





FACE Technical Overview

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> Huntsville Alabama September 14, 2021







Agenda

- Why a standard?
- FACE Technical Standard
 - What does it define?
 - FACE Reference Architecture
 - FACE Data Architecture
 - What does it all mean?
- How do I use it?
- ► How do I start?

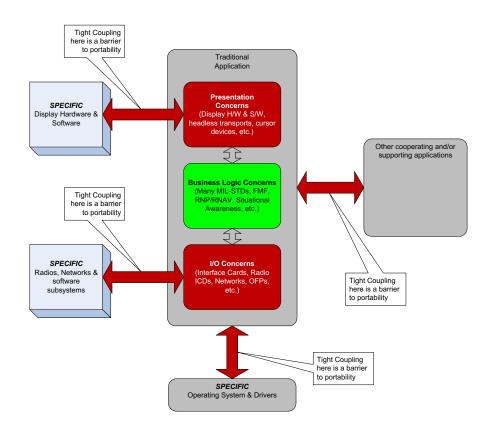




Why a Standard?

Main Technical Drivers:

- Software Portability and Reuse
- Tightly coupled software
- Proprietary interfaces

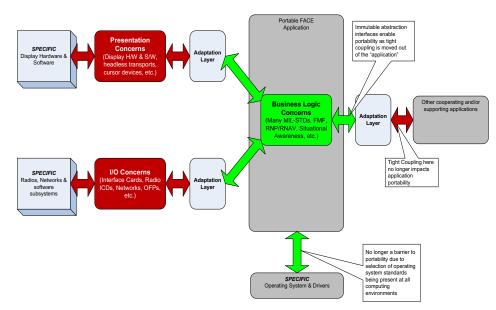




Why a Standard?

Technical Goals:

- Focus on modular design
- Define interfaces to abstract common tasks (e.g., data transport, graphics, OS-level functions)
- Define a reference architecture that uses open standards (e.g., POSIX, ARINC 653, OpenGL)
- Define requirements for conformance

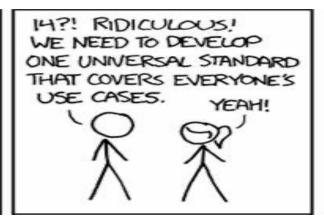




Why a Standard?

What we wanted to avoid:

SITUATION: THERE ARE I'U COMPETING STANDARDS.







FACE Technical Standard

What does it define?

- A Reference Architecture that uses standardized interfaces and provides requirements for developing software components that will reside in architectural segments.
- A FACE Data Architecture for describing data and its semantics
- IDL definitions for FACE Interfaces
- Levels of criticality for conformance (Security, Safety, General Purpose)
- Programming Language Mappings from IDL to the following languages:
 - C
 - C++
 - Ada
 - Java



FACE Technical Standard

The **FACE Technical Standard** abstracts software capabilities into logical segments where variance occurs, referred to as '**Segments**'.

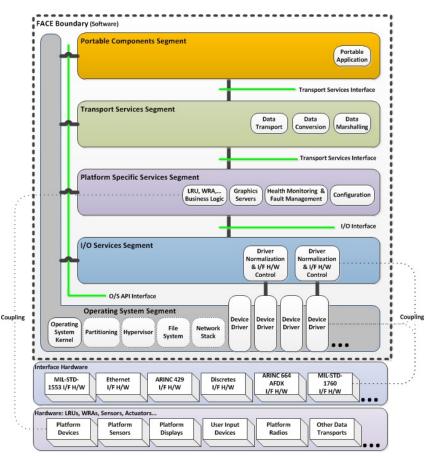
- Think of a 'Segment' as a group
- We want to group software based on:
 - "What it does" and "What it needs to communicate with"
- Segments are separated by defined interfaces



FACE Reference Architecture

Segments:

- Portable Components Segment (PCS):
 - Portable software (typically things that perform a function for the user)
- Transport Services Segment (TSS)
 - Software applications that move data
 - Examples: Pub/Sub implementations, POSIX socket implementations
- Platform-Specific Services Segment (PSSS)
 - ICD- or device-specific software, common services, and graphics
- I/O Services Segment (IOSS)
 - Services for communicating with devices, buses, or hardware
- Operating System Segment (OSS)
 - OS-level functionality, Run-Times, Partitioning





FACE Reference Architecture

The interfaces:

