

EGOS User Desktop A Generic User Interface Framework for Ground Segment Software

Jean Schütz GSAW 2014 26/02/2014

What is EGOS User Desktop (EUD)



- Framework for building rich client graphical user interfaces
- Integration platform for GUI components
- Targets primarily ground data systems
- Provides powerful set of common GUI components used in ground segment
- ESA's fundament for new generation graphical user interfaces in the European Space Operations Centre
- In mission operation since 2013

Background



- ESA is in the process of modernising its ground data systems infrastructure
- Main motivation for this step is:
 - Obsolescence of existing implementations
 - Removal of dependencies from COTS products
 - Cost reduction through re-use
- Main drivers/objectives are:
 - Usage of state-of-the-art open sourced technologies
 - Platform independence (Linux/Windows)
 - Sharing of common implementations across systems and domains
 - Harmonisation of user interfaces look & feel

EUD Overview



- Implemented in Java™
- Based on Eclipse[™] RCP*



- Uses exclusively Opens Source Software
- Runs on multiple platforms and OS

EUD Features



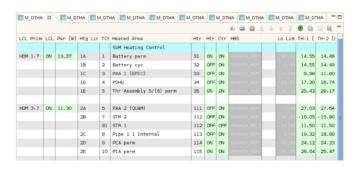
- Pluggable integration platform for User Interfaces
 - granularity of pluggable UI component referred as "Display"
 - technically an Eclipse RCP 'View' or 'Editor' plug-in
 - RCP compliant Views run in EUD w/o modifications
 - allows to easily integrate third party views
 - extended View base class available from EUD for added value from EUD facilities
 - can be used as 100% replacement of the AbstractViewPart

EUD Features (cont.)



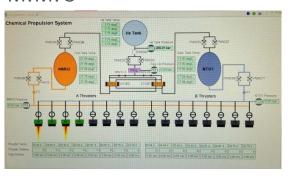
Set of commonly used Displays (11 in total)
 GRD

AND

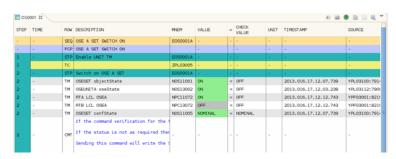




MIMIC



MATRIX



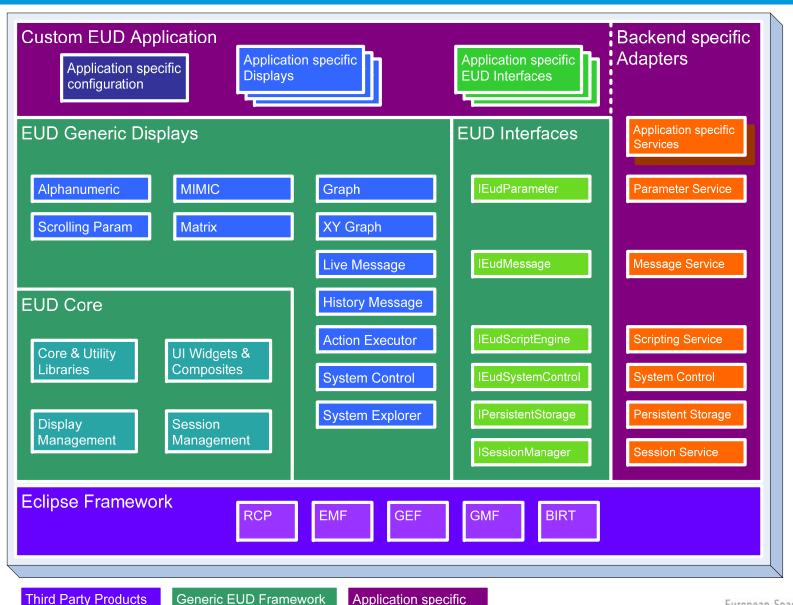
EUD Features (cont.)



- Extended widget library
 - E.g. Time/Date chooser composite, navigation composite, data table, ...
- Set of standardized interfaces for data provision of displays
- Integration and communication with the back-end through adapters

