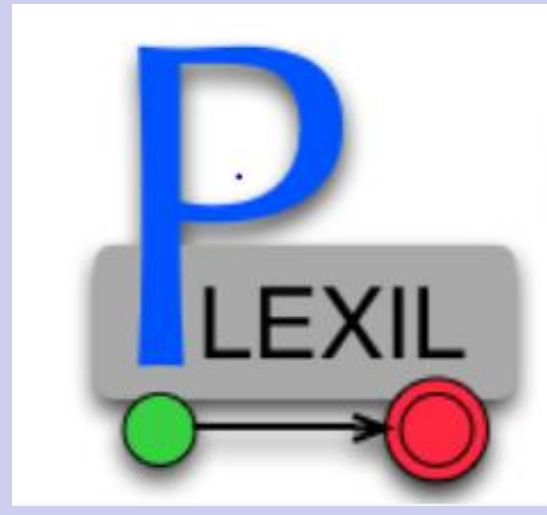




Improving Plan Specification Language Usability and Applying Language to Model Autonomous Interplanetary Communications

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[2]

PLEXIL Overview/Background:

PLEXIL (Plan Execution Interchange Language) "is a rich concurrent and reactive language developed by NASA to support autonomous commanding and monitoring for a variety of space systems" [1]. It is currently a mature product available on the open-source platform Sourceforge. PLEXIL has already been utilized in "robotics, control of unmanned vehicles, automation of operations in human habitats, and systems and simulations involving intelligent software agents" [2].

OceanWATERS Overview/Background:

Ocean Worlds Autonomy Testbed for Exploration Research and Simulation, is a project at Ames that "provides environment (e.g., lighting and surface material properties) and lander (hardware and software) simulation capabilities against which autonomy software can be tested." [4] Currently, the project is focused on the proposed Europa Lander mission. The autonomy for OceanWATERS is implemented using PLEXIL.

Objectives (PLEXIL):

- Update and Improve sample application to be used as a template for PLEXIL engineers.
- Enable PLEXIL to build under the Windows Subsystem for Linux.
- Develop an editing support extension for proper syntax highlighting and indentation in Emacs.

Objectives (OceanWATERS):

- Model and simulate communications between the Lander and Earth.
- Speed up the simulation time without negative side-effects.



[5]

