**ECSS Secretariat**

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**Noordwijk, The Netherlands**

Adoption Notice of CCSDS 231.0-B-3, TC Synchronization and Channel Coding, Issue 3, September 2017

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

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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

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| --- | --- |
| ECSS-E-ST-50-04C31 July 2019 | First issue |
| ECSS-E-AS-50C-231.0-B-3\_DFR116 October 2019 | Draft for Parallel Assessment19 – 29 November 2019============== ================== =============First issue. Superseding ECSS-E-ST-50-04C (31 July 2008) together with ECSS-E-AS-50C-232.0-B-3 and ECSS-E-AS-50C-232.1-B-2  |
| ECSS-E-AS-50-24C-DIR1 | Draft for Public Review3 March – 28 April 2020 |

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# Scope

This document identifies the clauses and requirements modified with respect to the standard CCSDS 231.0-B-3, *TC Synchronization and Channel Coding*, Issue 3, September 2017 for application in ECSS.

# Context information

In the standard CCSDS 231.0-B-3, *TC Synchronization and Channel Coding*, CCSDS specifies synchronization and channel coding schemes, and the Physical Layer Operations Procedures, for use with ECSS-E-AS-50C-232.0-B-3 *TC Space Data Link Protocol*.

With this Adoption Notice ECSS is adopting and applying CCSDS 231.0-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.

CCSDS 231.0-B-3 is similar to clauses 8 (Synchronization and coding sublayer) and 9 (Physical layer) of the ECSS-E-ST-50-04 *Space data links – Telecommand protocols synchronization and channel coding* , that is superseded by the following three Adoption Notices: ECSS-E-ST-50-24C, ECSS-E-AS-50-25C and ECSS-E-AS-50-26C.

Differences between these standards that are not covered by the normative modifications in clause 4 are described in the informative Annex A.

Overview of superseded ECSS-E-50-xx Standards

|  |  |  |
| --- | --- | --- |
| Superseded ECSS | ECSS Adopted Notice | Based on CCSDS |
| ECSS-E-ST-50-01C31 July 2008 | ECSS-E-AS-50-21C | CCSDS 131.0-B-3 (Sept. 2017) |
| ECSS-E-ST-50-03C31 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-50-04C31 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 |
| BCH | Bose-Chaudhuri-Hocquenghem |
| CLTU | Communications Link Transmission Unit |
| LDPC | Low-density Parity-check |
| PLOP | Physical Layer Operations Procedure |
| SEC | Single Error Correction |

# Application requirements

CCSDS 231.0-B-3, TC Synchronization and Channel Coding, Issue 2, September 2010 shall apply with the following modifications listed in Table 4‑1.

