

POLLUX Workshop  
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# POLLUX on-board software

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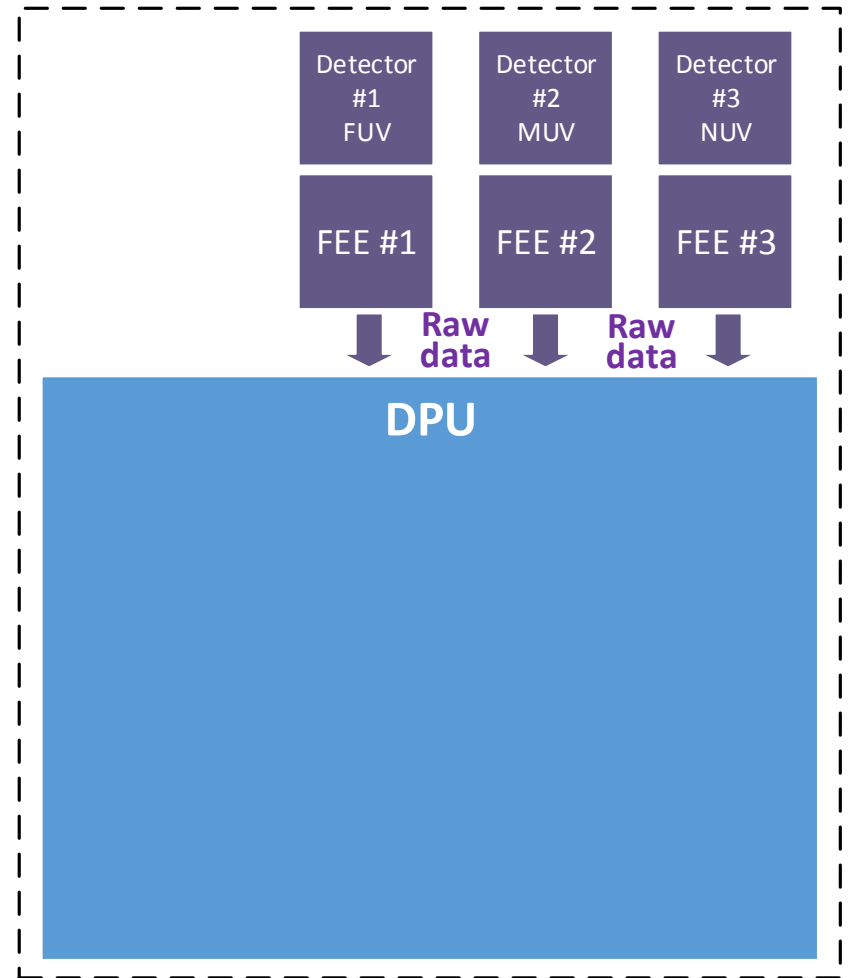


- This presentation lists the points related to **POLLUX on-board processing** which should be addressed in the context of the on-going POLLUX study.
- The report provided at the end of this study should cover this points and give answers to the main questions raised.
- The goals are:
  - Sizing the DPU H/W resources in terms of power processing, memory resources and interfaces
  - Identifying the data products and TM budget
  - Identifying the modes, user requirements and software functions
  - Identifying the commanding and autonomy aspects

# POLLUX on-board software

## Points to be studied

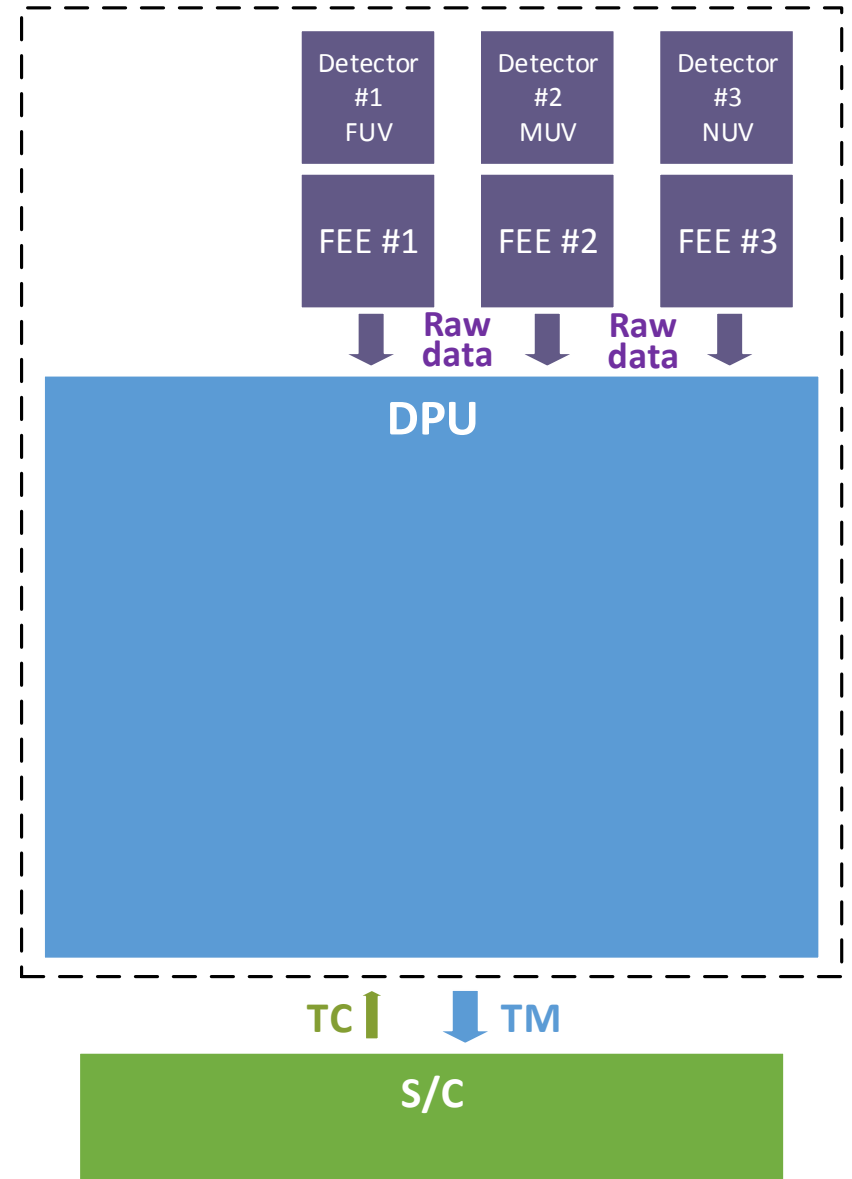
1. Raw data sent by the FEE to the DPU
  - Detector sizes (pixels)?
  - Readout mode and period?
  - Data rate?
  - Data volume?
  - Transmission profile? (burst? continuous? On-demand?)
  - Raw data content?
  - Link number?



