

Challenge 2 Writeup

Challenge

We have intercepted a signal from a target ground station. An informant has told us that the ground station is transmitting information to its satellite via CCSDS at 882 bps. Please decode the signal and retrieve the flag.

Solution

Step 1: Preliminary Information Gathering

The following Linux command shows that the file is sampled at 44.1 kHz:

```
$ file challenge.wav
challenge.wav: RIFF (little-endian) data, WAVE audio, Microsoft PCM, 8 bit,
mono 44100 Hz
```

By using GNU Radio, the contestant can inspect the waterfall (Figure 1b) and constellation (Figure 1c) diagram of the waveform. For initial analysis, the contestant should construct something similar to the flow graph in Figure 1a:

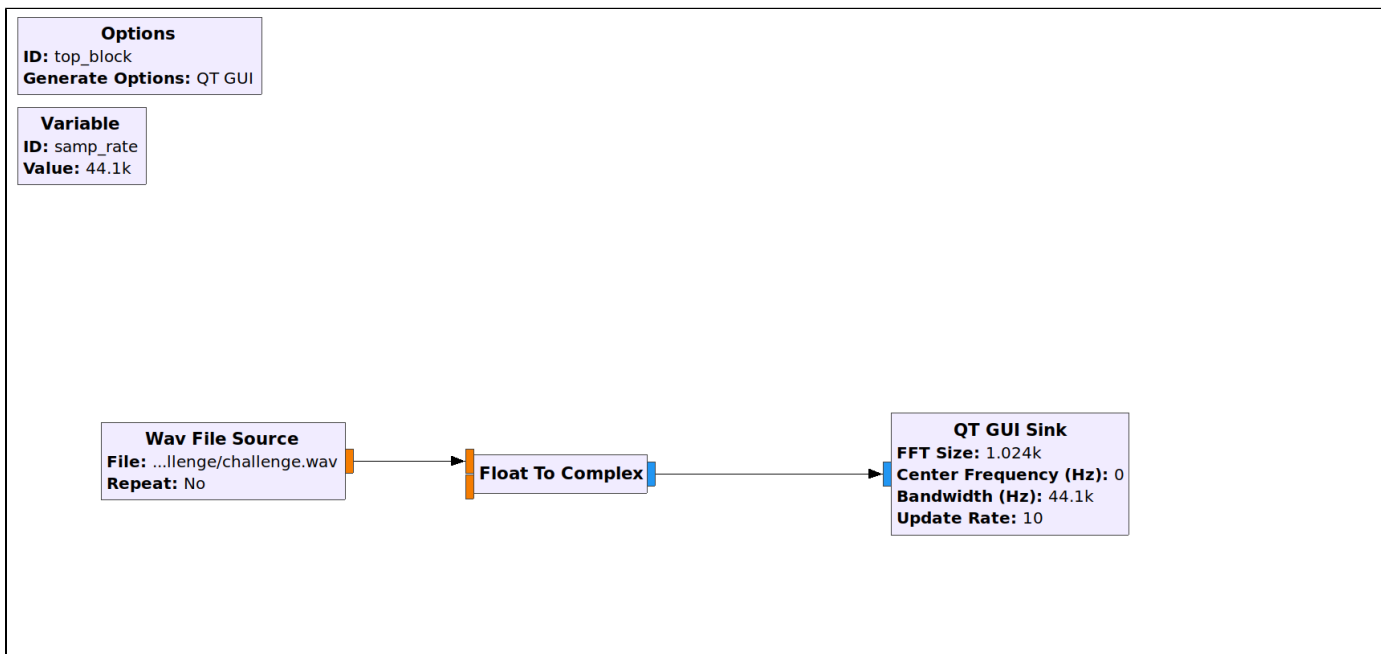


Figure 1a: Flowgraph to inspect the waveform in a waterfall and constellation in GNU Radio

