

# Complex Event Processing for Mission Operation Systems

Marcus Wallum

Ground System Architectures Workshop 2020 04/03/2020

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# Event correlation for the Ground Segment

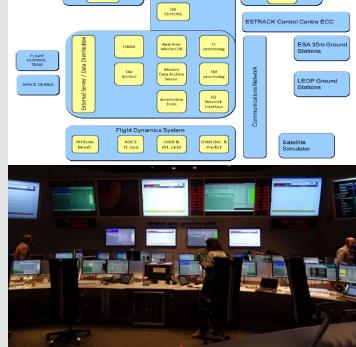
Operations Ground Segment a **complex system** of systems, high-throughput event sources

Spacecraft database consists of tens of thousands of parameters

**Conditions change** based on flight experience and mission evolution -> evolving **workaround databases** of **manual FCT instructions** based on system events

**Need flexibility -** adaptable, automated monitoring rules and source-agnostic capabilities

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Mission Control Syster

Operations Preparation



Mission Planning

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## Event correlation for the Ground Segment



M&C typically limited to the subsystem under control, **no system-level monitoring** 

**Limited processing and analysis capabilities:** limit checking, synthetic (derived) parameters, filters – **static, stateless operations** 

Advanced analysis tools only for offline archive

#### **Exacerbating trends:**

Increasing data rates - test known bottlenecks Increasing mission complexity Fewer human operators per mission

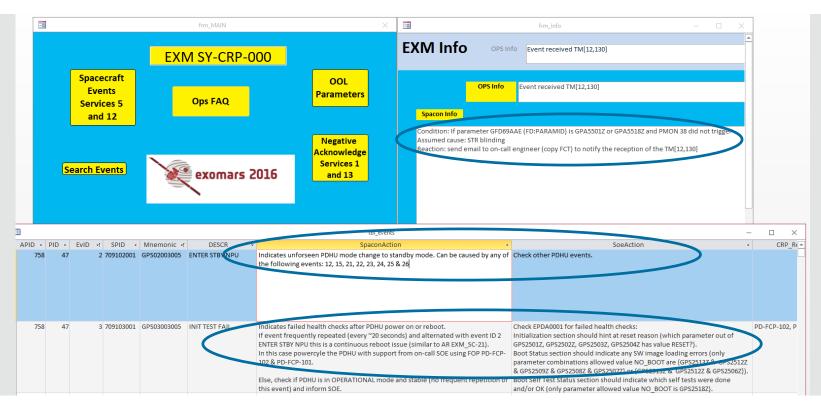


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### Example from manual instruction database





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 4. Creation of a new complex event "Potential Fraud' based on inference rule (complex event processing)

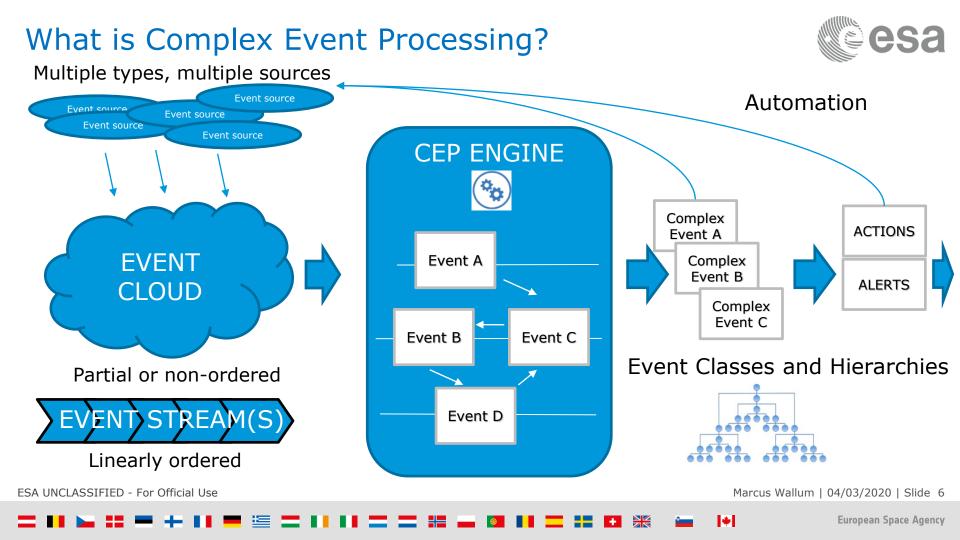
- Aggregation of multiple credit card transactions to derive an occurrence of a transaction within a short repeat interval and/or from geographically distributed locations (complex events)
- 2. Read and record card transaction time and geolocation (event processing)

