

CCSDS: What's New?



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- **Consultative Committee for Space Data Systems**
 - Key Members are the Major Space Agencies
 - Recommendations Span RF Links to Ground Transports
 - Related Areas for Ground Standards Include
 - Cross Support Services (SLE, Service Management)
 - Mission Operations and Information Management Services (MOIMS)
 - Recommendations can be Used Together or Separately

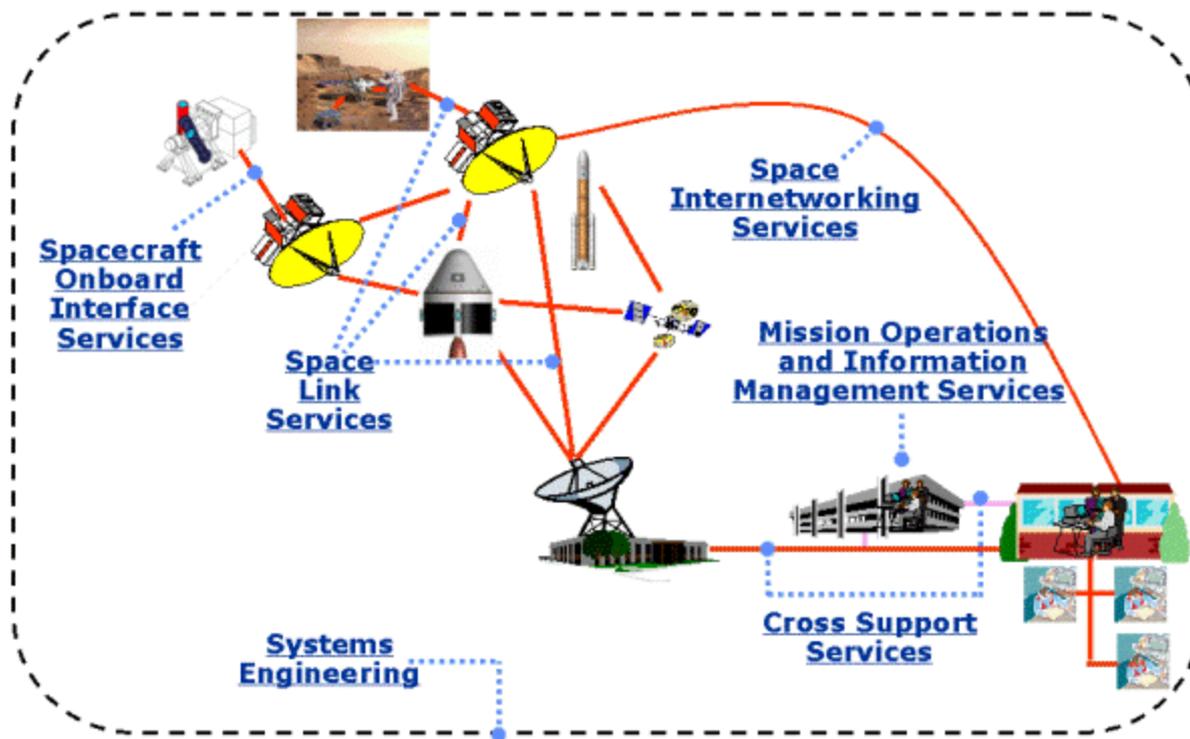


James Afarin:
CCSDS Secretariat and
Chair, CCSDS Management
Council



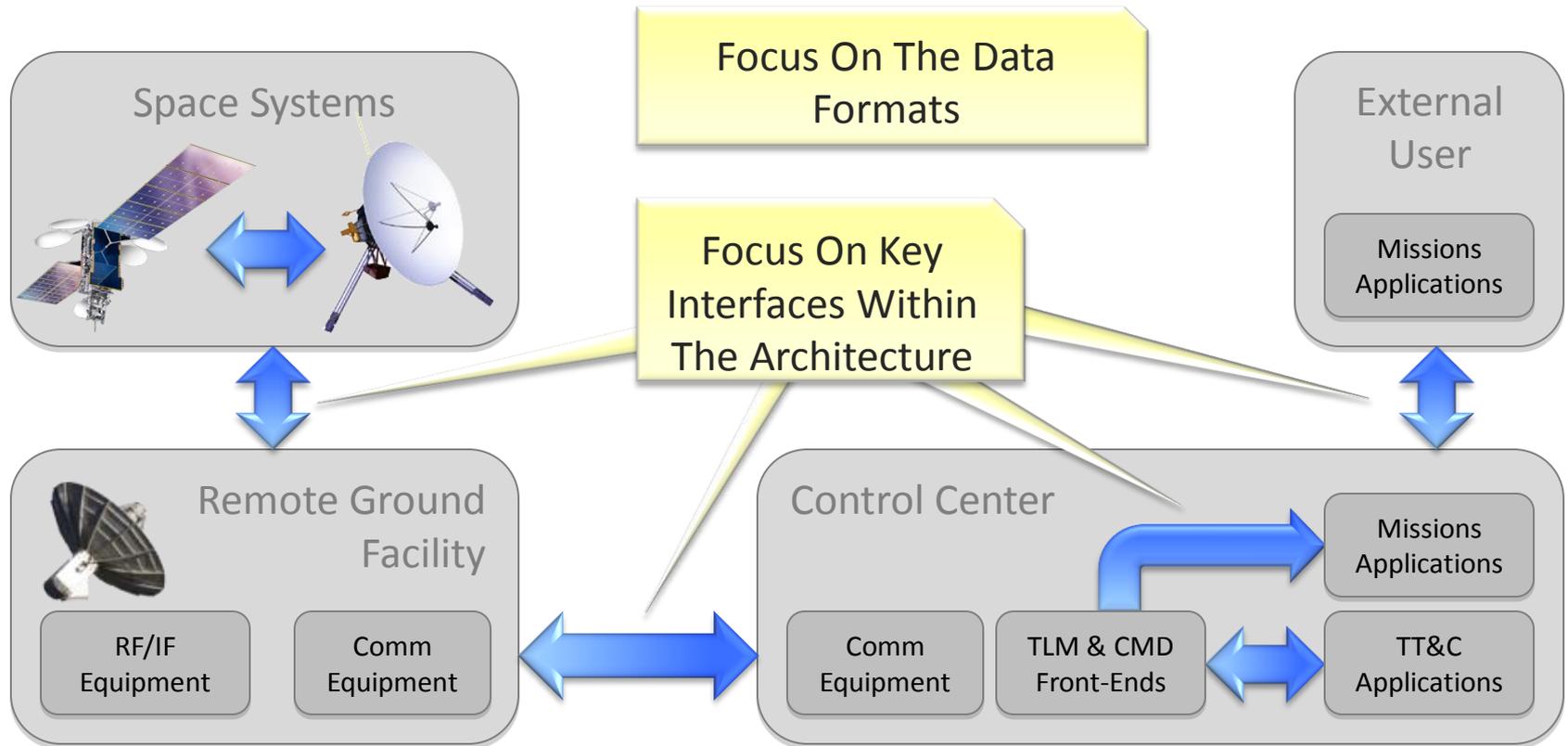
- **1981 – NASA and ESA met and formed a working group to address space data standards with particular interest in Packet Telemetry and Packet Telecommand**
- **1982 – The CCSDS was officially formed**
- **1991 – CCSDS joined the ISO Technical Committee 20, for Aircraft and Space Vehicles**
- **2003 – CCSDS organized in the IETF Model with the following Working Group “Areas” of discipline**
 - [Space Link Services](#)
 - [Space Internetworking Services](#)
 - [Spacecraft Onboard Interface Services](#)
 - [Cross Support Services](#)
 - [Mission Operations and Information Management Services](#)
 - [System Engineering Services](#)
- **2015 – CCSDS Runs out of “Space”**
 - [Unified Space-Data Link Protocol](#)

- **CCSDS Standards Span the Space and Ground Links**
 - Define Telemetry & Command Formats
 - Define Ground Transport Protocols
 - Working on Control & Status Standards



