

Bringing open-source to space, challenges and success

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Agenda

- Brief Introduction
- Space Systems specificity
- Open-sourcing in a niche technology field
- Summary



Introduction

- In 2002, CS started to develop a new space flight dynamics library
 - A building block for ground systems
- In 2006, it was thought to be worth providing as a tool by itself
 - Marketing failure
- In 2008, the product was open-sourced
 - So what?



Space systems

- Non-mission specific parts
 - Space segment
 - Launcher, spacecraft
 - Ground segment
 - Ground stations, user interface
- Mission specific parts
 - Space segment
 - Payload, spacecraft
 - Ground segment
 - Control center, mission center



Space systems context

- Costly
 - Small series
 - Long development time
 - Difficult validation

Risky

- Single failure point
- No in orbit repair, almost no spares
- New threat: debris

Niche market

- Strategic field for rich countries
- Geopolitics
- Large investments for big companies



Space community

- Agencies
 - Manage research programs
- Operators
 - Run commercial programs
- Big corp
 - Build launchers and spacecrafts
- Software companies
 - Write on-board and ground software
- Academics
 - Design instruments, analyze results



Historical organization

- National agencies set up large programs
 - Public funding
- High tech companies develop the systems
 - Intellectual property concentrated on a few stakeholders
 - Who owns the rights depends on contract
- Small number of product lines
 - Few customers
 - Difficult validation
 - Costly
 - Silo effect



Open-Sourcing?

Cons

- Niche market
 - Small community, established products
- Highly conservative field
 - Technical, administrative, psychological reasons

Pros

- Reduced funding
- New space actors
- Opening market
- Global industrial trend



Two layers

- Orekit
 - Space flight dynamics library
 - Apache V2 License
 - Started from a single private company
- Apache Commons Math
 - General purpose mathematical library
 - Apache Software Foundation



Orekit community evolution

- 2002-2008
 - private CS product
- 2008-2010
 - Open-source
 - CS team manages everything
- 2011
 - First external committer
- 2012
 - Meritocratic organization
 - Project Management Committee



The first release day

- Initial push from a private company
 - Preserve already done investment
 - Company already based on service providing
 - Press release
- Initial feedback from space microcosm
 - Stunned by the move
 - Warm welcome from tech people
 - Dubious reaction from agencies management



Creating a community

- This is a LOT of work!
 - Niche market: word to mouth only
 - Meeting, conferences, mail, phone calls, lobbying...
 - Fight reluctance to change
 - Fight FUD
- It takes a loooooong time
 - Initial welcome, friendly messages are not enough
 - Requires support from management
 - Still maintaining everything for free



Does it work?

- Yes!
 - Slow start
 - Few contributions
 - Then spreading
- New committers and PMC gained for both layers
- Orekit is now the basis for many systems
 - Official choice for French space agency
 - Several known projects worldwide



Community

- Gathered from nowhere...
 - People that once did not exchange together
 - Open-source DID trigger communication!
- Community built from tech people own choices
 - Space systems provisioning needs validation
- First: small companies, academics
 - Already knowledgeable about open-source
- Then: agencies, big companies
 - Not accustomed to collaborative development



Collaboration types

- Typical crowd sourcing
 - Questions, bug reports, patches
 - Random new features added
 - Mainly based on single people goodwill
- Institutional contributions
 - Promises, promises...
 - Very difficult to change minds
 - Large developments done out of community
 - Expected to be contributed back... one day
 - This will create a real merging problem



Lessons learned

- Open-source in niche technical fields
 - Can be done
 - Lots of communication towards people you already know
 - People you don't know appear magically
 - A small community is still a community
- Beware
 - Out of community development
 - One way decisions (from customer to contractor)
 - Politics