

The background of the slide is a photograph of Earth from space, showing a blue horizon and a reddish planet (Mars) in the distance. The text is overlaid on this image.

# SpaceWire CODEC Update

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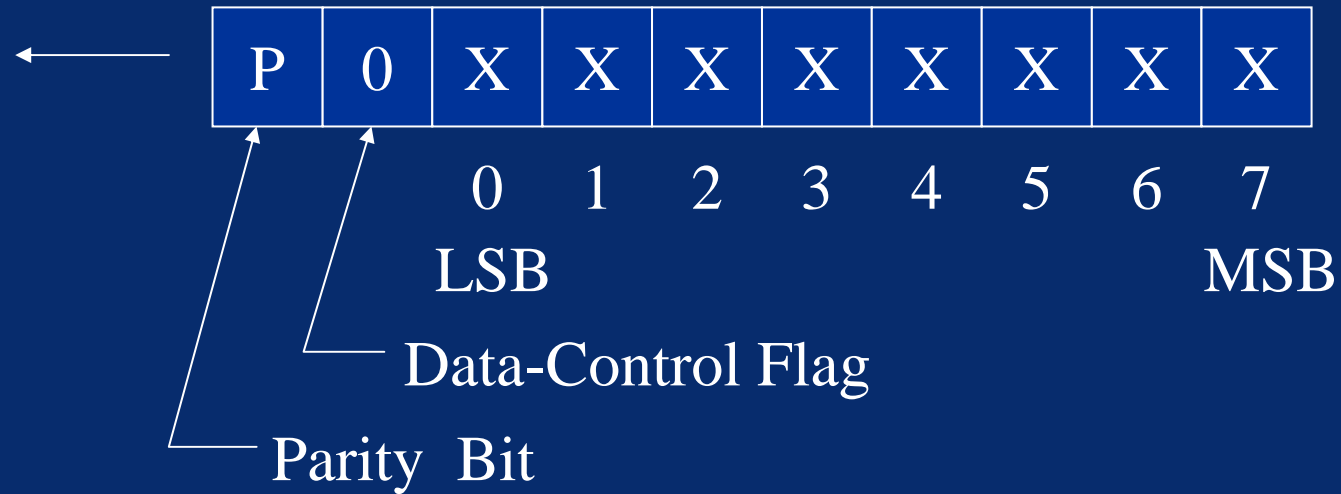
# Initial Validation

- Validation performed on the CODEC
  - CODEC RTL Verification Test-bench
    - Auto-check go-no-go VHDL Test-bench
    - Test cases derived from SpaceWire standard
    - Cross reference matrix with SpaceWire standard
  - Router Test-bench
    - VHDL Test-bench
    - Test cases derived from SpaceWire router specification



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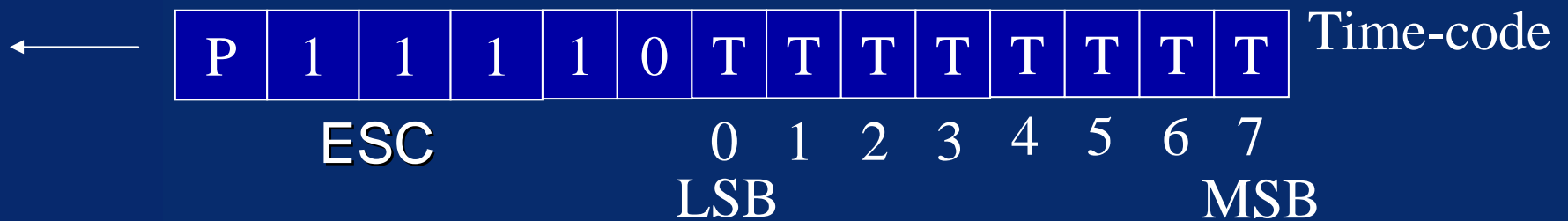
# Data Characters



# Control Characters

←	P	1	0	0	FCT	Flow Control Token
←	P	1	0	1	EOP	Normal End of Packet
←	P	1	1	0	EEP	Error End of Packet
←	P	1	1	1	ESC	Escape

# Control Codes





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## Problems found with CODEC

- Empty packets (double EOP/EEP)
  - Only first EOP/EEP taken into account
  - By receive credit counter
- Problem detected using SpaceWire Conformance Tester
- If many double or multiple EOP/EEPs received then link will run out of credit
- Link then stops
- Must be restarted by Link Disable or Link Reset



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# Problems found with CODEC

	Data	Data	Data	EOP	Data	Data	Data	EOP
TX	12	11	10	9	8	7	6	5
RX	12	11	10	9	8	7	6	5

	Data	Data	EOP	EOP	EOP	Data	EOP	EOP	EOP	
TX	4	3	2	1	0	16	15	14	13	12
RX	4	3	2	1	0	16	15	14	13	12

