

**ECSS Secretariat**

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Adoption Notice of CCSDS 732.0-B-3, AOS Space Data Link Protocol, Issue 3, September 2015

This draft is distributed to the ECSS community for Public Review.

***(Duration: 8 weeks)***

Start of Public Review: 3 March 2020

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**Foreword**

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This Adoption Notice has been prepared by the Working Group, reviewed by the ECSS Executive Secretariat and approved by the ECSS Technical Authority.

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Change log

|  |  |
| --- | --- |
| ECSS-E-ST-50-03C  31 July 2008 | First issue |
| ECSS-E-AS-50C-732.0-B-3\_DFR1  16 October 2019 | Draft for Parallel Assessment  19 – 29 November 2019  ============== ================== =============  First issue. Superseding, together with ECSS-E-AS-50C-132.0-B-2, ECSS-E-ST-50-03C (31 July 2008). |
| ECSS-E-AS-50-23C-DIR1 | Draft for Public Review  3 March – 28 April 2020 |

Table of contents

* [Change log 3](#_Toc13063565)
* [1 Scope 5](#_Toc13063566)
* [2 Context information 6](#_Toc13063567)
* [3 Abbreviated terms 7](#_Toc13063568)
* [4 Application requirements 8](#_Toc13063569)

**Tables**

[Table 4‑1: Applicability table for CCSDS 732.0-B-3 8](#_Toc13499138)

# Scope

This document identifies the clauses and requirements modified with respect to the standard CCSDS 732.0-B-3, *AOS Space Data Link Protocol*, Issue 3, September 2015 for application in ECSS.

# Context information

In the standard CCSDS 732.0-B-3 “AOS Space Data Link Protocol” CCSDS specifies a data link layer protocol for the efficient transfer of space application data of various types and characteristics over space links. The protocol specified in CCSDS 732.0-B-3 “AOS Space Data Link Protocol” has a similar purpose as CCSDS 132.0-B-2 “TM Space Data Link Protocol” and supports some features not available in the TM Space Data Link Protocol.

With this Adoption Notice ECSS is adopting and applying CCSDS 732.0-B-3 with a minimum set of modifications, identified in the present document, to allow for reference and for a consistent integration in the ECSS system of standards.

ECSS-E-ST-50-03C (31 July 2008) is superseded by the following two Adoption Notices: ECSS-E-AS-50-22C and ECSS-E-AS-50-23C. The ECSS standard ECSS-E-ST-50-03 was limited to the TM Transfer Frame: it did not include the AOS Transfer Frame.

Overview of superseded ECSS-E-50-xx Standards

|  |  |  |
| --- | --- | --- |
| Superseded ECSS | ECSS Adopted Notice | Based on CCSDS |
| ECSS-E-ST-50-01C  31 July 2008 | ECSS-E-AS-50-21C | CCSDS 131.0-B-3 (Sept. 2017) |
| ECSS-E-ST-50-03C  31 July 2008 | ECSS-E-AS-50-22C | CCSDS 132.0-B-2 (Sept. 2015) |
| ECSS-E-AS-50-23C | CCSDS 732.0-B-3 (August 2016) |
| ECSS-E-ST-50-04C  31 July 2008 | ECSS-E-ST-50-24C | CCSDS 231.0-B-3 (Sept. 2017) |
| ECSS-E-AS-50-25C | CCSDS 232.0-B-3 (Sept. 2015) |
| ECSS-E-AS-50-26C | CCSDS 232.1-B-2 (Sept. 2010) |

# Abbreviated terms

|  |  |
| --- | --- |
| Abbreviation | Meaning |
| AOS | Advanced Orbiting Systems |
| SDLS | Space Data Link Security |

# Application requirements

CCSDS 732.0-B-3, AOS Space Data Link Protocol, Issue 3, September 2015 shall apply with the following modifications listed in Table 4‑1.