#### Simple example:

1. Credit card transaction (event)

What is Complex Event Processing? - Example







**Pre-processing of heterogeneous data** 

Event types

Data formats

Timestamps (e.g. generation, reception)

CEP ENGINE Data normalisation **Event Objects**  $(\mathbf{a})$ **CEP** Operations  $(\circ_{\mathbf{O}})$ **EPL** Patterns & Rules Visualisation & Output

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CEP ENGINE Data normalisation **Event Objects**  $(\mathbf{a})$ **CEP** Operations  $(\circ_{\mathbf{O}})$ **EPL** Patterns & Rules Visualisation & Output

# Abstraction from real world events

Representations for human users

e.g. change of state, non-events

Header & payload

Classes of events

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Aggregate, encapsulate, count, derive, filter, suppress, merge/join, query, limit rate, ...

Traceability, Causality

**Stateful** 

Low computation cost

Deterministic

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C	EP ENGINE	
	Data normalisation	
	Event Objects	
	CEP Operations	y i
	EPL	
	Patterns & Rules	
	Visualisation & Output	

Operator	Illustration
x before y y after x	• <u> </u>
x equals y y equals x	x y
x meets y y metBy x	• <u> </u>
x overlaps y y overlappedBy x	• <u> </u>
x during y y contains x	• <u> </u>
x starts y y startsBy x	× y
x finishes y y finishedBy x	• <u> </u>

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CEP ENGINE Dat<u>a</u> normalisation **Event Objects**  $(\mathbf{a}_{\mathbf{a}})$ **CEP** Operations  $(\circ_{\mathbf{O}})$ **EPL** Patterns & Rules Visualisation & Output

Expressive Event Processing Language

EPL statements to define and combine Operations

SQL-like, streams instead of tables

# Simplicity for users important

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#### Combine Operations to form processing rules and pattern detection

Windows (count or time based, sliding) and conditional, stateful operations e.g. if within, while, after, during, etc

# Transparency for users important



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CEP ENGINE Data normalisation **Event Objects**  $(\mathbf{o}_{\mathbf{O}})$ **CEP** Operations  $(\mathbf{a}_{\mathbf{a}})$ **EPL** Patterns & Rules Visualisation & Output

Customisable and interactive – real time or offline

Output events to **alert** an operator **or trigger actions** for systems

Interfaces with consumers (e.g. source systems for automation, mobile devices)

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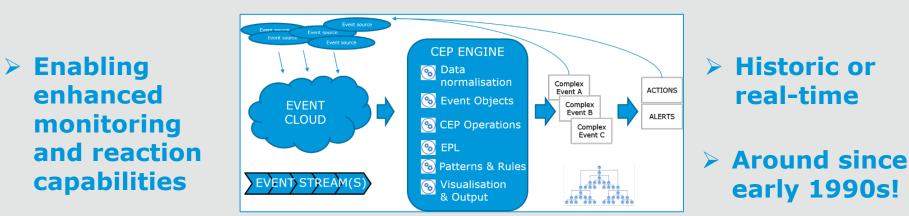
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## What is Complex Event Processing? - Summary



Set of concepts and functions for processing event streams with the goal to detect meaningful correlations and higher level events of interest



Appears suitable for mission operations: timeseries data, stateful, high throughput, low latency, multiple sources, automation

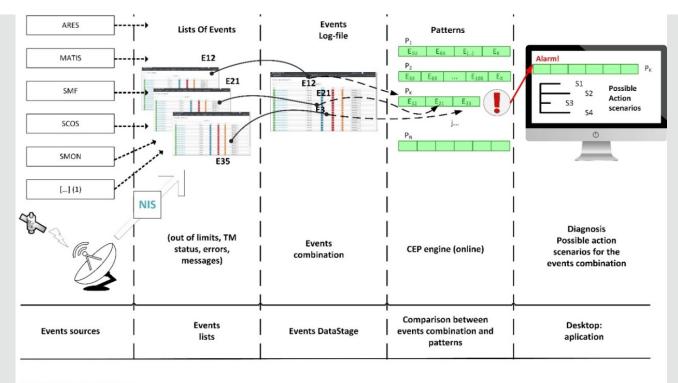
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#### CEP for the Ground Segment - Concept





(1) MPSF, GFST, MPSF, GFTS, REALS, ...