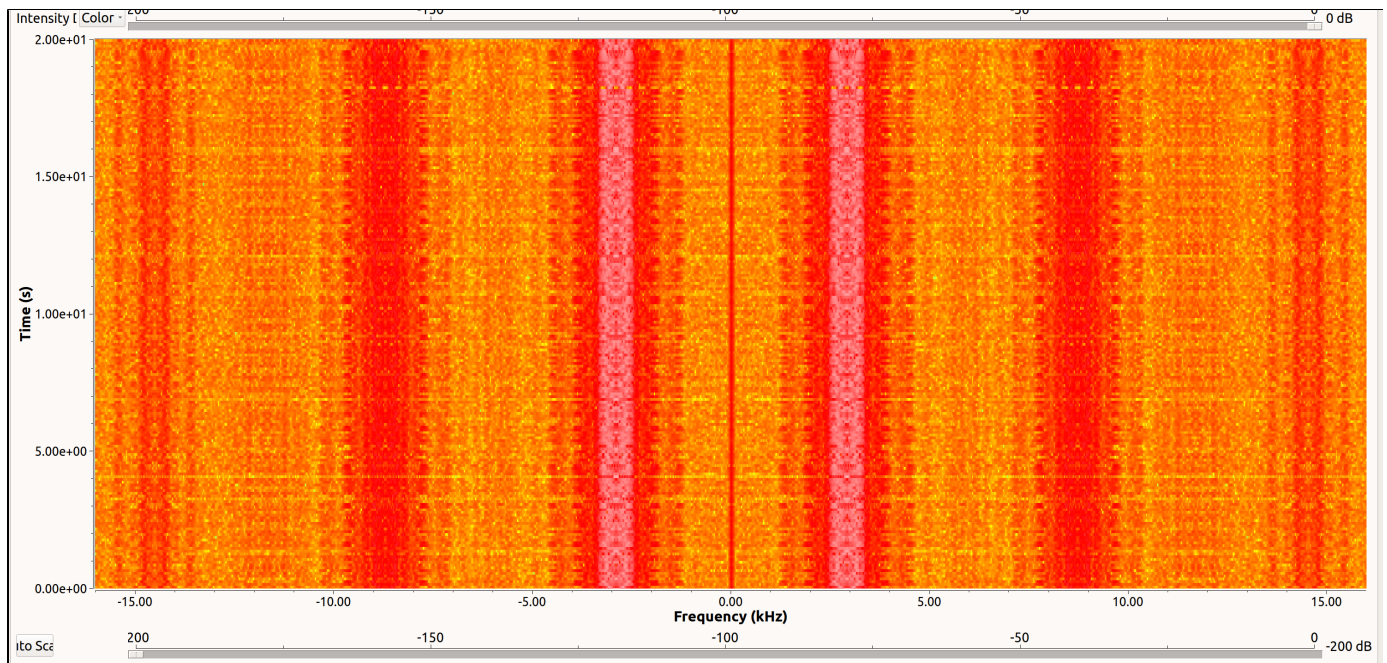


Figure 1b: Waterfall of challenge wav file

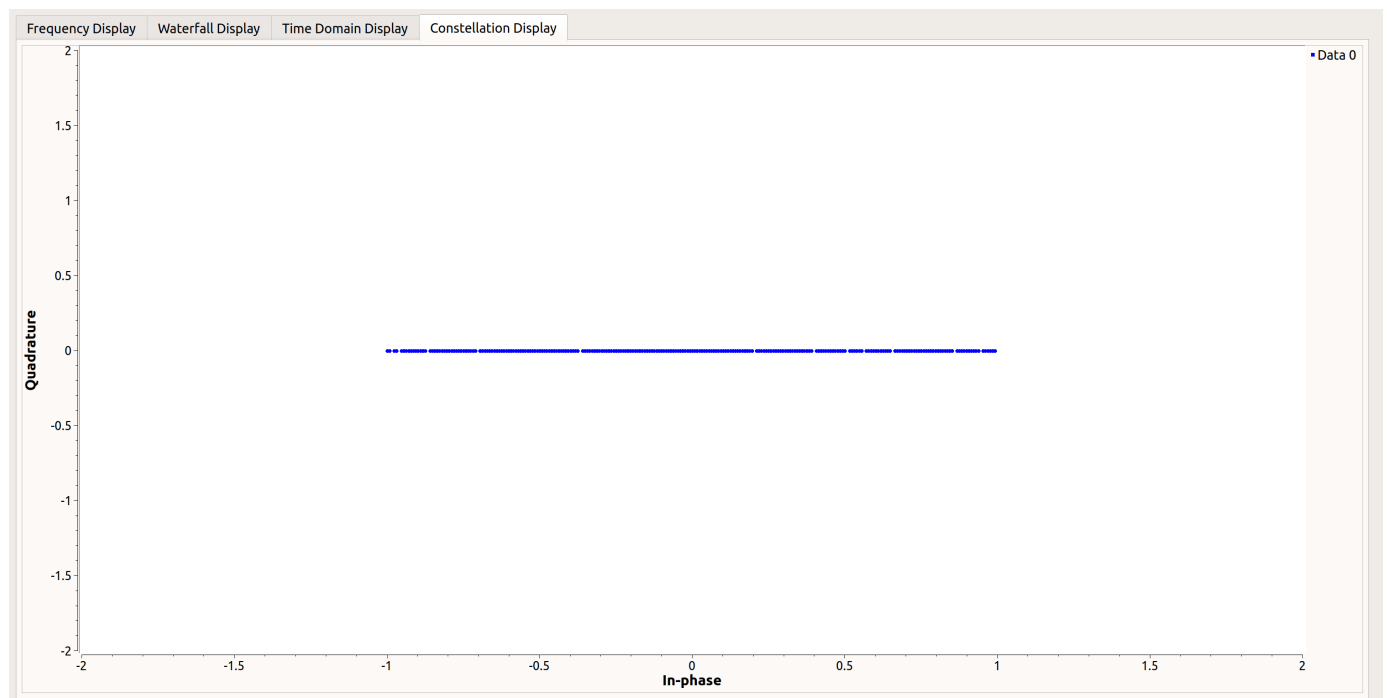


Figure 1c: Constellation of challenge wav file

With this preliminary investigation, the contestant should retrieve the following information:

1. Sampling rate: 44.1 kHz. Should be supported by most internal sound cards of computers.
2. Waterfall: Something interesting is happening at the 4 kHz region. The width of the waterfall at 4 kHz is around 1.6 kHz, so that should be the Low pass filter cutoff frequency.
3. Constellation: The data is modulated in BPSK format. The line in the constellation diagram shows two distinct phases at 1 and -1 from the base signal.

Step 2: Bitstream Recovery

The first challenge is to bring the signal down to baseband from 4kHz and build a BPSK demodulator. The contestant should build a graph similar to the one in Figure 2. There are different ways to demodulate BPSK signal, the flow graph in Figure 2 is a fairly common one. For those who

don't know how to demodulate signals, they can easily lookup a tutorial to learn demodulation via GNURadio / Matlab. Each GUI box is explained step by step:

1. **Wav File Source**: Direct the challenge.wav in as a floating point source.
2. **Float to complex**: Convert floating point numbers in wav file to complex numbers. A **QT GUI Sink** is attached for debugging purposes.
3. **Multiply**: By multiplying a cosine wave at 4kHz to the input signal source, the signal is brought down to baseband.
4. **Low Pass Filter**: filters out higher frequency noise that are not within 1.6 kHz bandwidth.
5. **Feed Forward AGC**: Amplifies the signal.
6. **Polyphase Clock Sync**: An algorithm to perform timing recovery. i.e. this block finds the best time to sample a signal in order to reduce inter symbol interference (ISI) and minimize signal-to-noise ratio. (SNR).
7. **Costas Loop**: A carrier recovery module commonly used to synchronize BPSK signals. The variables are kept as default.
8. **CMA Equalizer**: Equalizes I and Q data.
9. **Complex to Real**: Provides the real part of the complex stream
10. **Binary Slicer**: Converts a positive input to 1 and negative input to 0.
11. **Differential decoder**: Each signal bit represents a change in state rather than the signal state itself. Its either present or absent, so the contestant would need to figure this out via trial and error.
12. **File sink**: Writes the data stream to a file sink.