1. Table ‑: Applicability table for CCSDS 732.0-B-3

| Clause or requirement number | Applicability | Applicable text  (the new/added text is underlined) | Comments | Text as in the original document  (deleted text with strikethrough) |
| --- | --- | --- | --- | --- |
| 1.1 | Modified (statement scope) | This protocol is a Data Link Layer protocol (see reference [1]) to be used over space-to-ground or space-to-space communications links by space missions. | Text of scope modified: change of scope. Words “ground to space” deleted | This protocol is a Data Link Layer protocol (see reference [1]) to be used over space-to-ground~~, ground-to-space,~~ or space-to-space communications links by space missions. |
| 4.1.2.5.2 | Modified | The Replay Flag shall be set to ‘0’. | CCSDS requirement modified restricted use of the Replay Flag. Sentense “Recognizing the need to store Transfer Frames during periods when the space link is unavailable, and to retrieve them for subsequent replay when the link is restored, this flag shall alert the receiver of the Transfer Frames with respect to its ‘realtime’ or ‘replay’ status. Its main purpose is to discriminate between realtime and replay Transfer Frames when they both may use the same Virtual Channel.” | ~~Recognizing the need to store Transfer Frames during periods when the space link is unavailable, and to retrieve them for subsequent replay when the link is restored, this flag shall alert the receiver of the Transfer Frames with respect to its ‘realtime’ or ‘replay’ status. Its main purpose is to discriminate between realtime and replay Transfer Frames when they both may use the same Virtual Channel.~~ |
| 4.1.2.5.2 | New NOTE | NOTE – When the Replay Flag is ‘0’ it indicates a Realtime Transfer Frame. CCSDS allows also the value ‘1’ for this flag to indicate Replay Transfer Frames. ECSS does not allow this as there are alternative means of replaying Frames and there is an increase of complexity for processing at Receiving End. | New NOTE added. |  |
| 4.1.2.5.3 | Deleted requirement |  | CCSDS requirement deleted. | ~~The Replay Flag is interpreted as follows: a) ‘0’ = Realtime Transfer Frame; b) ‘1’ = Replay Transfer Frame.~~ |
| 4.1.2.5.3 | Deleted NOTES |  | CCSDS NOTES deleted. | ~~NOTES 1 Owing to the wide spectrum of onboard storage and retrieval technology options, the exact interpretation of this Flag is necessarily the subject of negotiation between projects and cross-support organizations. For instance, it may be interpreted to indicate that the value of the Virtual Channel Frame Count field on the replayed VC decreases, rather than increases, as a function of reverse playback. 2 If Transfer Frames are stored after encoding by the Channel Coding Sublayer, they must be re-encoded if the status of the Replay Flag is altered after retrieval.~~ |
| 4.1.2.6.1 | Modified  (renumbered NOTE) | NOTE 1 | CCSDS NOTES modified: existing NOTE is given a number – the content of the NOTE is unchanged | ~~NOTE~~ |
| 4.1.2.6.1 | New NOTE | NOTE 2 – The use of the Frame Header Error Control may be restricted to Physical Channels where the AOS Transfer Frames are not protected by an error-correcting code in the Synchronization and Channel Coding Sublayer. For example, if the frames are protected by e.g. a Reed-Solomon code, the use of the Frame Header Error Control brings no benefit and is strongly discouraged. | New NOTE added. |  |

Bibliography

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| --- | --- |
| ECSS-E-AS-50-21 | Space engineering - Adoption Notice of CCSDS 131.0-B-3, TM Synchronization and Channel Coding, Issue 3, September 2017 |
| ECSS-E-AS-50-22 | Space engineering - Adoption Notice of CCSDS 132.0-B-2, TM Space Data Link Protocol, Issue2, September 2015 |
| ECSS-E-AS-50-23 | Space engineering -Adoption Notice of CCSDS 732.0-B-3, AOS Space Data Link Protocol, Issue 3, September 2015 |
| ECSS-E-ST-50-24 | Space engineering - Adoption Notice of CCSDS 231.0-B-3, TC Synchronization and Channel Coding, Issue 3, September 2017 |
| ECSS-E-AS-50-25 | Space engineering - Adoption Notice of CCSDS 232.0-B-3, TC Space Data Link Protocol, Issue 3, September 2015 |
| ECSS-E-AS-50-26 | Space engineering - Adoption Notice of CCSDS 232.1-B-2, Communications Operation Procedure-1, Issue 2, September 2010 |
| ECSS-E-ST-50-01C  31 July 2008 | Space engineering - Space data links - Telemetry synchronization and channel coding |
| ECSS-E-ST-50-03C  31 July 2008 | Space engineering - Space data links - Telemetry transfer frame protocol |
| ECSS-E-ST-50-04C  31 July 2008 | Space engineering - Space data links - Telecommand protocols synchronization and channel coding |
| CCSDS 230.1-G-2  November 2012 | TC Synchronization and Channel Coding, Summary of Concept and Rationale – Green Book, Issue 2, November 2012 |