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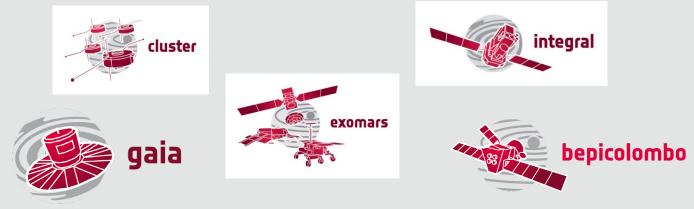
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### CEP for the Ground Segment – Use cases



ESOC operates a wide range of missions. Potential use cases and scenarios strongly depend on the missions and their characteristics



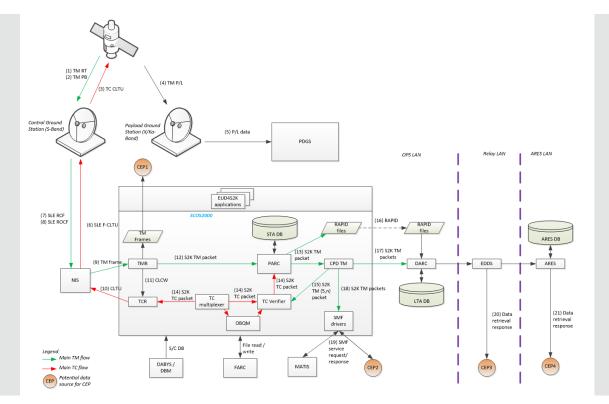
#### A significant response from FCT on use cases where existing M&C capabilities were considered inefficient or limited

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### CEP Deployment scenarios for TM/TC data





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# CEP for the Ground Segment – Use cases (examples) CEP

#### **Mission Specific:**

- UC-01: Star Tracker Blinding Events
- UC-02: Missing Large Data Units during Downlink
- UC-03: Avoid Requests for Retransmission for Impaired Blocks
- UC-04: Rover Relay Use Case
- UC-11: AOCS Loss of Convergence
- Space Weather and Near-Earth Object notifications

#### **Generic:**

- UC-05: Prevent Alarm Flooding
- UC-06: Multi-mission Critical Uplink Detection
- UC-07: Prediction of Required Manual Involvement – UC07
- UC-08: TC Stack/Schedule Verification
- UC-09: Detect "Missing" Events
- UC-10:"Super" Alarms / Out of Limits
- UC-12: E2E File transfer verification

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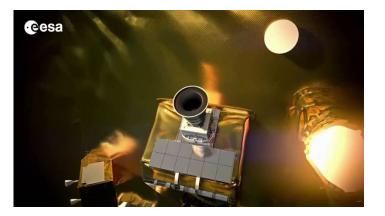
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Star tracker (STR) a common attitude determination device

# Aim: Aid the operator in identifying if a reported STR blinding event is expected or not





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**Event sequence:** 

ASA1321L Valid stars ASA1322L Detected stars -> 0

ASA1311Z Quaternion Flag VALID -> NOTVALID

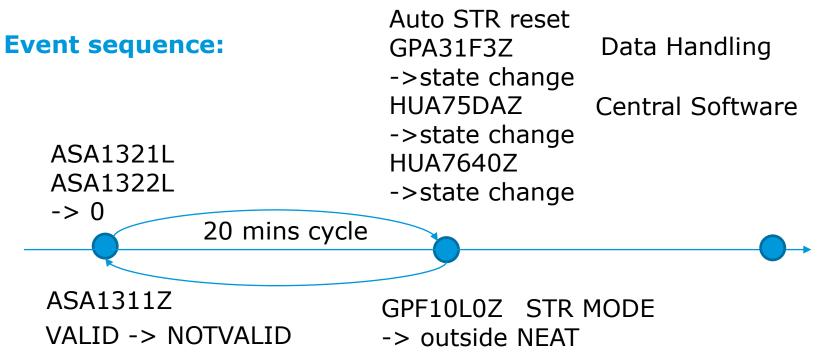
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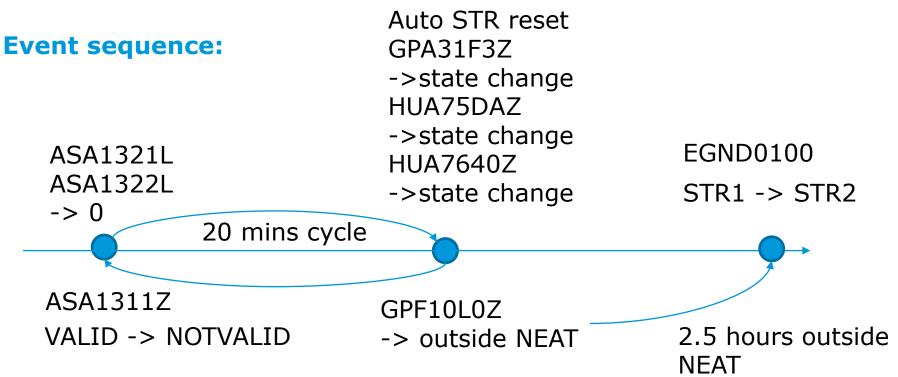




