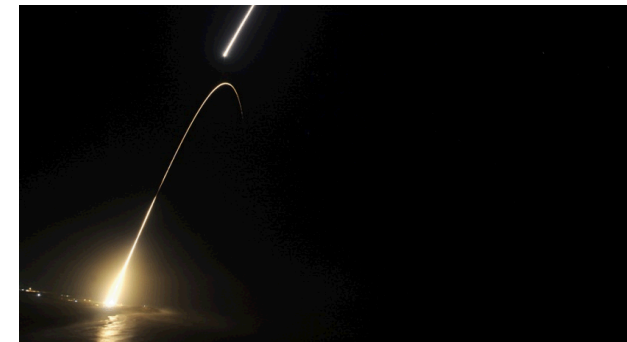
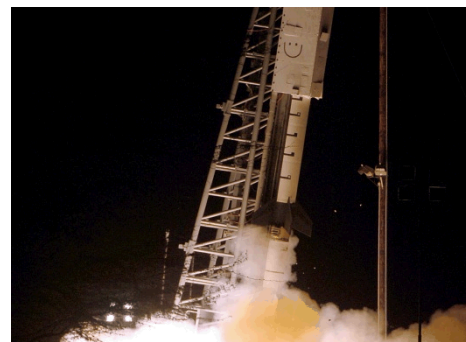
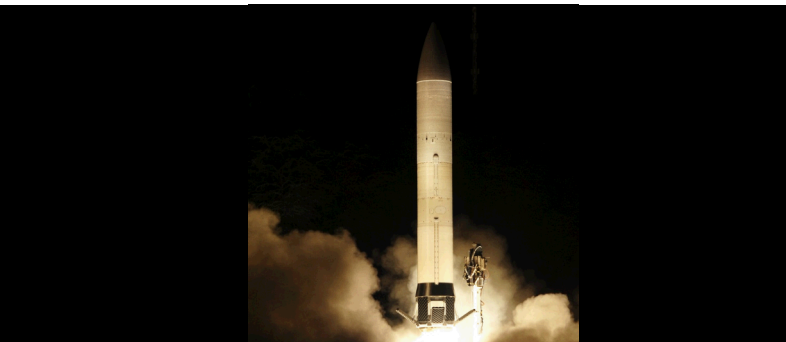


Exceptional service in the national interest



SIMDIS for Real-Time Hardware-in-the-Loop Simulation Visualization of Rocket Systems

Matthew S. Bigelow and Scott A. Kowalchuk

AIAA Modeling and Simulation Technologies Conference

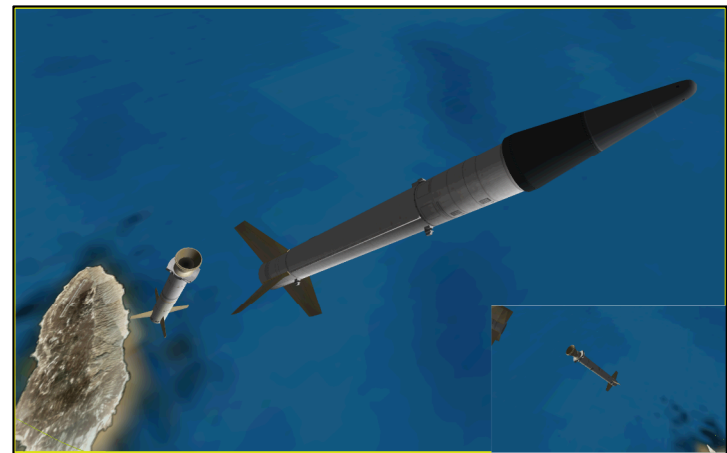
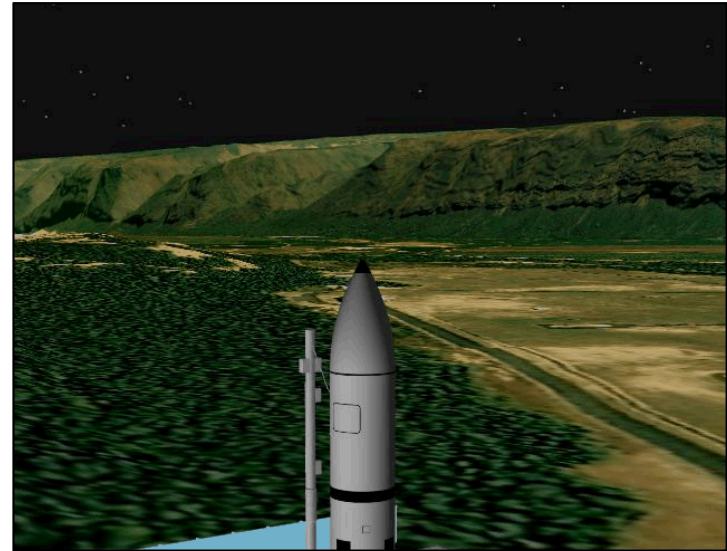
August 13, 2012