Architecture



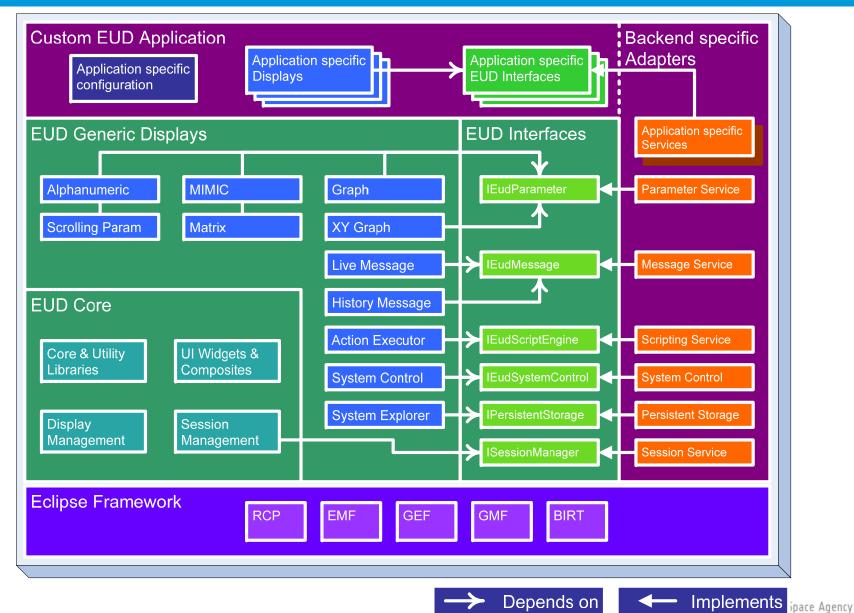


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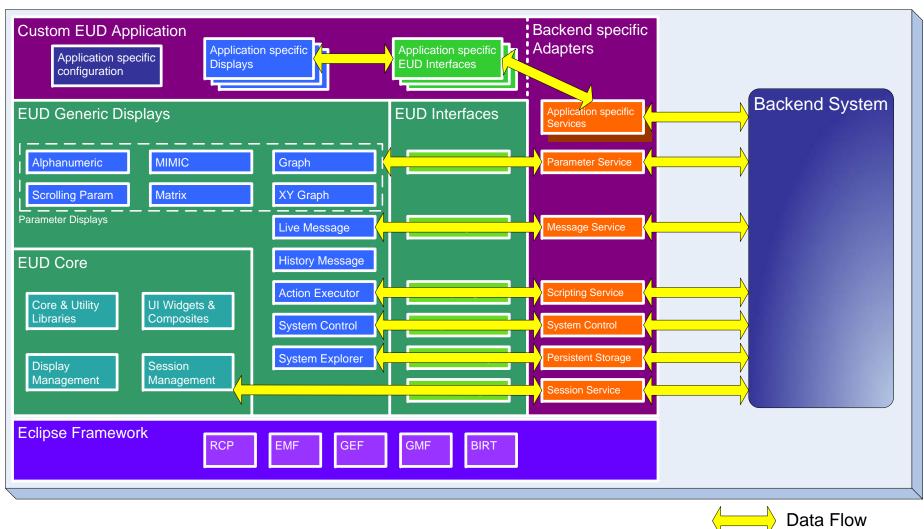
Architecture





Architecture





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Current Status



- EUD Framework mature since 2011
- Majority of ground systems GUIs are now EUD-based
- Used as replacement GUI for existing systems
 - SCOS-2000
 - SIMSAT
 - NIS
 - FARC
- Used for new developments
 - ARES
 - GSMC
 - FIDES
 - GSSC
 - MPSF

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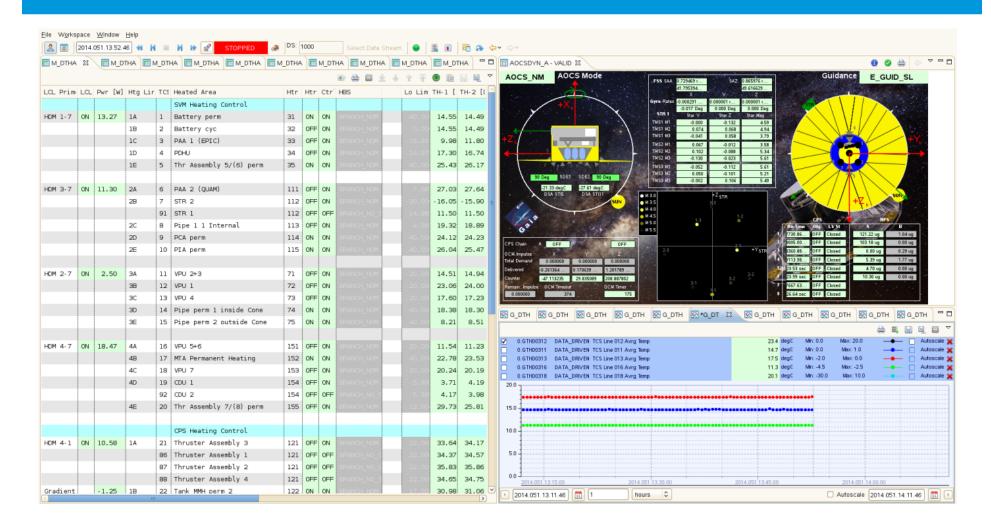
Current Status