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## Points to be studied

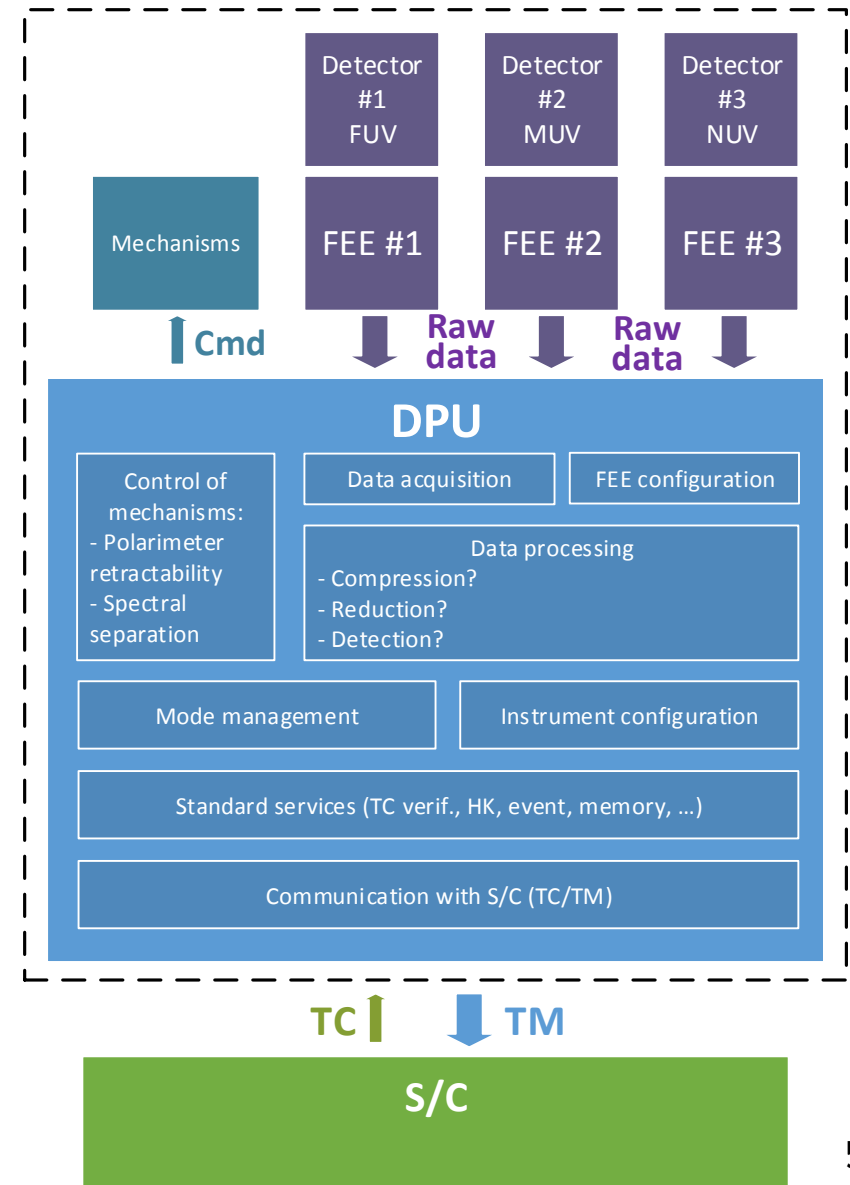
2. Data products generated by POLLUX and transmitted as telemetry packets to the ground
  - Science data product?
    - Raw data?
    - Compressed data?
    - Other?
  - TM volume allocated to POLLUX?
  - What kind of link between the DPU and the S/C? SpaceWire? Other? Which data rate constraints?



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## Points to be studied

3. Use cases, modes (prime observer, calibration, pure spectrometer, ...), commanding, autonomy
4. On-board S/W functions
  - FEE configuration
  - Data acquisition
  - Data processing
    - Compression (lossless, lossy) ?
    - Reduction?
    - Detection?
  - Instrument configuration
  - Control of mechanisms (polarimeter retractability, spectral separation, ....)
  - Mode management
  - Standard services (HK, event, memory, TC ack, etc.)
  - Communication with S/C (TC/TM)
  - ...



5. Processing power budget (CPU budget)
  - Prototyping / execution time assessment on LEON target
    - Need to have enough maturity in the on-board processing definition
  - Are the on-board processing critical?
6. Memory resource budget
  - Storage need?
  - Processing buffers?
  - Long term storage?
7. DPU / HW resource sizing
8. Preliminary software architecture