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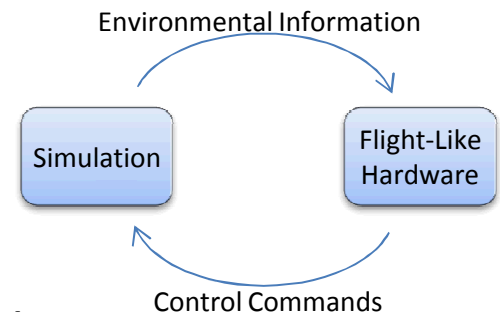
Overview

- Introduction
- SIMDIS overview
 - Displaying data with SIMDIS
 - Separation example
 - Operating modes
- Interfacing in real-time
 - Data flow
 - Display options
- Benefits and conclusion



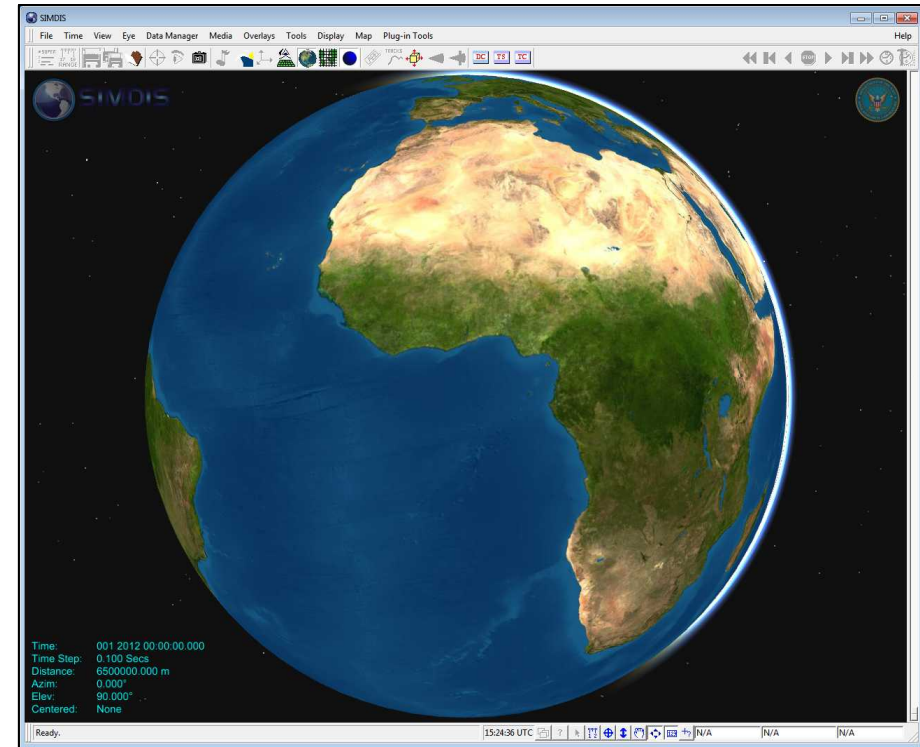
Introduction

- SNL NGC department designs, models, and launches
 - Spin-stabilized sounding rockets
 - Thrust vector controlled missile systems
- Hardware-in-the-loop (HWIL) simulator developed for each mission
 - High-fidelity
 - Flight-like hardware
 - Flight software verification and validation (V&V)
- Need method for visualizing difficult multi-body dynamics
 - Homegrown visualization tool difficult to support and evolve
 - Off-the-shelf tool desired



SIMDIS Overview

- SIMulation analysis and DISplay
- Two- and Three-dimensional
- Real-time and post-processed data
- Developed by the US Naval Research Laboratory (Government off-the-shelf)
- Large user base
- Runs on commercial-off-the-shelf (COTS) hardware
- Available for Linux and Windows operating systems



Displaying Data with SIMDIS

- Four different object types
 - Platforms (primary focus)
 - Beams
 - Gates
 - Lasers
- Platform components
 - Time
 - Position
 - Orientation
 - Velocity
 - Acceleration
- Generic data can be added to platforms
 - Hot and cold gas plumes
 - Varying platform color, size, transparency
 - Adding vapor trails
 - And more...
- Multiple ways to represent a staged vehicle with platforms