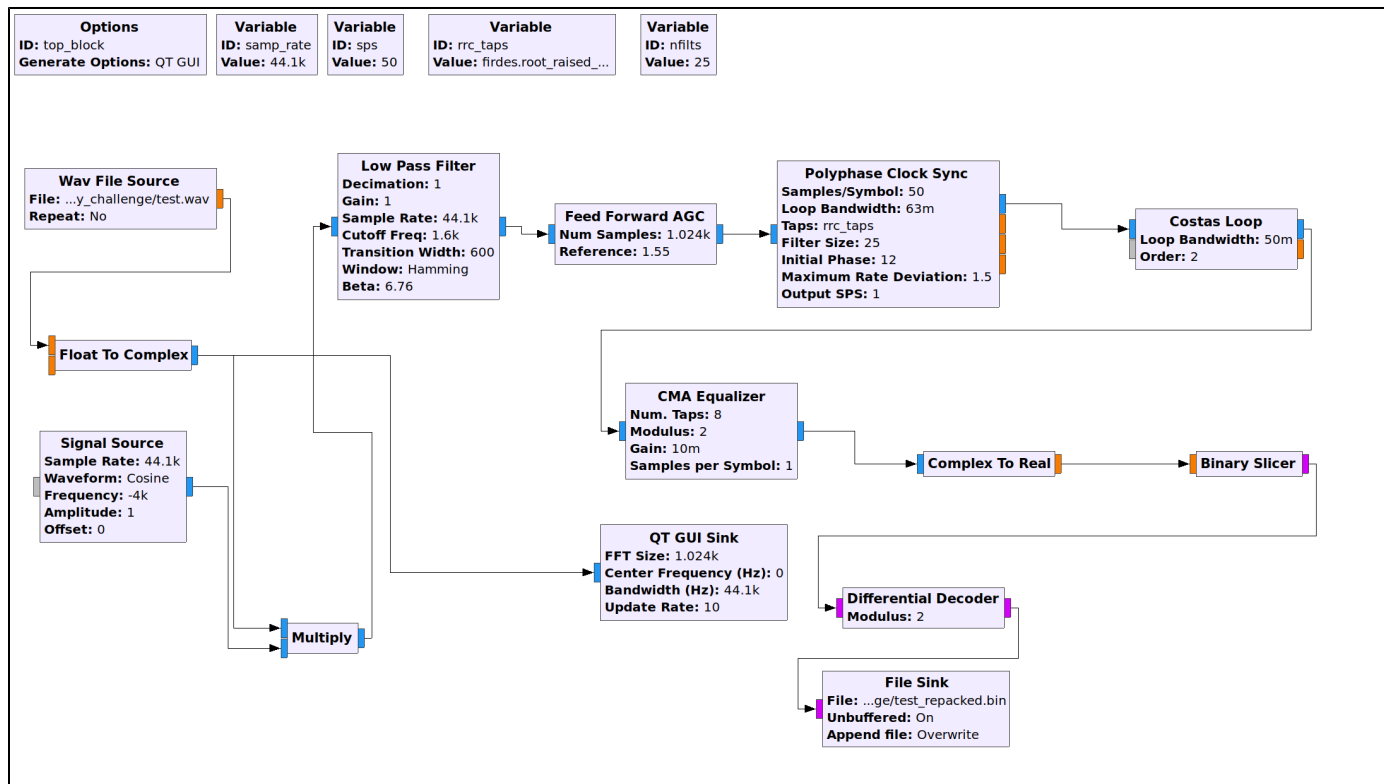


Figure 2: GNURadio Flowgraph to recover the bitstream

Step 3 BitStream Analysis

A screenshot of the output file is shown in Figure 3, which is a stream of 0s and 1s. The LSB of each byte represents a bit, so a byte sequence like '01010001 01010100 01000100 01010001' at offset 0x18c represents a bit stream of '1101 1110 1010 1101', which is the sequence of bytes '0xdead'. The contestant needs to repack the LSB of each byte together to form a cohesive bitstream, retrieving the file shown in Figure 4.