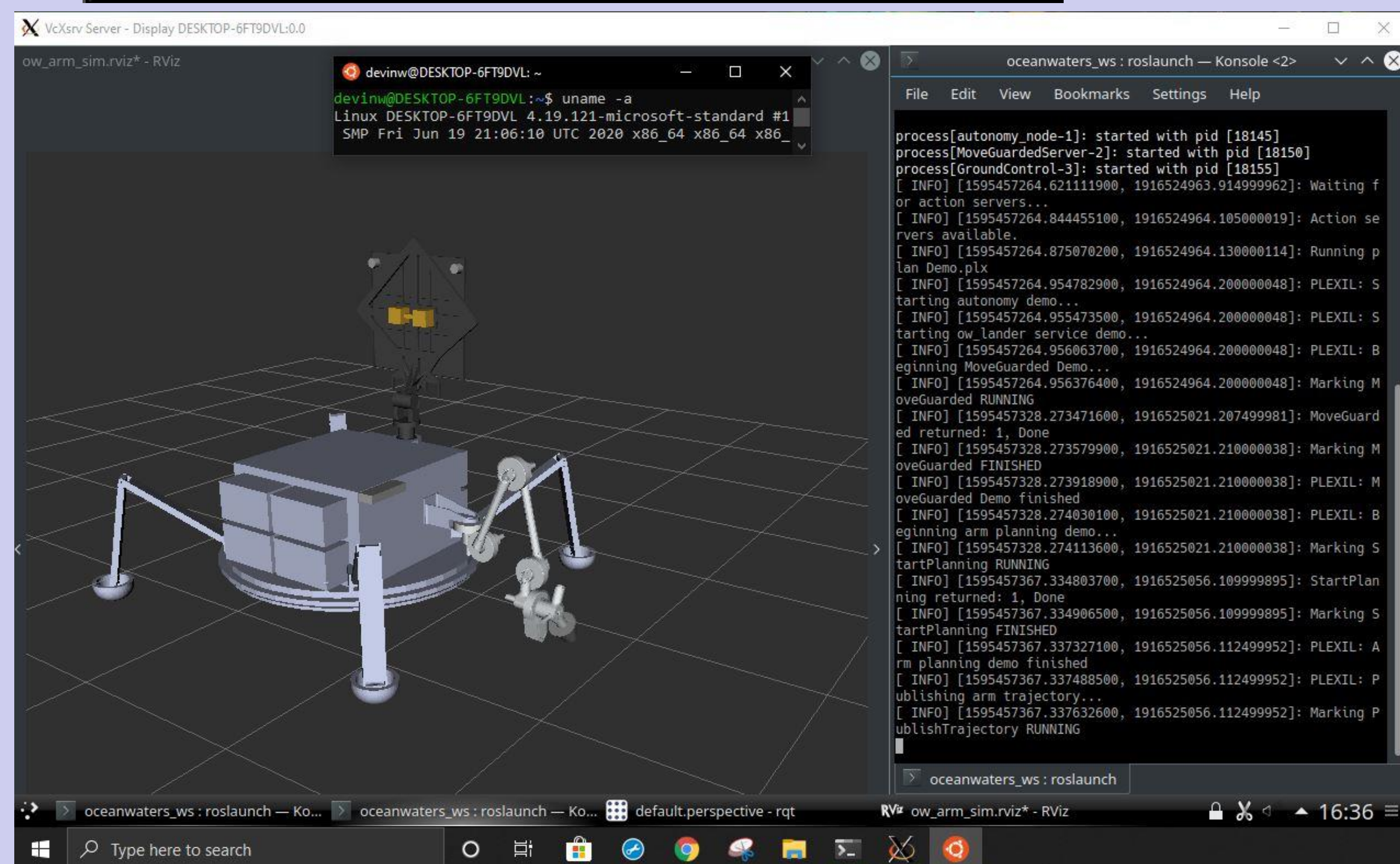
Results (PLEXIL):

```
(command-node "A" (command "pprint" "---- Beginning commands..."))
(concurrency "Commands"
  (command-node "B" (command "Hello"))
  (command-node "C" (command-with-return (intvar "result") "Square" 4))
  (command-node "D" (command "SetSpeed" 10))
  (command-node "E" (command "SetSize" 10.0))
  (command-node "F" (command "SetColor" "Green"))
  (command-node "G" (command "Move" "Waypoint1" 1 1))
  (command-node "H" (command "pprint" "Speed and size:"
    (lookup "Speed") (lookup "Size"))))
```

A PLEXIL excerpt from sample application in outdated syntax.

```
A: pprint ("---- Beginning commands...");
Commands: Concurrency
{
  B: Hello();
  C: result = Square(4);
  D: SetSpeed(10);
  E: SetSize(10.0);
  F: SetColor("Green");
  G: Move("Waypoint1", 1, 1);
  H: pprint("Speed and size:", Lookup(Speed), Lookup(Size));
  I: SetName("Robert");
}
```

A PLEXIL excerpt from sample application after adding editor support.