Separation Example



SIMDIS Operating Modes

- Recorded data playback
 - Review previously recorded or generated data at any speed (including reverse)
 - Default mode SIMDIS starts in
 - Data from any source can be easily output into an ASCII scenario input file
- Live data capture
 - Used for HWIL simulation real-time display
 - Must be invoked by a plugin
 - Some plugins available out-of-the-box
 - Application programming interface (API) available for custom plugin development

Interfacing in Real-Time

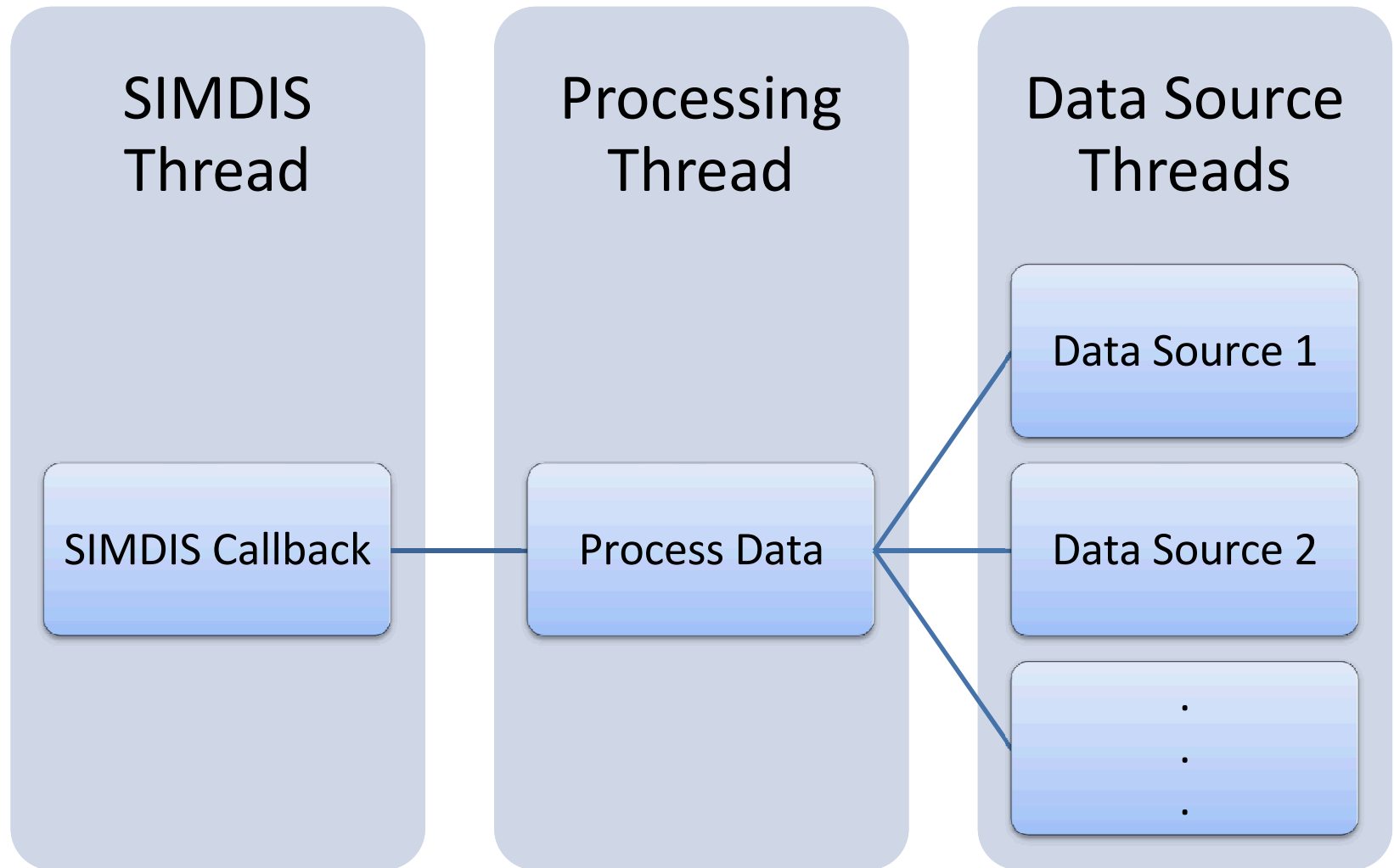
- Plugin developed to receive data from various sources

- Flight-like hardware telemetry data
- HWIL simulation truth data
- Sources specified in extensible markup language (XML) file