00000000	01 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 01	00 00 00 01
0000001C	01 01 01 00	01 01 01 01	01 01 01 01	01 01 01 01	01 01 01 01	01 00 01 01	01 01 01 01
00000038	01 01 01 01	01 01 00 01	01 01 01 01	01 01 01 01	01 01 01 01	01 00 01 01	01 01 01 01
00000054	01 01 01 01	01 01 01 00	01 01 01 01	01 01 01 01	01 01 01 01	01 01 01 01	00 01 01 01
00000070	01 01 01 01	01 01 01 01	01 01 00 01	01 01 01 01	01 01 01 01	01 01 01 01	00 01 01 01
0000008C	01 01 01 01	01 01 01 01	01 01 00 01	01 01 01 01	01 01 01 01	01 01 01 01	00 01 01 00
000000A8	00 01 01 01	01 01 01 01	01 01 01 01	01 01 00 01	01 01 01 01	01 01 01 01	01 01 01 01
000000C4	00 01 01 01	01 01 01 01	01 01 01 01	01 01 00 01	01 01 01 01	01 01 01 01	01 01 01 01
000000E0	00 01 01 01	01 01 01 01	01 01 01 01	01 01 01 01	01 01 01 01	01 00 01 01	01 01 01 01
000000FC	01 01 01 01	00 01 01 01	01 01 01 01	00 01 01 00	01 00 01 01	01 01 01 01	01 00 01 01
00000118	00 01 01 01	01 01 01 00	01 01 00 01	01 00 01 01	00 01 00 01	00 01 00 01	01 01 01 00
00000134	01 00 01 00	01 01 00 01	00 00 01 01	00 00 00 00	00 01 00 01	00 00 00 00	01 00 00 00
00000150	00 01 01 00	00 00 01 01	01 01 01 00	00 00 00 00	00 00 00 00	01 01 00 01	00 01 00 00
0000016C	00 00 00 00	00 01 00 01	01 01 01 01	01 01 01 00	01 00 01 01	01 01 01 00	01 01 01 00
00000188	01 01 01 01	01 01 00 01	01 01 01 00	01 00 01 00	01 01 00 01	00 00 01 01	01 00 00 01
000001A4	01 01 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 01 00	00 00 01 01
000001C0	00 00 01 01	00 00 00 00	01 00 01 00	00 01 00 00	00 01 01 01	01 01 01 01	01 01 01 00

Figure 3: Screenshot of output file from GNURadio flow graph in Figure 2. At offset 0x18c are the bytes 0xdead.

Script to pack the LSB of each byte in recovered bitstream

```
import binascii

final_bin_data = b''
with open("challenge_bitstream_recovered.bin", 'rb') as f:
    binary_data = f.read()
    tmp_byte = 0
    for i in range(len(binary_data)):
        if i % 8 == 0 :
            final_bin_data += '{:02X}'.format(tmp_byte)
            tmp_byte = 0
        if binary_data[i] == b'\x00':
            tmp_byte = tmp_byte << 1
        else:
            tmp_byte = (tmp_byte << 1) + 1

final_bin_data = binascii.unhexlify(final_bin_data)
with open("packed_bistream.bin", 'wb') as f:
    f.write(final_bin_data)
```