- Ongoing Developments
 - MATIS
 - SPMON
- Planned Developments
 - GFTS
 - DARC
 - DABYS

EUD Telemetry Desktop (EUD-TMD) in operation (GAIA)





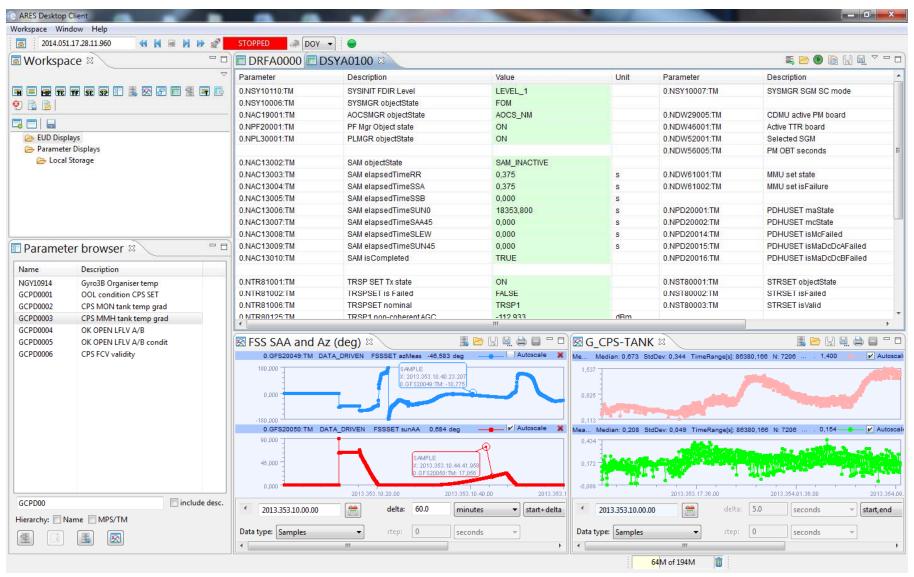
EUD Telemetry Desktop (EUD-TMD)in operation (GAIA)





ARES (Offline Mission Analysis)

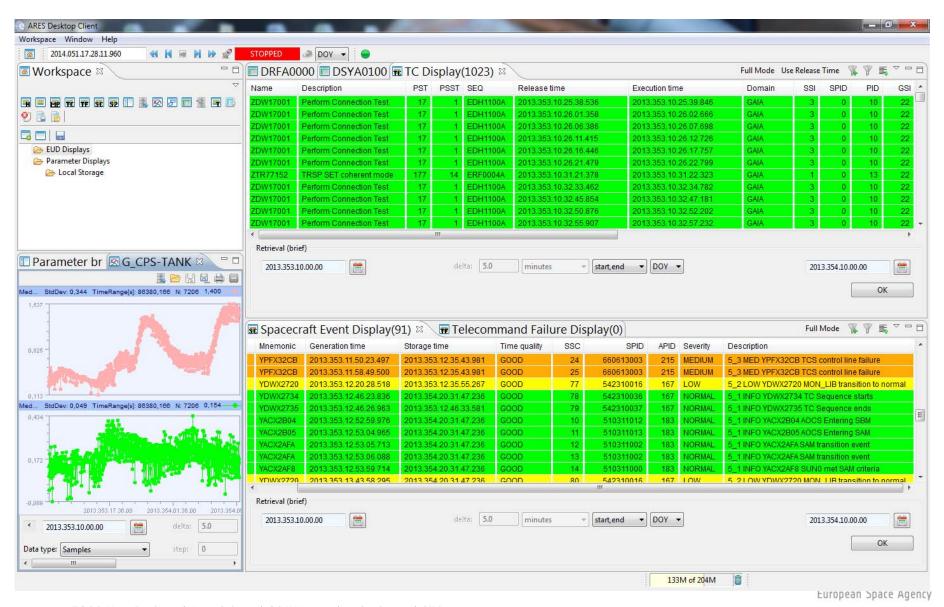




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ARES (Offline Mission Analysis)