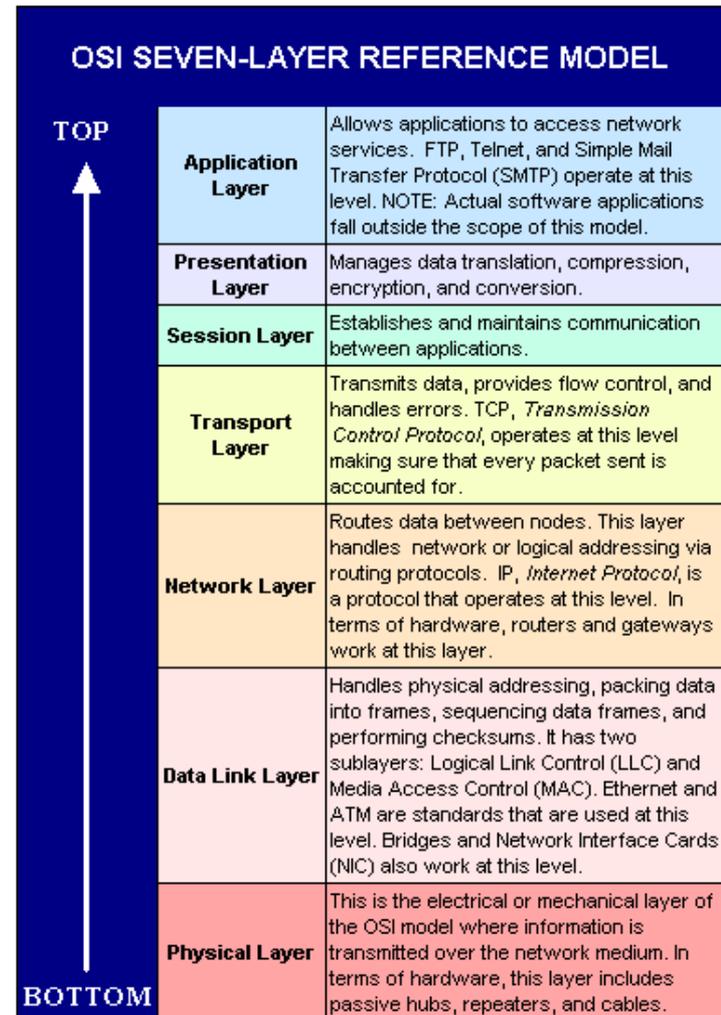
- **Protocols Optimized for High-Latency, Error-Prone Links**
 - Command Structure
 - Frame and packets for complex payload
 - Onboard FEC decode with low processing power
 - Telemetry
 - Frame and packet structure for diverse payload functions and easy demux
 - Easy transition to IP on ground
 - Low spacecraft power requirement to encode data with strong FEC
 - RS, LDPC, Convolutional
 - Optimized file transport layer for on-board stored data transfer
 - Optimized IP packet encapsulation
 - COTS equipment for on-board and ground equipment
- **Standard Ground Protocol (SLE)**
 - Standard data encapsulation, timing, quality metrics, security, etc.
 - Standard commanding with scheduling, authentication, verification

Where do CCSDS Standards Apply?