Transport Services Interface

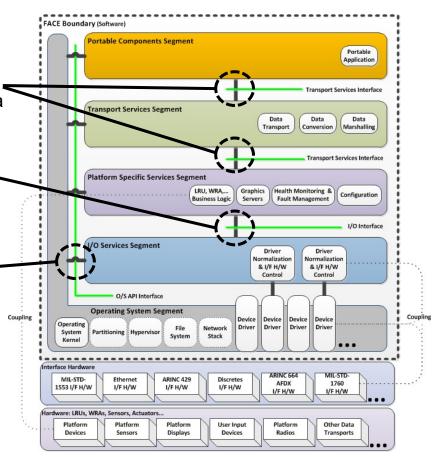
 Provides datatype-specific interface to move data messages between applications in the PCS and PSSS

I/O Service Interface

 Provides an interface to provide data movement and external access to/from devices or external hardware

OSS Interface

- Provides a standardized means for software to use the services within the operating system and other capabilities related to the OSS.
- POSIX
- ARINC 653
- Configuration Services





FACE Reference Architecture

Terms defined by the FACE Reference Architecture:

- A software component residing in a FACE Segment, designed to the requirements specified for that particular segment, is referred to as a Unit of Conformance (UoC)
- Once a UoC has been through the FACE Conformance Program, it is known as a FACE Conformant UoC
- Units of Conformance that communicates with the TSS must provide a Unit of Portability (UoP) Supplied Model (USM), according to the FACE Data Architecture.
- The ability to host and integrate FACE software components is dependent on a FACE Computing Environment, which is an implementation of the following:
 - FACE TSS
 - FACE IOSS
 - FACE OSS
 - Common Services required for operation



FACE Data Architecture

What is it?

- A data modeling approach to describe the data going in or coming out of a PCS/PSSS component, in the context of the entities of concern to the software component, to enable an integrator to combine software components to provide a larger capability.
 - **In laymen's terms**: "Describe concepts we want to communicate about well enough for everyone to clearly understand what we mean.
 - Example: When a component defines a position message, is it WGS84 or ECEF?

When do I need it?

Only when your UoC is communicating using the TSS



FACE Data Architecture

What does it consist of?

- Data Model Language
- A set of Data Model Language bindings that map Data Model Language elements to each of the supported programming languages (C, C++, Ada, & Java)
- The Shared Data Model (SDM)
- Rules for the construction of UoP Supplied Models (USM) and Domain Specific Data Models (DSDM)

What is the Shared Data Model?

- The starting point for all USMs and DSDMs
- It defines conceptual observables, logical measurement systems/axes, and platform IDL types
- You use it to build your USM or DSDM

Useful information

Each version of the FACE Technical Standard has an equivalent SDM & Governance Plan



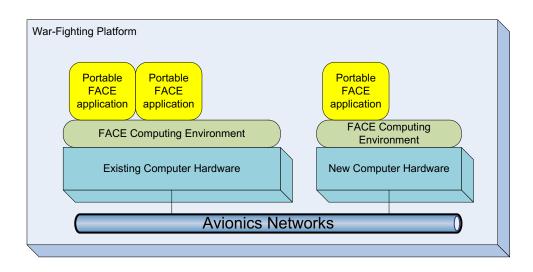
What Does it All Mean?

"Basically, the FACE Technical Standard provides a standardized means of designing software applications to promote portability and reusability in a 'measurable' way."

It is meant for producing modular, safety-critical and general purpose software components, as well as providing an environment to integrate them.

It is not:

- A System Architecture
- A tool
- A coding standard
- A solution for 'everything'
- An SDK





How Do I Use It?

Using the FACE Technical Standard is very much a "learn, adjust, and incorporate" process.

- Become familiar with the standard and check out:
 - Software Supplier's Getting Started Guide
 - Integration Guide for FACE Technical Standard, Edition 3.x
- Read the contracting guide for information on how to incorporate 'FACE' into software requirements
- Learn to navigate the standard. Start with UoC requirements, then identify requirements for the particular segment of interest.

Bonus: Become familiar with the language requirements.



How Do I Use It?

When ready to develop, acquire/identify the following:

- An Edition of the FACE Technical Standard
- FACE Conformance Test Suite
- SDM
- FACE Data Model tool(s)
- A FACE Computing Environment and FACE support infrastructure (use the BALSA ones if you're new. They're free!)
- If FACE Conformance is one of the goals, contact a FACE Verification Authority early on and ask questions.



How Do I Start?

Go to opengroup.org/face and look around.

For documents, you will need to create an account. There's even a YouTube page link with videos for a variety of things. Check out the third-party tools page while you're at it.

ASK QUESTIONS!!!





Thanks!

Any questions?

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