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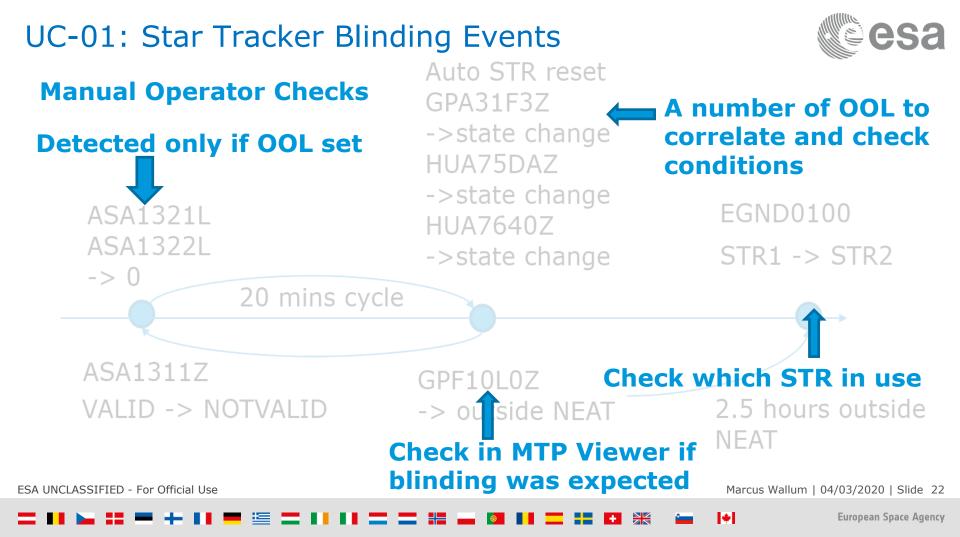
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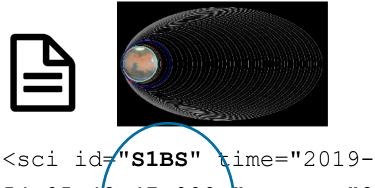
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Data (event) sources:

#### Flight Dynamics Event predictions



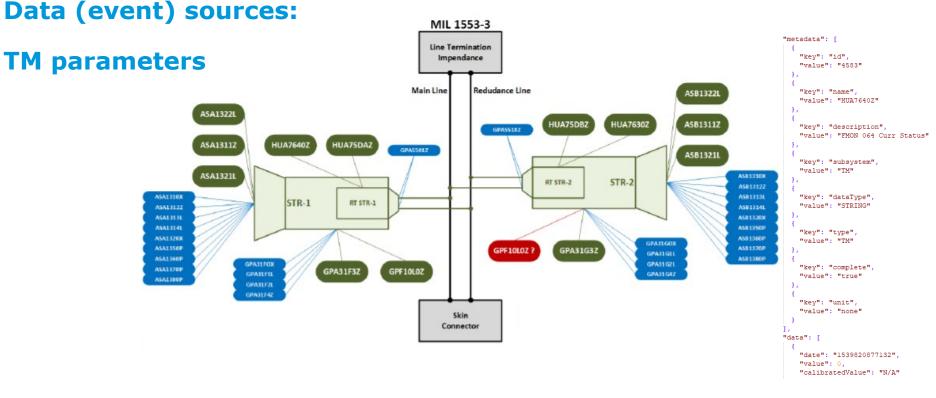
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### Use case examples – Star Tracker blinding