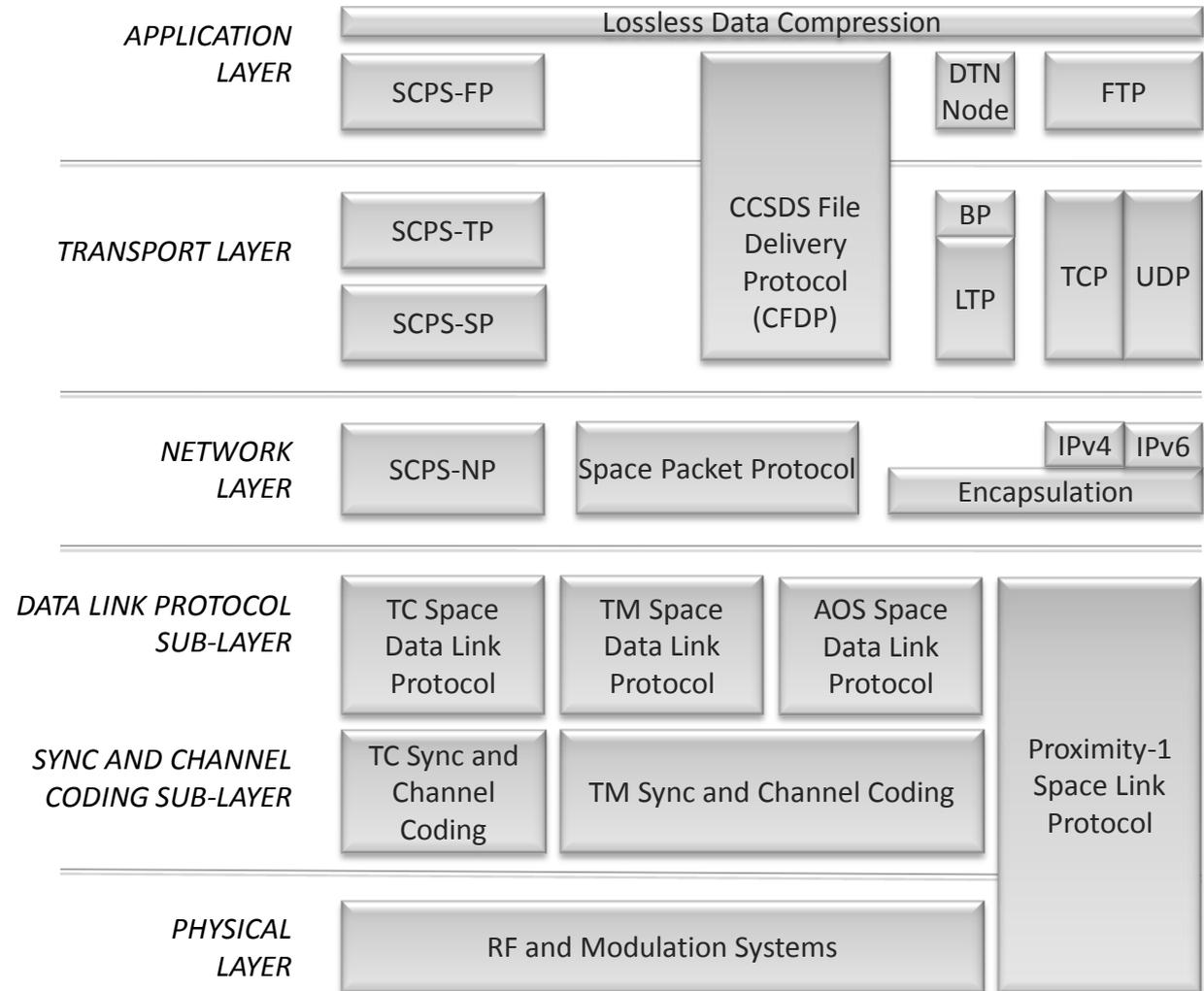


CCSDS Modeled After OSI

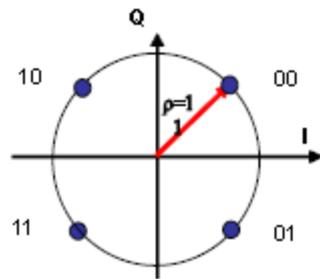
- **Open Systems Interconnection (OSI)**
- **Utilize a Layered Approach**
- **Each Layer can be used Independently**
- **Each Layer Serves the Layer Above**



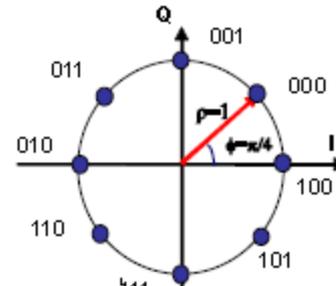
- We will Touch on Many of these Through the Remainder of the Course
- We Encourage You to Learn More



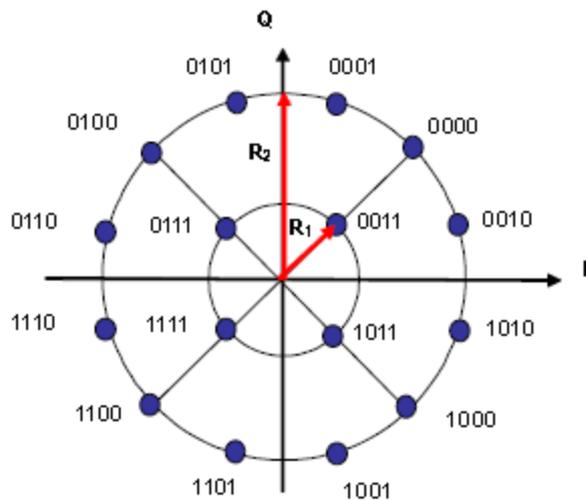
Higher-Order, Variable, and Adaptive Modulations