Running a PLEXIL plan in OceanWATERS in WSL

Results (OceanWATERS):

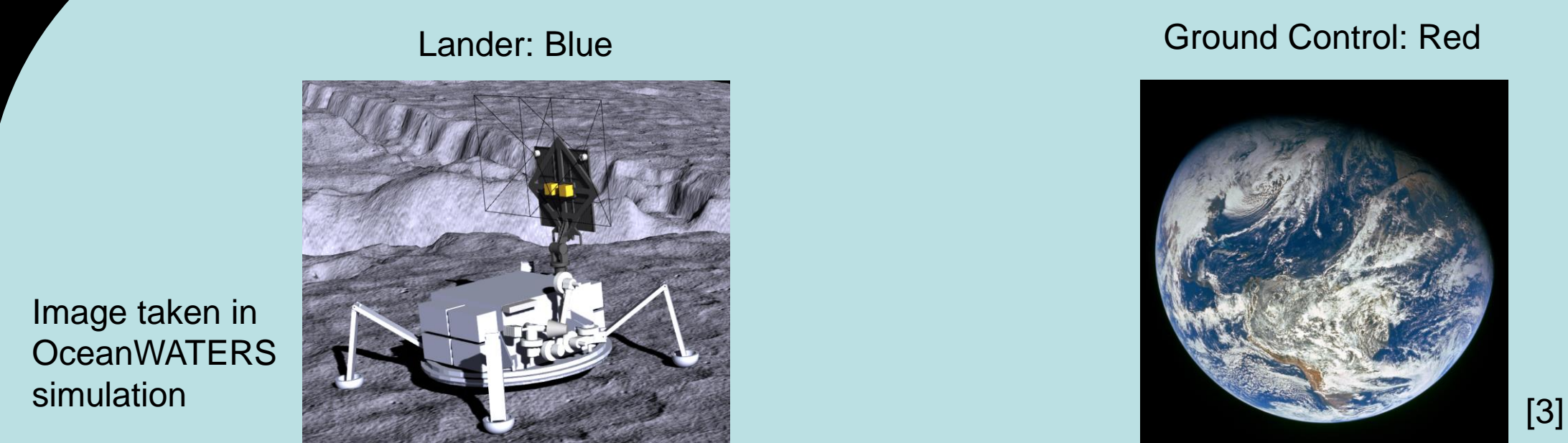
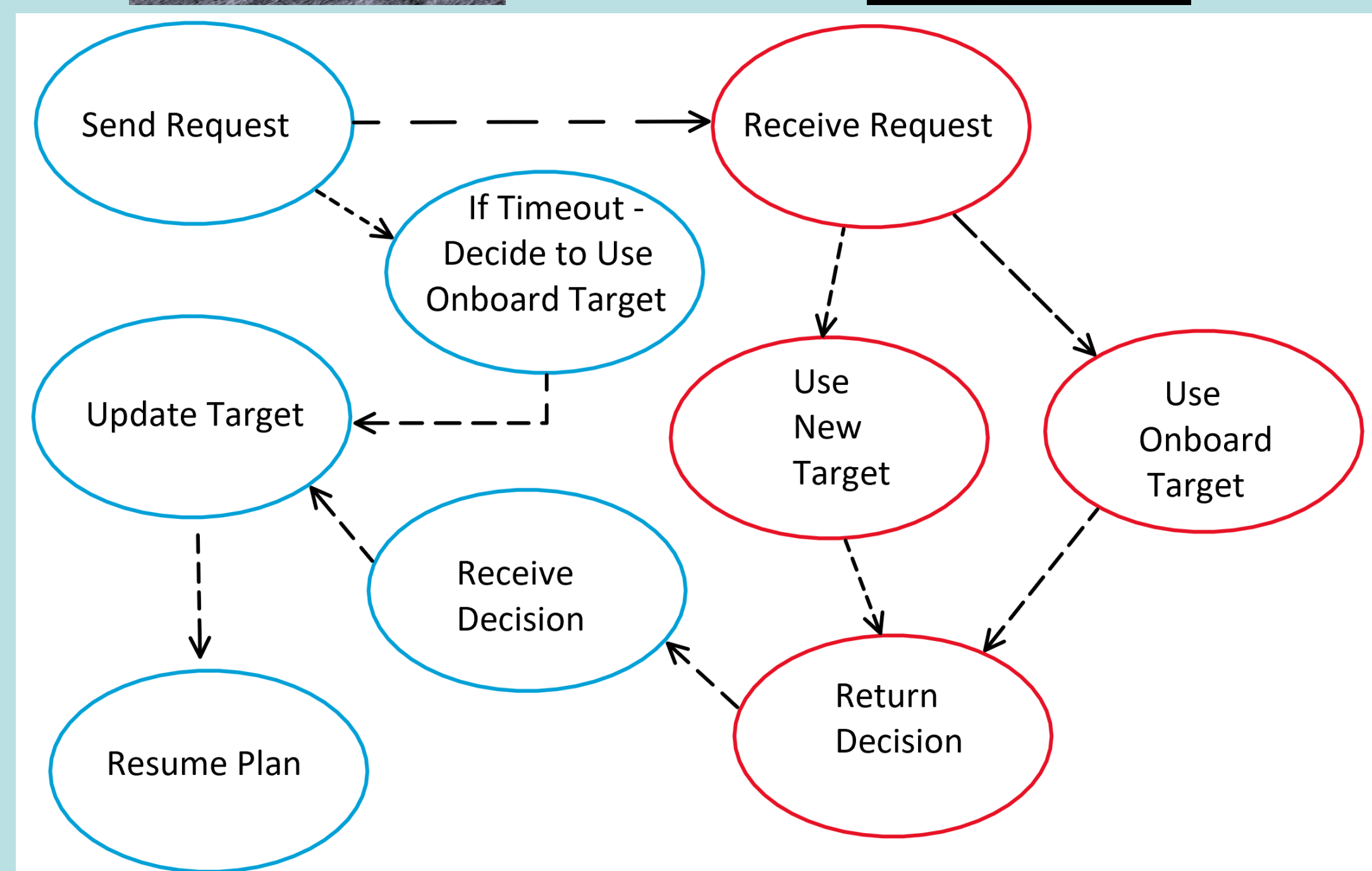