Table ‑: Applicability table for CCSDS 231.0-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) |
| --- | --- | --- | --- | --- |
| 2.2.2 | Modified (statement in informative section) | The Frame Error Control Field (FECF) defined in reference [1] is used to reduce the probability of undetected errors. | CCSDS informative section modified:words “may be used” replaced by words “is used”; words “particularly when the modified BCH code is decoded in an error-correcting mode”deleted. | The Frame Error Control Field (FECF) defined in reference [1] ~~may be~~ used to reduce the probability of undetected errors~~, particularly when the modified BCH code is decoded in an error-correcting mode.~~ |
| 3.5 | Modified  | Codewords that have been encoded using the modified BCH code described in 3.3 shall be decoded in an error correcting mode (Single Error Correction, or SEC). In error-correcting mode, the code can correct one bit in error and can detect two bits in error. | CCSDS requirement modified: SEC decoding not optional for BCH;Word “may” replaced by word “shall”. Words“either in an error-detecting mode (Triple Error Detection, or TED) or” and words “depending on mission requirements” deleted. Sentence “When the error-detecting mode is chosen, one, two or three bits in error will be detected within the codeword (not counting the appended Filler Bit); when the error-correcting mode is chosen, one bit in error will be corrected and two bits in error will be detected” deleted. New sentence “In error-correcting mode, the code can correct one bit in error and can detect two bits in error” added. | Codewords that have been encoded using the modified BCH code described in 3.3 ~~may~~ be decoded ~~either in an error-detecting mode (Triple Error Detection, or TED) or~~ in an error correcting mode (Single Error Correction, or SEC)~~, depending on mission requirements. When the error-detecting mode is chosen, one, two or three bits in error will be detected within the codeword (not counting the appended Filler Bit); when the error-correcting mode is chosen, one bit in error will be corrected and two bits in error will be detected.~~ |
| Table 5-1, in row S3 for State Definition bullet 1 | Modified (Text in a Table 5-1) | Codewords, which are either free of error or which can be corrected, are received, decoded, and derandomized, and their contents are transferred to the sublayer above | CCSDS text in Table 5-1 modified:randomization not optional both for BCH and for LDPC. Words “if necessary” deleted. | Codewords, which are either free of error or which can be corrected, are received, decoded, and derandomized ~~(if necessary)~~, and their contents are transferred to the sublayer above. |
| Note 1 below Table 5-2 | Modified (NOTE) | When BCH code is used, the search for the Start Sequence in State 2 accepts a Start Sequence containing one error. | CCSDS NOTE modified: SEC decoding not optional for BCH. Word “in” deleted and replaced by words “when BCH code is used”. Words “no error in the Start Sequence is allowed if the modified BCH code is decoded in the error-detecting mode; one error in the Start Sequence is allowed if the modified BCH code is decoded in the error-correcting mode” deleted and replaced by words ” accepts a Start Sequence containing one error”  | ~~In~~ the search for the Start Sequence in State 2~~, no error in the Start Sequence is allowed if the modified BCH code is decoded in the error-detecting mode; one error in the Start Sequence is allowed if the modified BCH code is decoded in the error-correcting mode.~~ |
| 6.1.2 | Modified  | The Pseudo-Randomizer defined in this section shall be used. | CCSDS requirement modified randomization not optional for both BCH and LDPC.Sentence “In order to ensure proper receiver operation, the data stream must be sufficiently random. The Pseudo-Randomizer defined in this section is the preferred method to ensure sufficient randomness for all combinations of CCSDS-recommended modulation and coding schemes.”deleted. Words “is required unless the system designer verifies proper operation of the system if this Randomizer is not used” deleted and replaced by words “shall be used”.  | ~~In order to ensure proper receiver operation, the data stream must be sufficiently random. The Pseudo-Randomizer defined in this section is the preferred method to ensure sufficient randomness for all combinations of CCSDS-recommended modulation and coding schemes.~~ The Pseudo-Randomizer defined in this section ~~is required unless the system designer verifies proper operation of the system if this Randomizer is not used~~. |
| 6.1.2 | New NOTE | NOTE – By using the Pseudo-Randomizer, the data stream is sufficiently random to ensure proper receiver operation. | New NOTE added: randomization not optional for both BCH and LDPC |  |
| 6.1.3 | Modified  | The randomization shall be applied when BCH coding is used | CCSDS requirement modified making mandatory use of randomization with BCH coding. | ~~The presence or absence of randomization is fixed for a Physical Channel and is managed for BCH (i.e., its presence or absence is not signaled but must be known a priori by the receiver).~~ |
| 7.2.2 | Modified  | The Acquisition Sequence is a data structure forming a preamble which provides for initial symbol synchronization within the incoming stream of detected symbols. The length of the Acquisition Sequence shall be selected according to the communications link performance requirements of the mission. The minimum length shall be 16 octets. The length is not required to be an integral multiple of octets. The pattern of the Acquisition Sequence shall be alternating ‘ones’ and ‘zeros’, starting with either a ‘one’ or a ‘zero’. | CCSDS requirement modified. Words “but”, “preferred” and “is” deleted and replaced by word “shall”  | The Acquisition Sequence is a data structure forming a preamble which provides for initial symbol synchronization within the incoming stream of detected symbols. The length of the Acquisition Sequence shall be selected according to the communications link performance requirements of the mission~~, but~~ the ~~preferred~~ minimum length ~~is~~ 16 octets. The length is not required to be an integral multiple of octets. The pattern of the Acquisition Sequence shall be alternating ‘ones’ and ‘zeros’, starting with either a ‘one’ or a ‘zero’. |
| 7.2.4 | Modified  | The Idle Sequence is the data structure which provides for maintenance of symbol synchronization in the absence of CLTUs. The bit pattern is a sequence of alternating ‘ones’ and ‘zeros’. The length of the Idle Sequence shall be at least 8 bits. The maximum length of the Idle Sequence is an unconstrained number of bits. | CCSDS requirement modified to include minimum length of Idle Sequence . The sentence “The length of the Idle Sequence shall be at least 8 bits” added. The word “maximum” added. | The Idle Sequence is the data structure which provides for maintenance of symbol synchronization in the absence of CLTUs. The bit pattern is a sequence of alternating ‘ones’ and ‘zeros’. The length of the Idle Sequence is an unconstrained number of bits. |
| 7.5.2 | Modified  | When operating with PLOP-2, a minimum Idle Sequence of one octet shall be systematically inserted between each CLTU to eliminate the small but finite possibility of synchronization lockout. Such a lockout may occur if the start pattern of one CLTU is not detected (leaving the receiver in SEARCH state) and a start pattern exists over the last bits of the last BCH codeword of that CLTU and the first bits of its Tail Sequence. This creates an erroneous but temporary CLTU start (DECODE state), causing the true start of the following CLTU to be missed. The added Idle Sequence prevents this from happening. The CLTU transmission service specified in reference [5] includes a parameter to set the duration of the Idle Sequence following a CLTU. | CCSDS requirement modified. Words “should be noted that’’ deleted. Words “it is recommended” deleted and replaced by word “shall”. | ~~It should be noted that~~ when operating with PLOP-2, ~~it is recommended that~~ a minimum Idle Sequence of one octet be systematically inserted between each CLTU to eliminate the small but finite possibility of synchronization lockout. Such a lockout may occur if the start pattern of one CLTU is not detected (leaving the receiver in SEARCH state) and a start pattern exists over the last bits of the last BCH codeword of that CLTU and the first bits of its Tail Sequence. This creates an erroneous but temporary CLTU start (DECODE state), causing the true start of the following CLTU to be missed. The added Idle Sequence prevents this from happening. The CLTU transmission service specified in reference [5] includes a parameter to set the duration of the Idle Sequence following a CLTU. |
| Table 8-2, in row *Decoding Mode* | Modified (Text in a Table 8-2) | Error-Correcting | CCSDS text in Table 8-2 modified: words “Error-Detecting” deleted. SEC decoding not optional | ~~Error-Detecting,~~ Error-Correcting |
| Table 8-2, in row *Allowed Number of Errors in Start Sequence* | Modified (Text in a Table 8-2) | 1 | CCSDS text in Table-8-2 modified: number “0” deleted.SEC decoding not optional | ~~0,~~ 1 |
| Table 8-2, in row *Randomizer* | Modified (Text in a Table 8-2) | Used | CCSDS text in the Table 8-2 modified: words “not used” deleted, randomization not optional | Used~~, Not used~~ |
| A3 | Modified  | The parameter Frames is the service data unit of this service and, at the sending end, shall consist of one TC Transfer Frame defined in reference [1].At the receiving end, however, the parameter Frames may contain an incomplete Frame or additional fill data, which are discarded by the TC Space Data Link Protocol (reference [1]). If the optional Repetitions parameter is supported, then the parameter shall contain a positive integer value, greater than or equal to 1. If the value of the Repetitions parameter is greater than 1, then the Frames parameter should not contain any Type-BD frames defined in reference [1]. | CCSDS requirement modified: only one frame in a CLTU | The parameter Frames is the service data unit of this service and, at the sending end, shall consist of one ~~or more~~ TC Transfer Frame~~s~~ defined in reference [1].At the receiving end, however, the parameter Frames may contain an incomplete Frame or additional fill data, which are discarded by the TC Space Data Link Protocol (reference [1]). If the optional Repetitions parameter is supported, then the parameter shall contain a positive integer value, greater than or equal to 1. If the value of the Repetitions parameter is greater than 1, then the Frames parameter should not contain any Type-BD frames defined in reference [1]. |