	Data	Data	EOP	EOP	EOP	Data	EOP	EOP	EOP	
TX	4	3	2	1	0	8	7	6	5	4
RX	4	3	2	2	2	10	9	8	8	8

Note: Empty packets are not permitted by the SpaceWire standard



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## Solution to Problem

- Empty packet handling moved from receiver to receive credit counter
- Main problems to overcome:
  - Empty packets can arrive every four bits
  - At 200 Mbits/s credit counter must be updated at 50MHz
  - This poses a timing constraint on the system
- Novel approach to handling double EOP/EEP avoids this problem
  - Without performance or power disadvantage



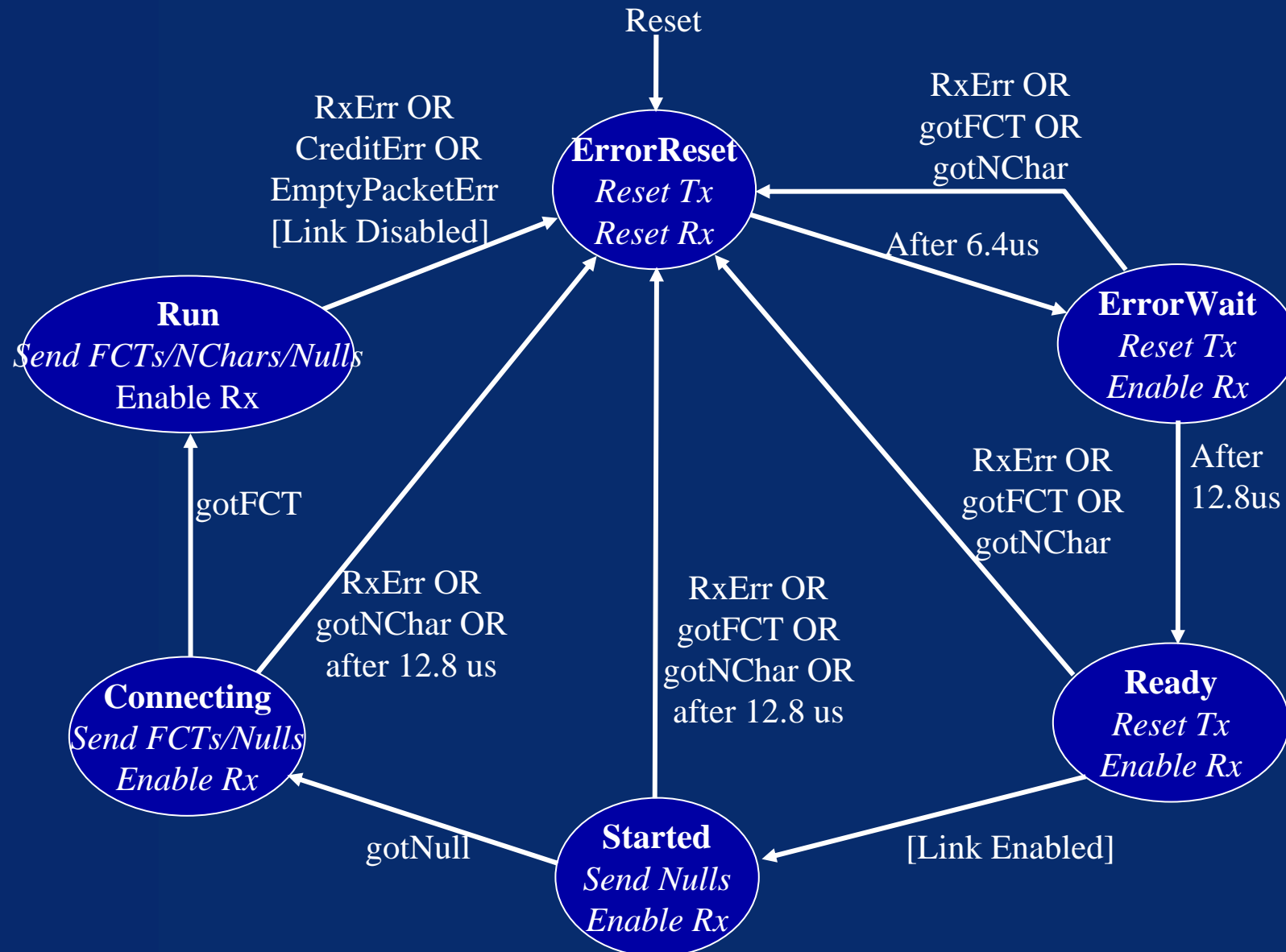


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## Problems found with CODEC

- Link recovery timing on multiple cycles through Link Reset state
- First time round timing is correct
- Problem detected by SpaceWire Conformance Tester

