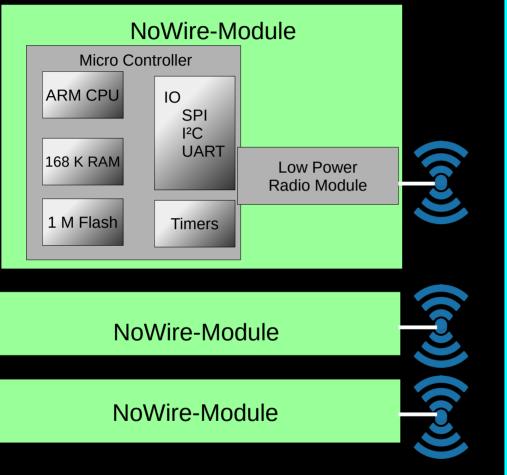
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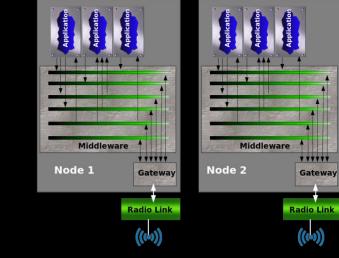




Inside the Satellite



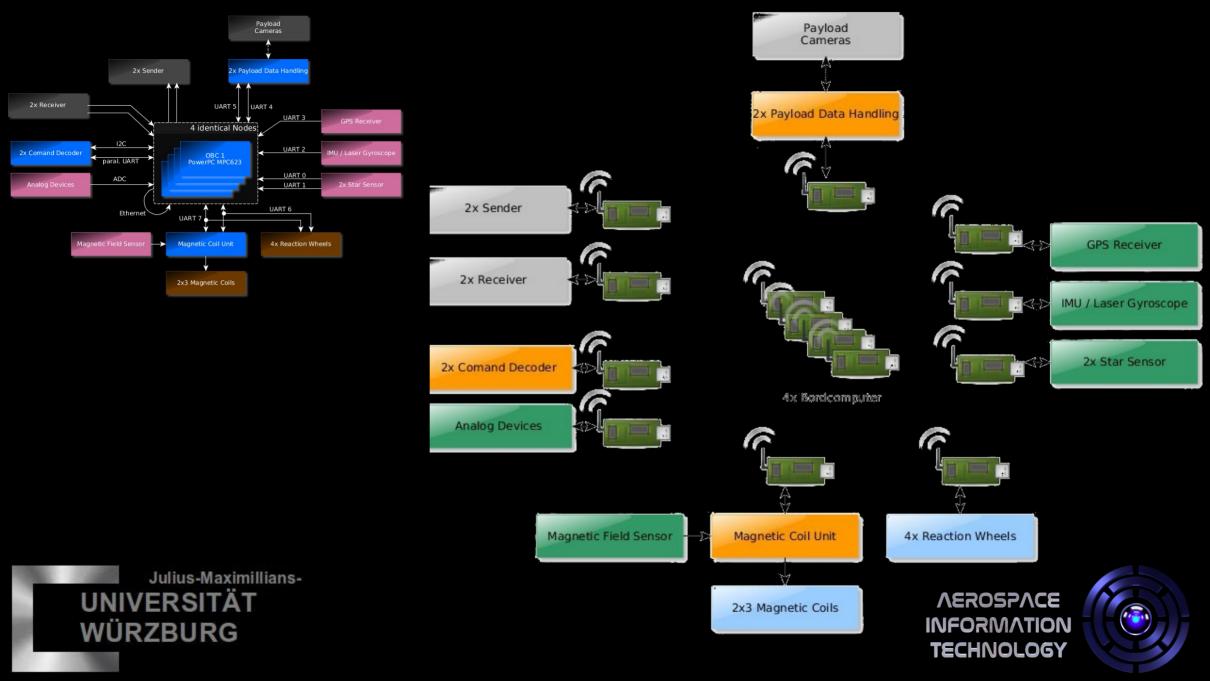


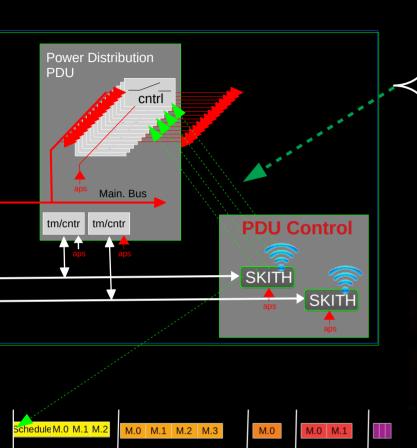














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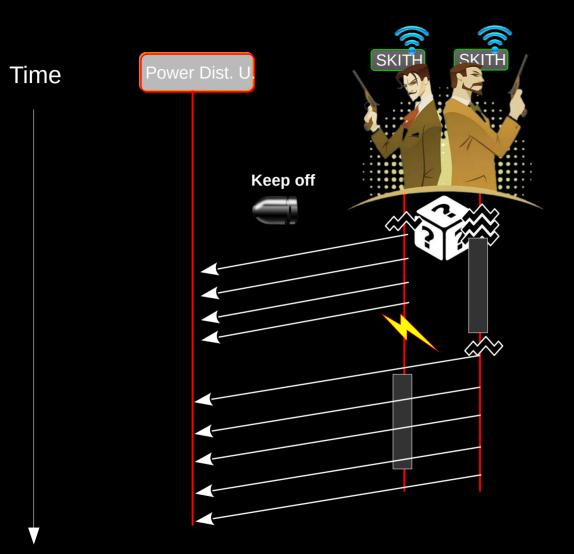




There can be only one Es darf nur einen geben!







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Keep off for 3 seconds



NEROSPACE INFORMATION TECHNOLOGY

Our Targets

Our Targets

Irreducibly Complexity

let ir crahs! -> Ultra fast recovery

Unified communications protocols for software and hardware.

The same communication protocols will be used inside (intra) and outside (inter) the space craft









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