00000000	00 80 00 01	1E FF FF BF	FD FF FB FF	EF FF F7 FF	DF FF 7F FD	FF F6 7F FD	FF F7 FF DF
0000001C	FF 7F FF BF	FF 7F 68 FB	7E DB 55 EA	D3 05 08 63	E0 0D 40 5F	EB EE FD EA	D3 9C 00 00k.~.U.....c. @_.....
00000038	23 30 A4 7F	EB EE FD EA	D7 26 F7 56	E6 42 04 3F	EB EE FD EA	D6 F6 E7 47	26 F6 C2 0F	#0.....&.V.B.?.G&...
00000054	EB EE FD EA	D7 46 F2 04	D6 16 A6 FF	EB EE FD EA	D7 22 05 46	F6 D0 A4 7F	EB EE FD EAF.....".F.....
00000070	D7 26 F7 56	E6 42 04 3F	EB EE FD EA	D6 F6 E7 47	26 F6 C2 0F	EB EE FD EA	D7 46 F2 04	.&.V.B.?.G&.....F..
0000008C	D6 16 A6 FF	EB EE FD EA	D7 22 05 46	F6 D0 A5 4F	EB EE FD EA	D6 16 B6 52	07 96 F7 5F".F...0.....R..._
000000A8	EB EE FD EA	D7 22 07 07	26 F7 46 5F	EB EE FD EA	D6 96 E2 07	06 96 C6 CF	EB EE FD EA".&.F.....
000000C4	D7 32 06 16	E6 42 07 0F	EB EE FD EA	D7 57 42 07	96 F7 57 2F	EB EE FD EA	D2 06 86 56	.2...B.....WB...W/.V
000000E0	C6 D6 57 4F	EB EE FD EA	D2 06 F6 E0	A4 77 26 FF	EB EE FD EA	D7 56 E6 42	04 36 F6 EF	..WO.....w&.....V.B.6..
000000FC	EB EE FD EA	D7 47 26 F6	C2 07 46 FF	EB EE FD EA	D2 04 D6 16	A6 F7 22 0F	EB EE FD EAG&.....F....."
00000118	D5 46 F6 D2	02 87 46 5F	EB EE FD EA	D6 E2 C2 06	E6 96 E6 5F	EB EE FD EA	D2 C2 06 56	.F.....F.....V
00000134	96 76 87 4F	EB EE FD EA	D2 C2 07 36	57 66 56 EF	EB EE FD EA	D2 C2 07 36	97 82 90 AF	.v.0.....6WfV.....6...
00000150	EB EE FD EA	D4 36 F6 D6	D6 56 E6 3F	EB EE FD EA	D6 96 E6 72	06 36 F7 5F	EB EE FD EA6...V.?.....r.6..._
0000016C	D6 E7 46 46	F7 76 E2 CF	EB EE FD EA	D2 06 56 E6	76 96 E6 5F	EB EE FD EA	D7 32 06 F6	...FF.v.....V.v. _...2...
00000188	E2 02 86 6F	EB EE FD EA	D6 97 66 52	C2 06 66 FF	EB EE FD EA	D7 57 22 C2	07 46 87 2F	...o.....fR..f..W"...F./
000001A4	EB EE FD EA	D6 56 52 90	A4 36 86 5F	EB EE FD EA	D6 36 B2 06	96 76 E6 9F	EB EE FD EAVR..6...6...v.....
000001C0	D7 46 96 F6	E2 06 16 EF	EB EE FD EA	D6 42 06 D6	17 92 04 7F	EB EE FD EA	D6 F6 42 77	.F.....B.....Bw
000001DC	32 06 C6 FF	EB EE FD EA	D7 66 52 06	26 52 07 7F	EB EE FD EA	D6 97 46 82	07 96 F7 5F	2.....fR.&R.....F..._
000001F8	EB EE FD EA	D2 02 87 47	76 F2 C2 0F	EB EE FD EA	D6 F6 E6 52	C2 06 C6 9F	EB EE FD EAGv.....R.....
00000214	D6 67 46 F6	66 62 90 AF	EB EE FD EA	D5 46 86 97	32 06 97 3F	EB EE FD EA	D2 04 77 26	.gF.fb.....F..2..?.....w&
00000230	F7 56 E6 4F	EB EE FD EA	D2 04 36 F6	E7 47 26 FF	EB EE FD EA	D6 C2 07 46	F2 04 D6 1F	.V.0.....6..G&.....F...
0000024C	EB EE FD EA	D6 A6 F7 22	05 46 F6 DF	EB EE FD EA	D0 A5 96 F7	52 77 66 5F	EB EE FD EA".F.....Rwf.....
00000268	D2 07 26 56	16 C6 C7 9F	EB EE FD EA	D2 06 D6 16	46 52 07 4F	EB EE FD EA	D6 86 52 06	..&V.....FR.O.....R.
00000284	77 26 16 4F	EB EE FD EA	D6 50 A4 16	E6 42 07 4F	EB EE FD EA	D6 86 52 07	06 17 06 5F	w&.O.....P...B.O.....R..._
000002A0	EB EE FD EA	D7 27 32 07	76 16 E7 4F	EB EE FD EA	D2 07 46 F2	06 B6 E6 FF	EB EE FD EA'2.v..0.....F.....
000002BC	D7 72 07 76	86 F7 36 5F	EB EE FD EA	D2 07 36 86	97 27 47 3F	EB EE FD EA	D2 07 96 F7	.r.v..6.....6... 'G?.....
000002D8	52 07 76 5F	EB EE FD EA	D6 17 20 A4	E6 F7 72 0F	EB EE FD EA	D6 97 42 77	32 07 46 9F	R.v.....r.....Bw2.F.
000002F4	EB EE FD EA	D6 D6 52 07	46 F2 06 CF	EB EE FD EA	D6 56 17 66	52 07 46 8F	EB EE FD EAR.F.....V.fR.F.....
00000310	D6 52 06 36	17 07 37 5F	EB EE FD EA	D6 C6 52 06	96 62 07 9F	EB EE FD EA	D6 F7 52 06	.R.6..7_.....R..b.....R.
0000032C	46 17 26 5F	EB EE FD EA	D0 A2 25 46	86 97 32 0F	EB EE FD EA	D6 97 32 04	D6 16 A6 FF	F.&_.....%F..2.....2...
00000348	EB EE FD EA	D7 22 05 46	F6 D2 07 4F	EB EE FD EA	D6 F2 04 77	26 F7 56 EF	EB EE FD EA".F...0.....w&.V....
00000364	D6 42 04 36	F6 E7 47 2F	EB EE FD EA	D6 F6 C0 A4	92 76 D2 0F	EB EE FD EA	D7 37 46 57	.B.6..G/.....v.....7FW
00000380	07 06 96 EF	EB EE FD EA	D6 72 07 46	87 26 F7 5F	EB EE FD EA	D6 76 82 07	46 86 52 0Fr.F.&_.....v..F.R.
0000039C	EB EE FD EA	D6 46 F6 F7	20 A4 16 EF	EB EE FD EA	D6 42 04 92	76 D2 06 6F	EB EE FD EAF.....B..v..o....