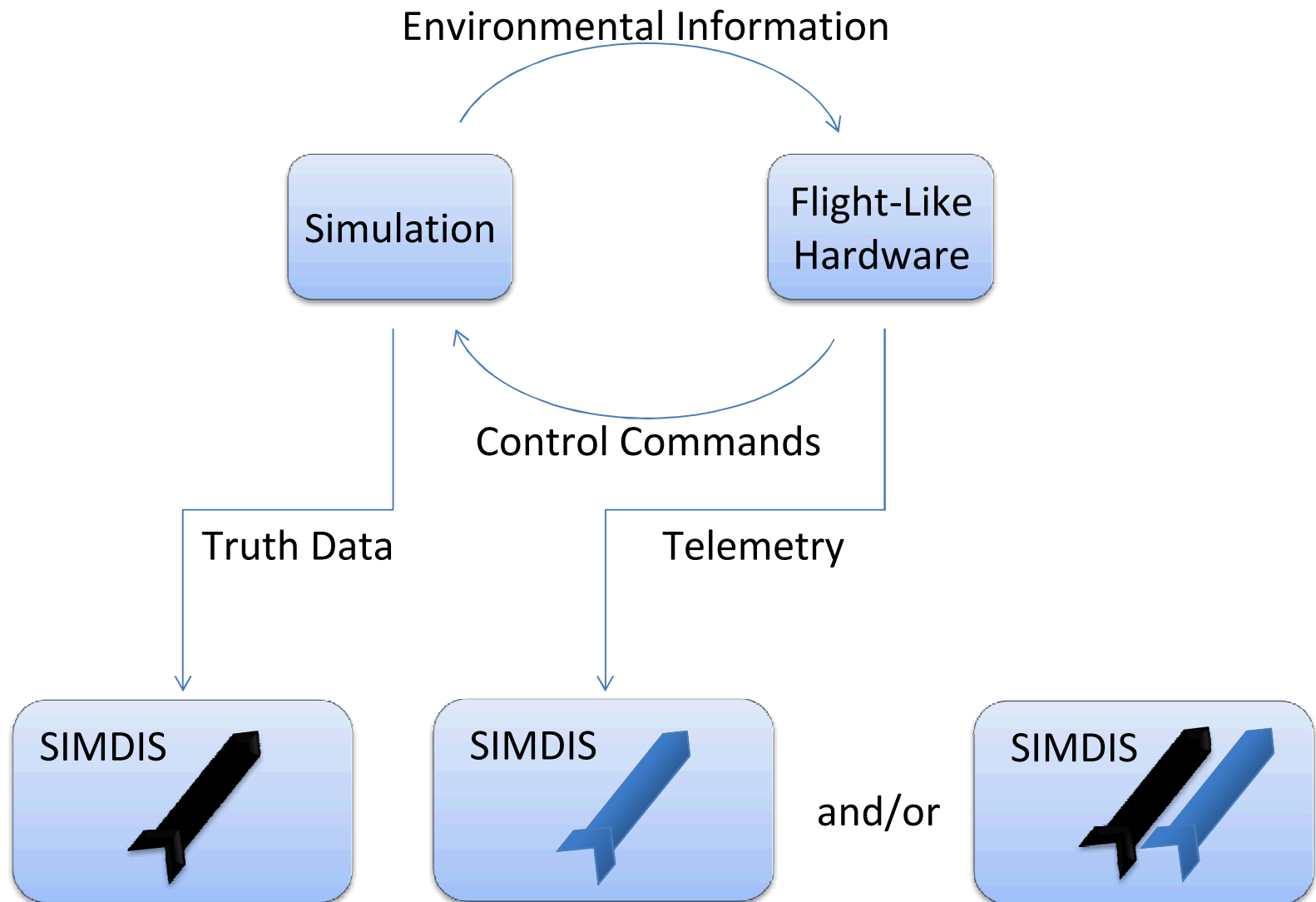


- Found best plugin backend configuration
 - API specifies that for best results, all SIMDIS calls must be made from a thread that originated from SIMDIS itself.
 - Separate thread used to do data processing with data double-buffering

Data Flow



Display Options



Benefits and Conclusion

- 3D visualization of difficult multi-body dynamics
- Visualization of actuator or thruster polarity
- Quick-look sanity checks
 - Instances where visualization has revealed issues with models and even real-world configurations
- Conveying information to non-subject matter experts and program customers and sponsors
- Single tool (SIMDIS plus custom plugin)
- Minimal time effort (GOTS software on COTS OS and hardware)
- Accelerated flight software development, debugging, and V&V process