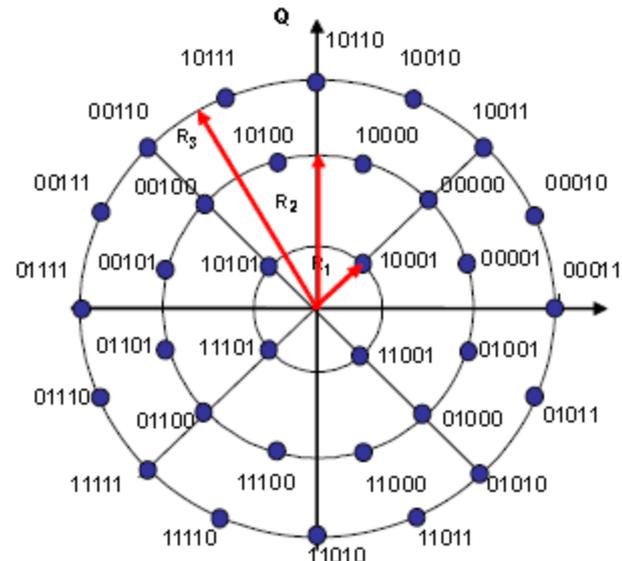
(a) QPSK



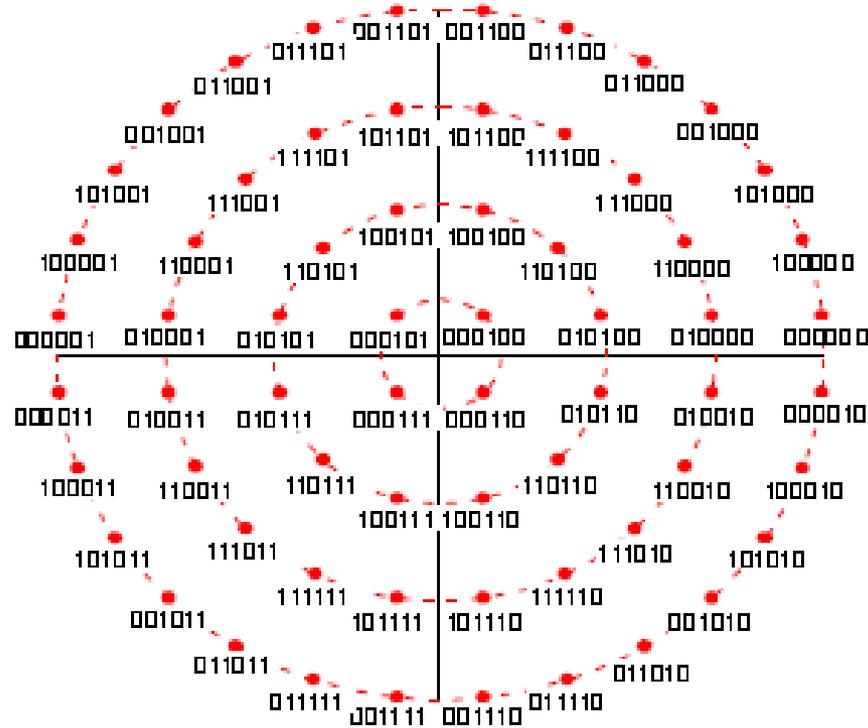
(b) 8-PSK



(c) 16-APSK



(d) 32-APSK



(e) 64-APSK

- Variability in high-speed downlink conditions
 - Lower-rate coding, and lower-order modulations for challenged link
 - Higher-rate coding, and higher-order modulations for strong links
- Adaptive Coded Modulation
 - Measurement of computation of link quality
 - Feedback mechanism to vehicle to change rate and/or modulation

- VCM is a built-in feature of:
 - SCCC codes in CCSDS 131.2-B-1, “Flexible Advanced Coding and Modulation Scheme for High Rate Telemetry Applications,” Blue Book. Issue 1. March 2012.
 - BCH+LDC codes in CCSDS 131.3-B-1, “CCSDS Space Link Protocols over ETSI DVB-S2 Standard,” Blue Book. Issue 1. March 2013.
- VCM is not feature of
 - Convolutional, RS, concatenated, turbo, and AR4JA/C2 LDPC codes in CCSDS 131.0-B-2, “TM Synchronization and Channel Coding,” Blue book. Issue 2. August 2011.
- Status of adaptive coded modulation (ACM):
 - None of the three standards above specify an ACM protocol (although the term “ACM” is used in the Blue Books)
 - This is because these standards relate to *downlink* only. As such, they do not specify a protocol for estimating signal quality or feeding channel-state information back to the spacecraft for the purpose of selecting a new transmission mode.
 - The SCCC and DVB-S2 standards are compatible with ACM: the transmission modes may be modified and the slicer must be able to apply the change without losing Transfer Frames

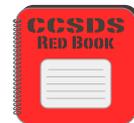
- **New Generation of Digital Video Broadcast coding**
- **Developed 2003 and ratified 2005**
- A powerful [coding](#) scheme based on a modern [LDPC code](#). For low encoding complexity, the LDPC codes chosen have a special structure, also known as Irregular Repeat-Accumulate codes.
- BCH Outer code for AWGN – simple decode
- Supports higher order modulations (e.g. 32APSK), IP transport, MPEG4
- VCM (Variable Coding and Modulation) and ACM (Adaptive Coding and Modulation) modes, which allow optimizing bandwidth utilization by dynamically changing transmission parameters.
- CCSDS Blue Book 131.3-B-1

Code Type	Required Eb/No (dB) for 10E-05 BER
PSK – No coding	9.6
Reed Solomon (255/223)	6
Conv. (R1/2,K=7)	4.1
RS + Conv	3.8
RS + Conv Interleaved	2.2
LDPC (8160/7136)	~0

- **Exclusive Internet Layer**
 - CCSDS Recommends IPE as the preferred (i.e., only) means for sending internet (IPv4/IPv6) packets over a CCSDS space link
- **IPE Packet**
 - Header identifying type of IP Packet in the payload
 - Header based on a Cisco standard that supports header compression



IPE Header Value	Protocol Encapsulated
33	IPv4 datagram
35	Frame Relay IP Header Compression Control Protocol (NOTE 1)
87	IPv6 datagram
97	FULL_HEADER
99	COMPRESSED_TCP
101	COMPRESSED_TCP_NO_DELTA
103	COMPRESSED_NON_TCP
105	COMPRESSED_RTP_8
107	COMPRESSED_RTP_16
109	COMPRESSED_UDP_8
111	COMPRESSED_UDP_16
113	CONTEXT_STATE