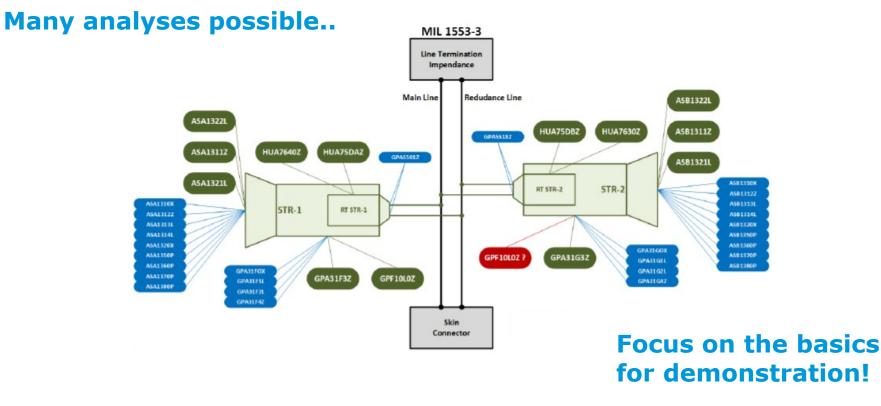
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#### Use case examples – Star Tracker blinding





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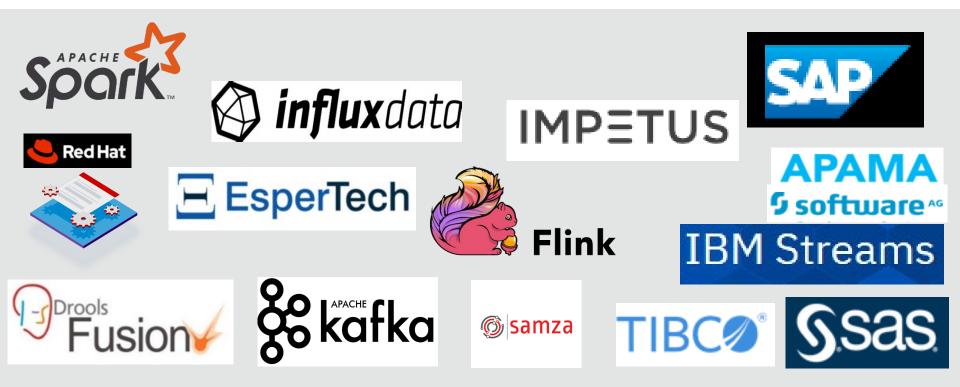
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# Technologies – Market Analysis (Examples)





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### Technologies – Selection criteria



- CEP Operations supported
- Accessibility APIs, SDKs, Documentation, community
- Usability steep learning curves, EPL

- Computing resources (CPU load, etc)
- Machine learning plugins
- Scalability 5 software\*
- Processing throughput

- Development maturity
- Licensing

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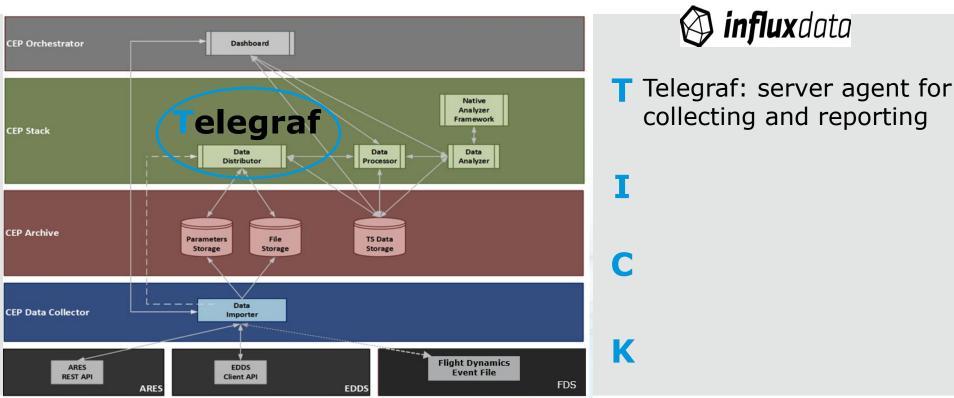
# Technologies – Prototype trials