Figure 4: Screenshot of bytes after concatenation

There are certain patterns in the byte stream, such as '0xdead' and '0xbeef'. Those bytes are in fact the start and tail sequences of CCSDS Telecommand channel and synchronization coding packets (<https://public.ccsds.org/Pubs/231x0b3.pdf>). The parity check right now is hardcoded to 0xfe. The packet structure is as follow:

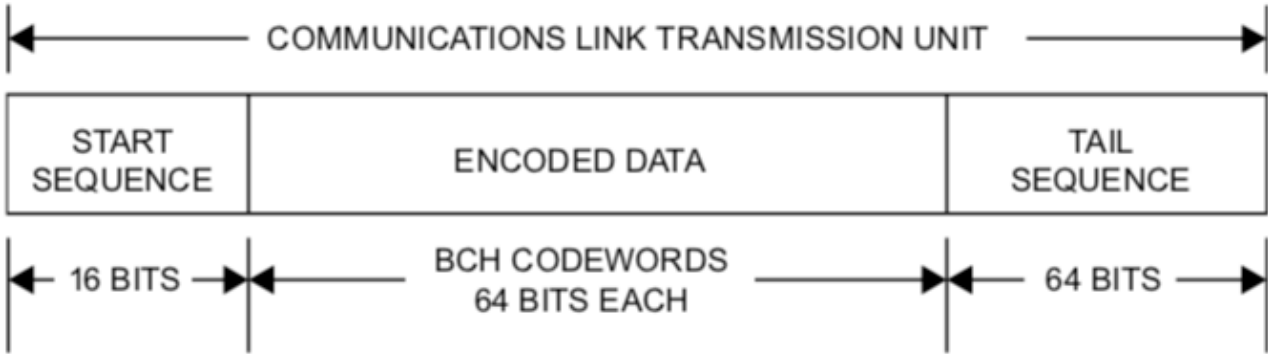


Figure 5a: Packet Structure of each transmission unit.