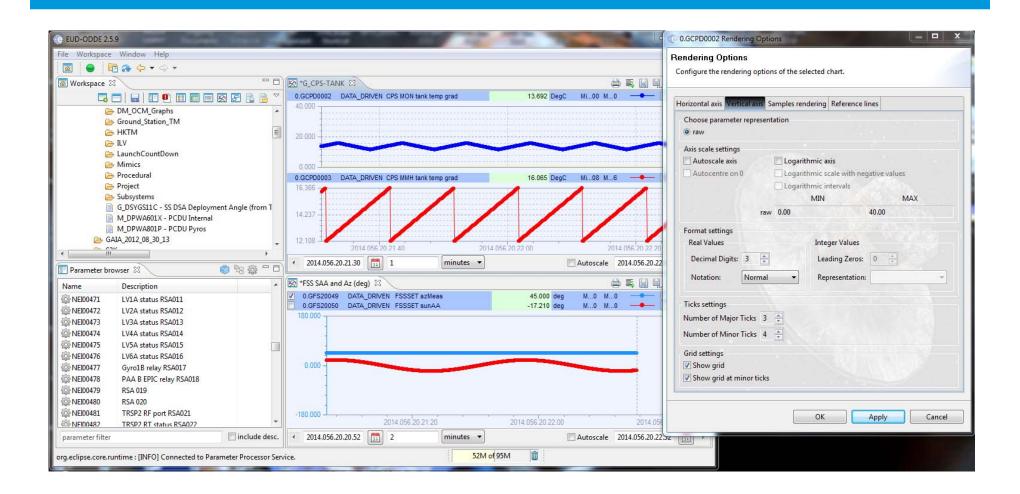


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ESA UNCLASSIFIED - For Official Use

Offline Display Development Env.





Benefits



- Very positive acceptance by the users
- Harmonized Look & Feel throughout different applications
- Reduced learning effort
- Features added for one application get available for others
- Cross compatibility of display definition files across domains
 - ODDE <-> MCS <-> SIMSAT <-> ARES <-> GSMC
- Flexible assembly of displays for an application
- Multi-system, multi-platform
- No license cost

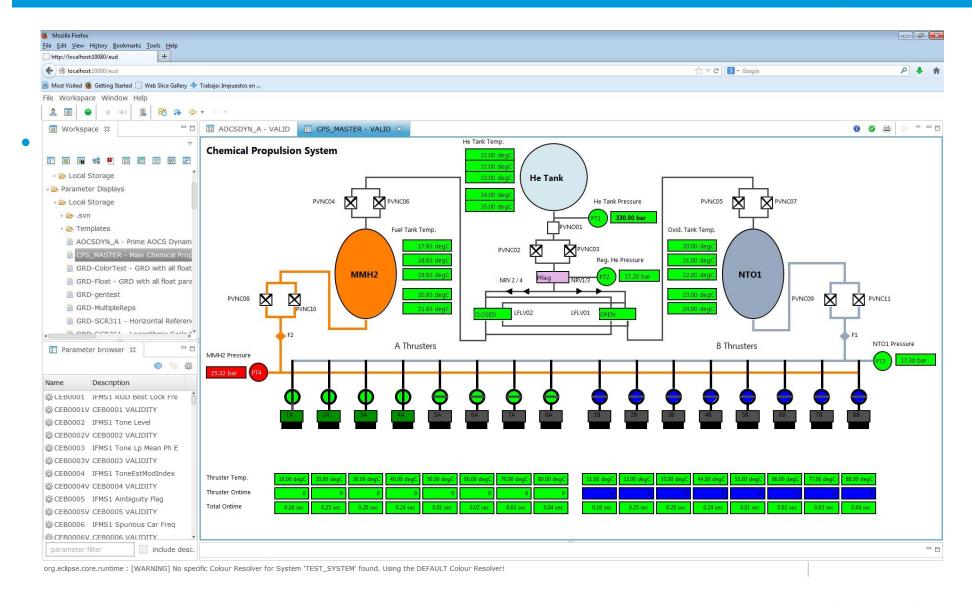
Future Plans



- Web-EUD (ongoing)
 - Use EUD through a web browser
 - Usage of Eclipse RAP allows to run EUD as Web application as is, with only minor adjustments to the code base
- More generic displays
 - Density distribution display
 - Spectral analysis display
 - 3D Graphs
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- Usage in more systems (e.g. EGS-CC)

Web-EUD





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Lessons Learned



- Initially lot of effort required to consolidate functionality across domains (discussions, meetings, reviews)
- Agile development approach appeared to be crucial for success
- Implementation of adapters for legacy system may be tedious

EGOS User Desktop



Thank you for your attention.

*) 'Eclipse', 'Built on Eclipse', 'BIRT', 'RCP' are trademarks of Eclipse Foundation, Inc.