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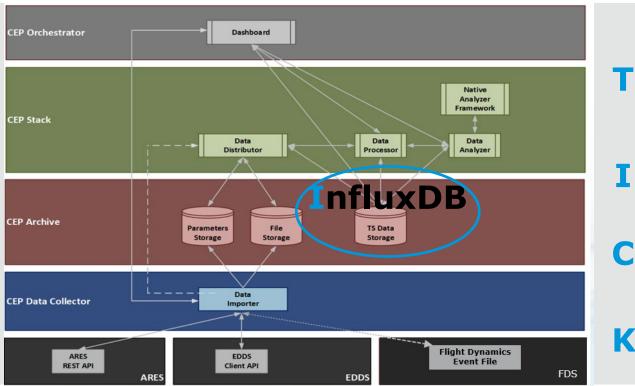




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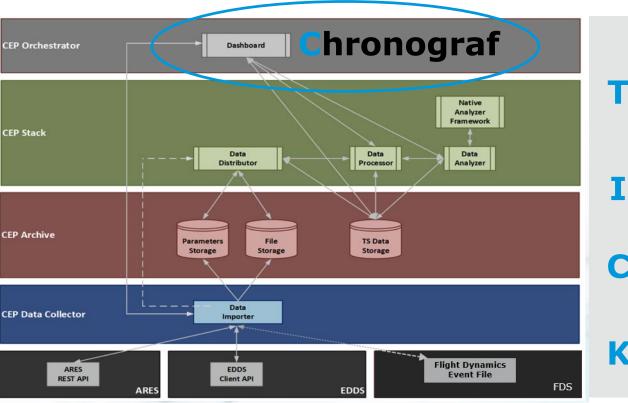
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Telegraf: server agent for collecting and reporting

InfluxDB storage and time series database

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# 🖗 influxdata

Telegraf: server agent for collecting and reporting

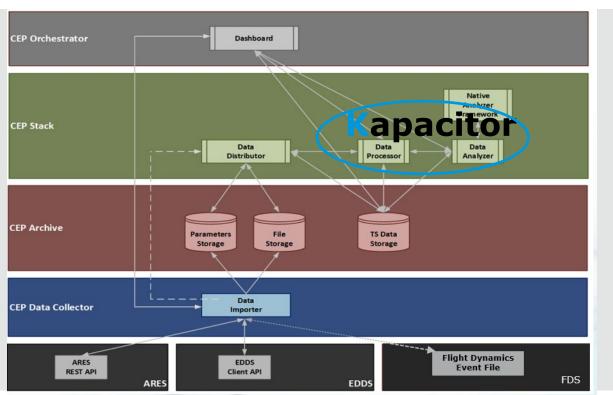
InfluxDB storage and time series database

C Chronograf: user interface for the platform

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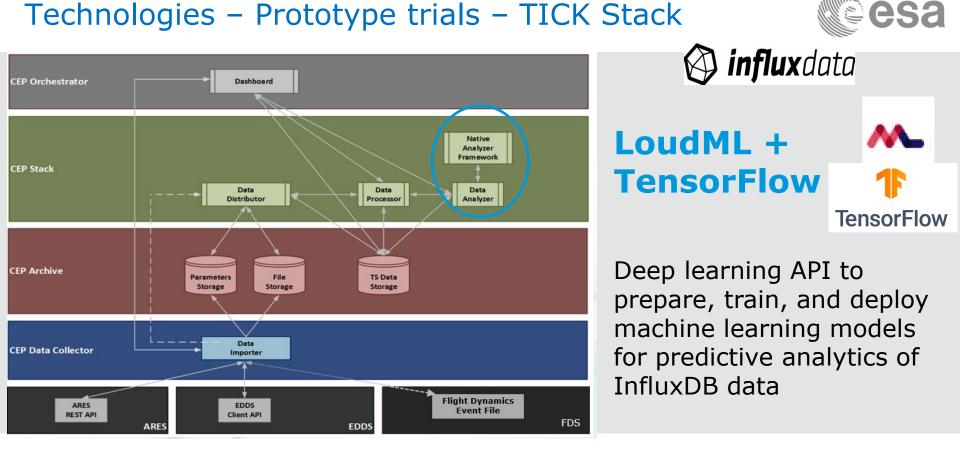


# 🙆 **influx**data

- Telegraf: server agent for collecting and reporting
  - InfluxDB storage and time series database
- C Chronograf: user interface for the platform
- Kapacitor: data processing engine