ENCAP Header

– Ver = 111

– PID

- 000 = fill
- 001 = IPv4 packets (removed)
- 100 = IPE (IP Encapsulation) Packet
- 011 = CFDP PDU
- 111 = Arbitrary aggregation of bits

– Length of Length

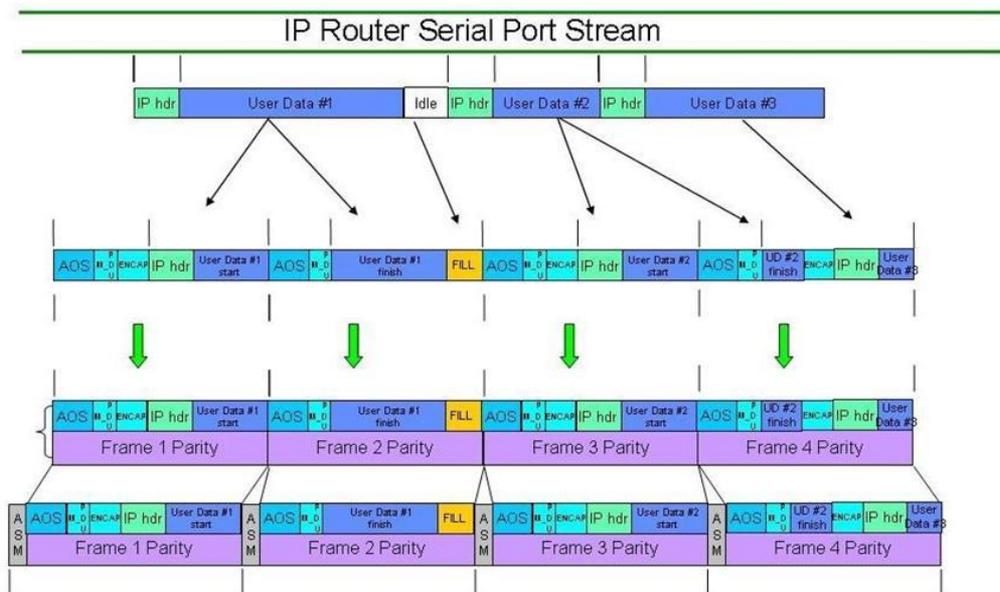
- 00 = Single byte fill
- 01 = 1 octet
- 10 = 2 octets
- 11 = 4 octets

– Length

IPE Packet

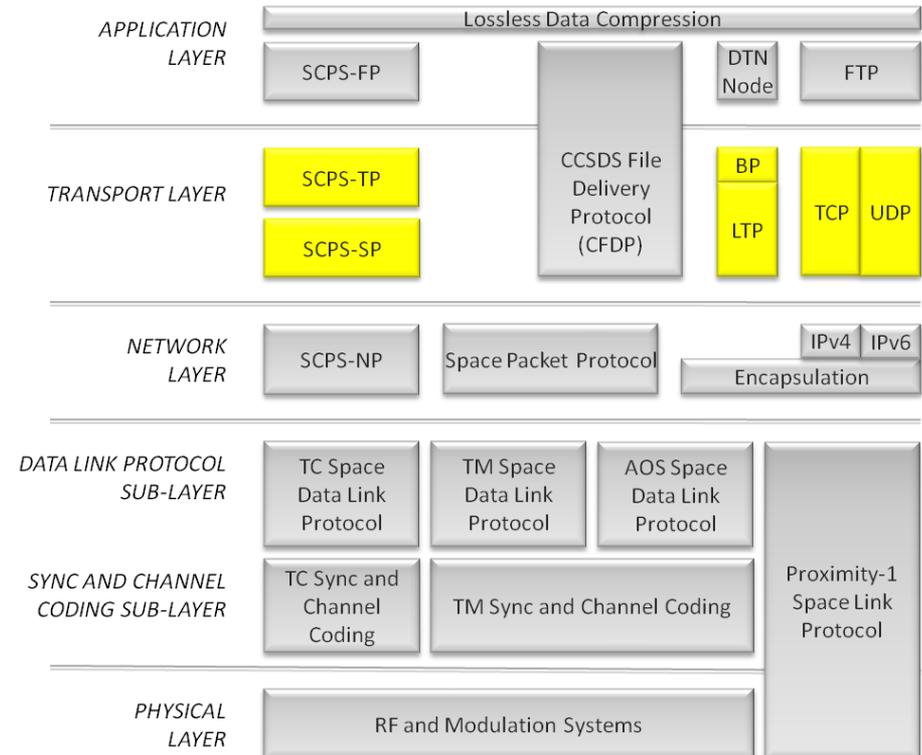
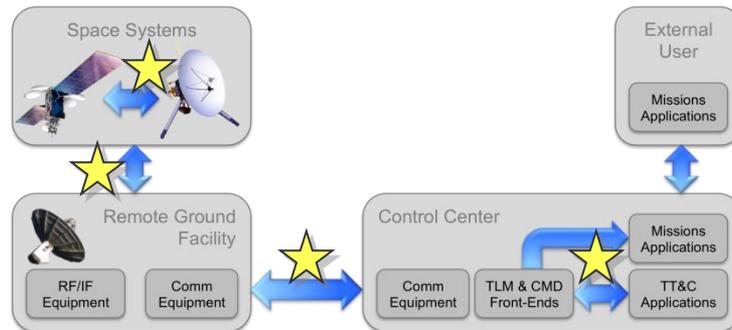
– IPE header multiplexes