1. (informative)
Differences from ECSS-E-ST-50-04
	1. General

Clause 4 of this document contains normative additions and modifications concerning some of the differences between CCSDS 231.0-B-3 and related parts of the ECSS standard ECSS-E-ST-50-04 (superseded by this Adoption Notice). This Annex describes some additional differences that are not covered by Clause 4.

This Annex lists the differences of technical content, but it is not the purpose of this Annex to provide complete details on each item in the list or to describe the consequences of each item in the list.

* 1. Differences
		1. Managed parameters

Section 4 of CCSDS 231.0-B-3 has a normative specification of Low-Density Parity-Check (LDPC) coding such that the Recommended Standard specifies two error-control coding methods: one uses a modified BCH code while the other uses LDPC codes. ECSS-E-ST-50-04 did not include any LDPC codes.

* + 1. Managed parameters

Section 8 of CCSDS 231.0-B-3 has a normative specification of the managed parameters used by synchronization and channel coding including also managed parameters for LDPC codes. Annex E of ECSS-E-ST-50-04 had an informative specification, and referred to the parameters as mission configuration parameters and did not mention LDPC codes.

* + 1. Specification of service interfaces

Annex A of CCSDS 231.0-B-3 provides a formal abstract specification of the service interfaces, including service primitives and parameters, provided by TC Synchronization and Channel Coding. There was no equivalent in ECSS-E-ST-50-04.

* + 1. Addition of optional Repetitions parameter

Annex A of CCSDS 231.0-B-3 includes the optional Repetitions parameter, to specify the number of times the CLTU is transferred. ECSS-E-ST-50-04 did not include this option.

* + 1. Application profiles

Annex D of ECSS-E-ST-50-04 provided information on performance issues for the frame rejection rate and the frame undetected error rate. . There is no equivalent in CCSDS 231.0-B-3 but the CCSDS informational report, CCSDS 230.1-G-2, provides similar performance data.

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|  |  |
| --- | --- |
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