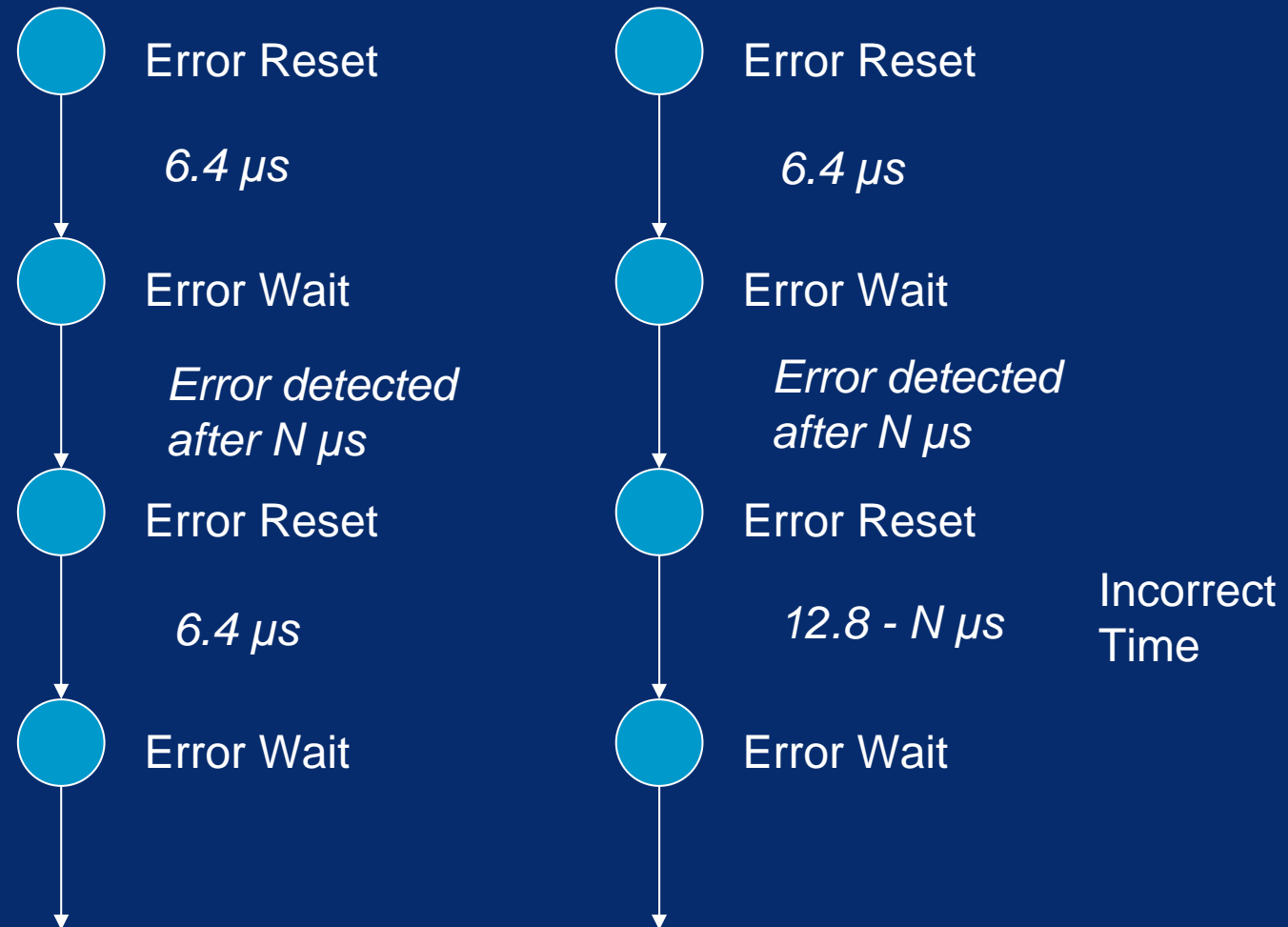
# SpaceWire Link State Machine





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# Problems found with CODEC





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## Solution to Problem

- Transition timer always reset on entry to ErrorReset state



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## Further Validation after Code Changes

- Updated test scripts to cover errors detected
- Empty packet test extended to cover complete set of empty packet sequences
  - Normal packet followed by EOP
  - Normal packet followed by EEP
  - EOP followed by EOP
  - EOP followed by EEP
  - EEP followed by EOP
  - EEP followed by EEP
- Number of empty packets input to receiver
  - Increased to more than maximum credit count
  - Receiver should not run out of credit



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## Other Testing

- Currently being tested by
  - ESTEC
  - Austrian Aerospace – within router design
  - STAR-Dundee – within SpaceWire development and test units.
- Expect new CODEC code to be released by End November 2005.