- IPv4 Uncompressed
- IPv6 Uncompressed
- Other header compression codes



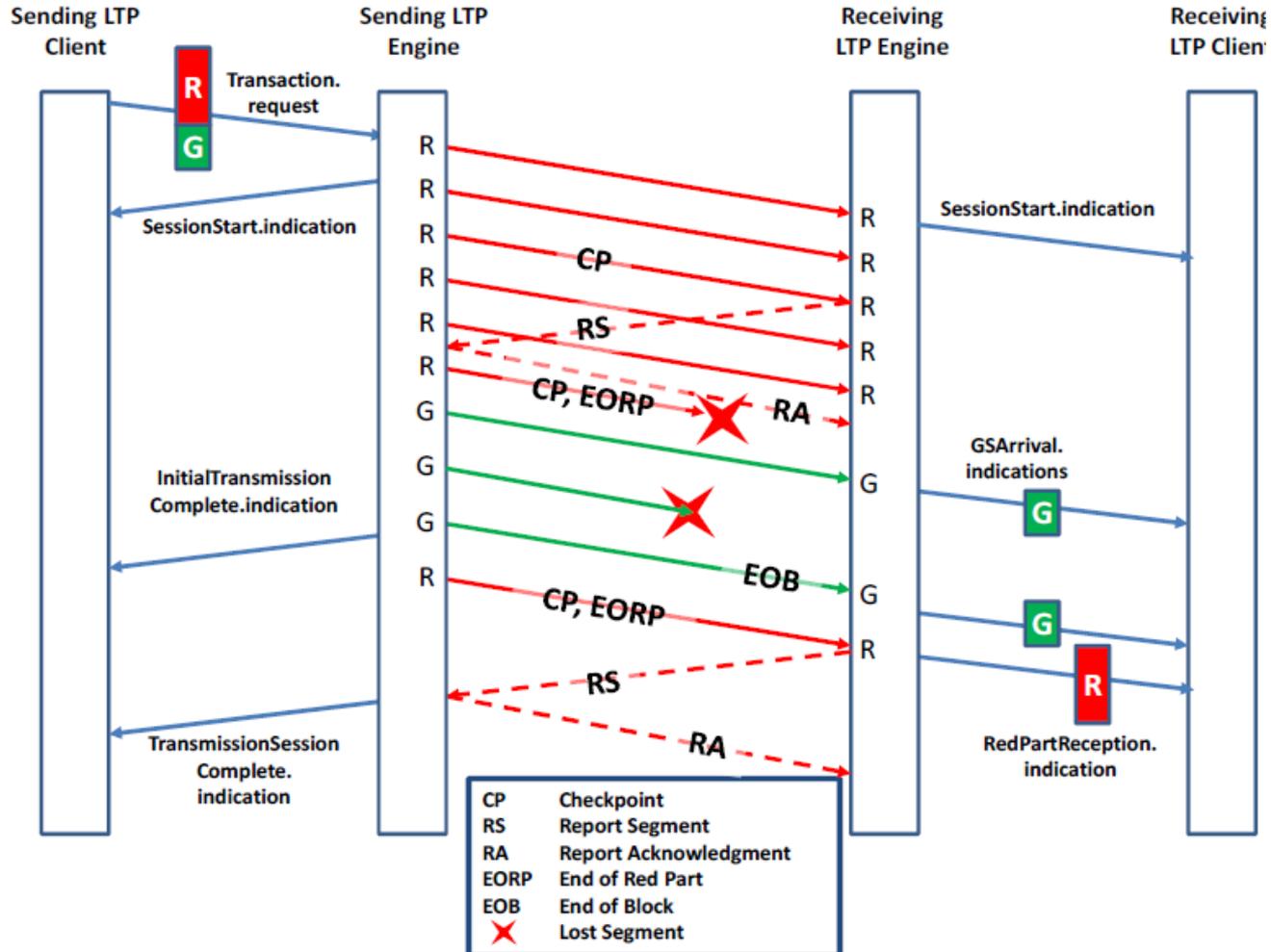
Transport Layer

- **Security**
- **Networking (Commercial)**
- **DTN**

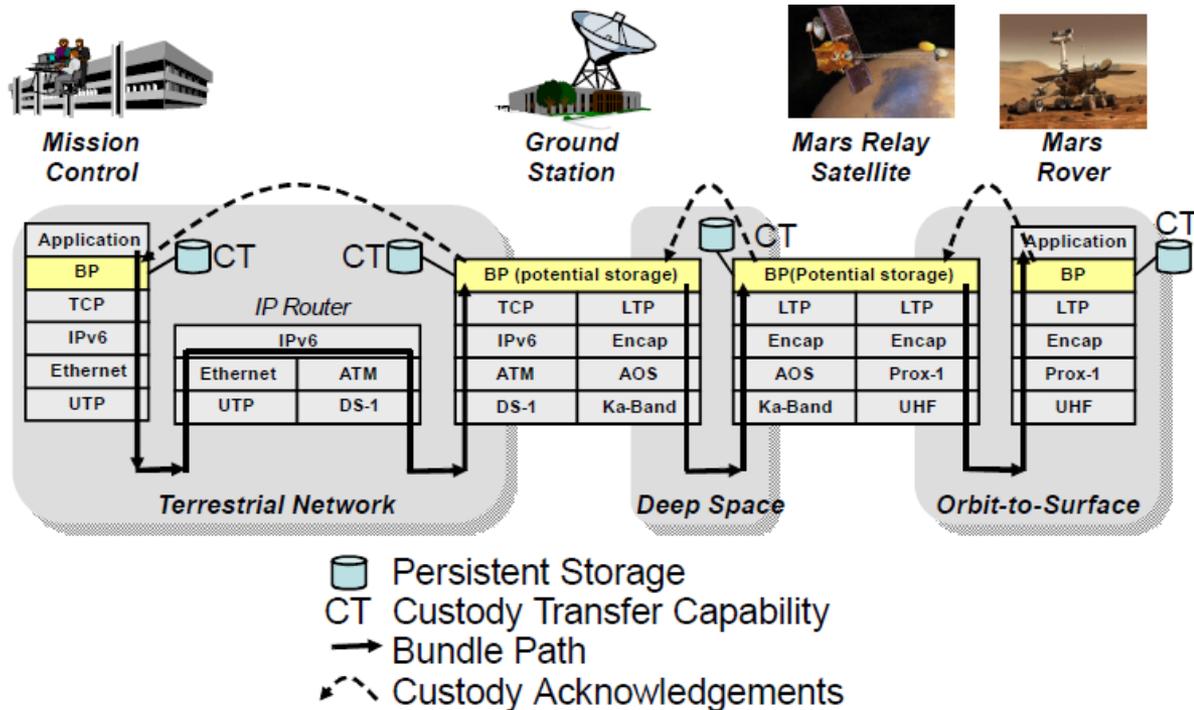


- **UDP**
 - Constant data streaming
 - No acknowledgement required
 - No error control
 - Suitable for streaming voice and video (un-compressed), where timing is more critical than noise or dropout
- **TCP**
 - Guaranteed delivery and packet ordering
 - Acknowledgement required to advance the data window. When the data window is full, data flow stops
 - Susceptible to slow throughput due to high latency and errors in transmission
 - Multiple clients increase bandwidth and memory usage

- **SCPS-TP**
 - Point-to-point data transport
 - Continuous data streaming
 - Selective Negative Acknowledgement (SNAK)
 - Buffering to re-transmit only specific lost packet(s)
 - Packet re-ordering
- **Licklider Transmission Protocol (LTP) – CCSDS 734.1-R-2**
 - Based on RFC 5326
 - Provides reliable, single-hop transport over a non-reliable data links.
 - Uses proven concepts developed for CFDP, but implemented at the transport layer
 - CCSDS LTP PDUs are currently perceived to be delivered using either Space Packets or Encapsulation Packets
- **Bundle Protocol (BP) – CCSDS 734.1-R-2**
 - Based on RFC 5050
 - Sits just above Transport Layer (e.g., LTP)
 - Defines end-to-end, multi-hop (store-and-forward) transfer of application-addressed messages between 'Bundle Nodes'
 - Intended to be used with LTP to create a Delay Tolerant Network (DTN)



- **Bundle Protocol (BP)** sits above the Transport layer (e.g., LTP) and provides...
 - End-to-end, multi-hop, store-and-forward operation.
 - Application addressing using Uniform Resource Identifiers (URIs)



- www.ccsds.org for all your needs!