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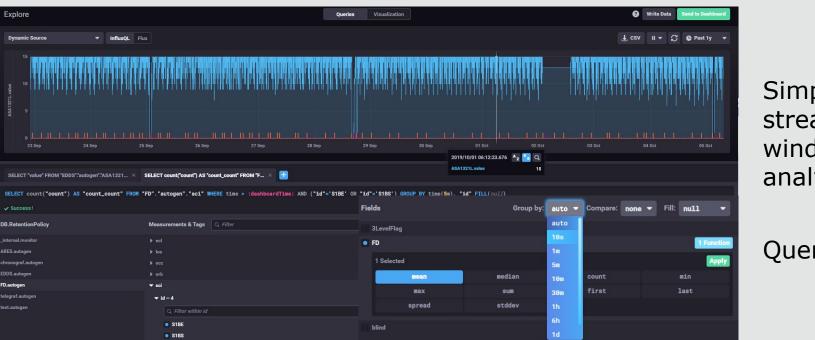


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Simple stream window analytics

Queries

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Explore

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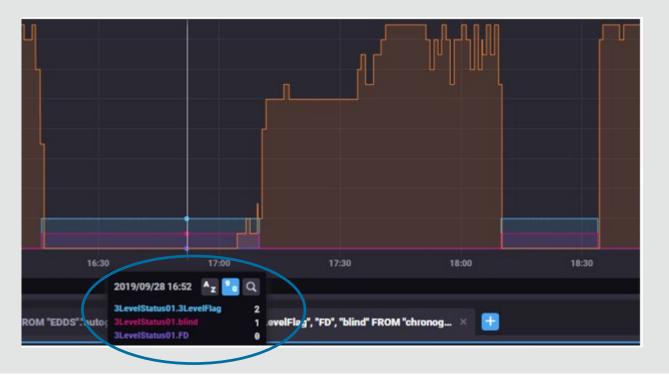
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Conditional alarm flags

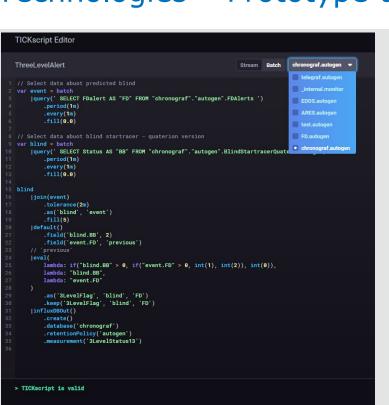
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#### Simple EPL X

Limited CEP capabilities – more focused on Extract, Transform, Load operations and not "true" CEP (first-order logic) operations

State machine-like constructs

TICK2.0 may improve here

-> Replace Kapacitor in stack

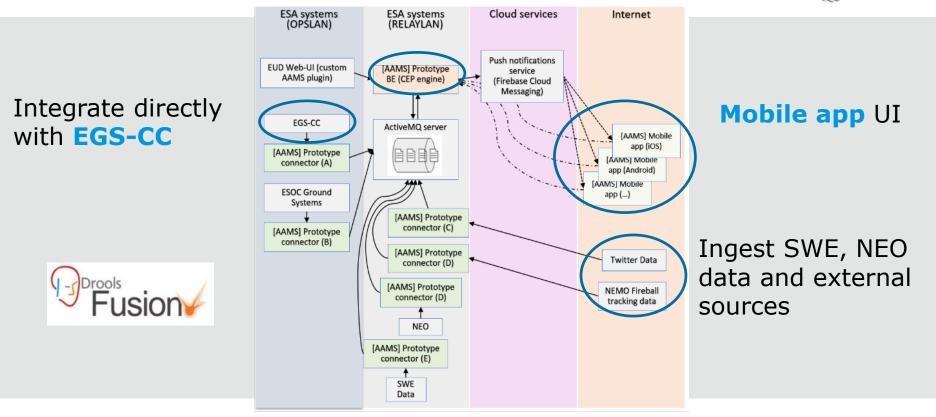
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# C3d

X

### Technologies – Prototype trials – Drools Fusion



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#### Conclusions



Increasing need for automated, stateful event analysis in operations ground segments

**Current M&C systems not equipped** 

A significant number of **use cases identified** 

**CEP a promising solution** to aid operators, reduce alert fatigue, improve efficiency/automation

ESA **integrating and testing** a number of promising, **open source solution prototypes** 

In future, enhance integration with ML



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# Thankyou for your attention!

# Questions?

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