Image taken in OceanWATERS simulation

[3]



```
[ INFO] [1595266015.880584225]: PLEXIL: Waiting for FWD link from Ground Control.
[ INFO] [1595266046.662786594]: GroundControl: Received message, [Request for FWD link]
[ INFO] [1595266046.663335589]: GroundControl: Making Decision.
[ INFO] [1595266082.663453810]: GroundControl: Sending Decision.
[ INFO] [1595266112.880631945]: Lander: Received decision, Use onboard Target.
[ INFO] [1595266112.880683464]: PLEXIL: Target updated.
[ INFO] [1595266113.542505978]: PLEXIL: Resuming plan.
```

Output from a simulation of the modeled communications system.

Conclusion (PLEXIL):

- Sample Application is more usable.
- Windows Subsystem for Linux support enlarges user base.
- Editing support extension:
 - Enhances PLEXIL development in Emacs.
 - Makes Sample Application more intuitive, readable, and usable.

References:

- [1] G. Doweck, C. Muñoz, C. Păsăreanu. (2007). A Formal Analysis Framework for PLEXIL
- [2] PLEXIL Documentation. plexil.sourceforge.net
- [3] Apollo 8. (1968). earthobservatory.nasa.gov/images/36019/earth-viewed-by-apollo-8
- [4] L. Edwards, U. Wong, K. Dalal, C. Kulkarni, A. Rogg, A. Tardy, T. Stucky, O. Umurhan, D. Catanoso, T. Welsh. (2020). An Autonomy Software Testbed Simulation for Ocean Worlds Missions
- [5] NASA/JPL -Caltech. (2017). Europa Lander Mission Concept (Artist's Rendering). www.jpl.nasa.gov

www.nasa.gov

Conclusion (OceanWATERS):

- Bidirectional communication implemented with appropriate time delay simulation.
- Decisions on Earth simulated, returned to Lander, and properly handled.
- While an accelerated simulation on lengthy plans take a long time, a probable solution has been targeted.

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