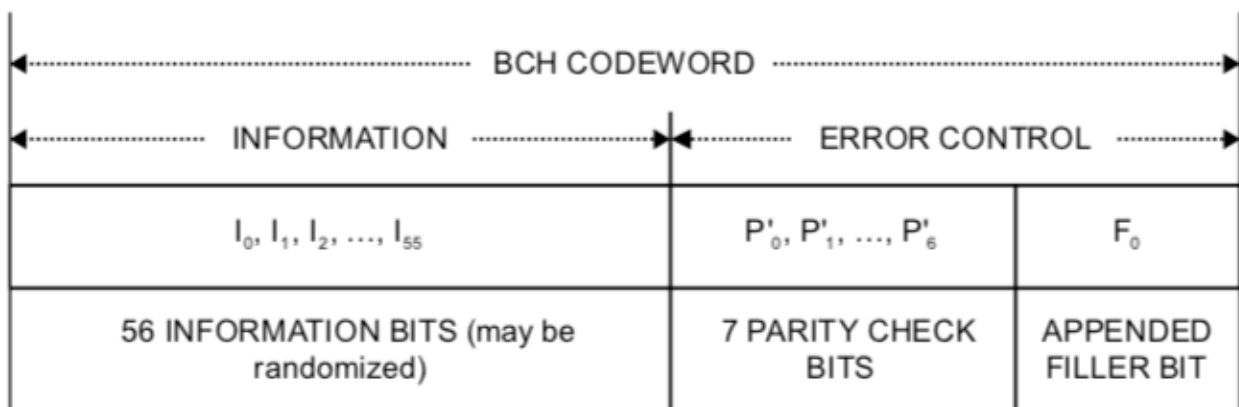


Figure 5b: Packet Structure of Codeword.

When the data is extracted out we get the byte stream shown in Figure 5

Sample script to extract data from channel packets

```
import binascii
import struct

final_bin_data = ''
final_extracted_data = ''
start_seq = 'DEAD'
start_seq_bin = '1101111010101101'
# for the first packet, sometimes the first bit is lost due to
synchronization, use this to identify packets
start_seq_alternative = '0101111010101101'
final_bin_unpacked = ''
with open("challenge_bitstream_recovered.bin", 'rb') as f:
    binary_data = f.read()
    for i in range(len(binary_data)):
        if binary_data[i] == b'\x00':
            final_bin_unpacked += "0"
        else:
            final_bin_unpacked += "1"

# extract data within each physical packet
# each packet is 12 bytes
# byte 0-1: start sequence
# byte 2-8: actual data
# byte 9: parity
# byte 10-11: end sequence
i = 0
while i < len(final_bin_unpacked):
    if final_bin_unpacked[i:i+len(start_seq_bin)] == start_seq_bin or \
        final_bin_unpacked[i:i+len(start_seq_alternative)] ==
start_seq_alternative:
        # start sequence detected, extract 7 data bytes
        extracted_bin_data = final_bin_unpacked[i+len(start_seq_bin):i +
len(start_seq_bin) + 7 * 8]
        # concatenate data bytes to form an actual byte in output binary
file
        for j in range(0, len(extracted_bin_data), 8):
            byte_value = int(extracted_bin_data[j:j+8], 2)
            final_extracted_data += "{:02x}".format(byte_value)
        i += 12 * 8
    else:
        i += 1
final_extracted_data = binascii.unhexlify(final_extracted_data)
with open("data_intermediate.bin", 'wb') as f:
    f.write(final_extracted_data)
```

Figure 6. Bytes extracted out from channel packets



Figure 7: Output of data_intermediate.bin

At the beginning, we can see the lyrics of Space Oddity, hinting that the contestant is going in the right direction. Let's look at the first few bytes extracted from the byte stream. The first 6 bytes should be representative of the header of a Telecommand datalink packet from the CCSDS standard (Section 4 of <https://public.ccsds.org/Pubs/232x0b3.pdf>). The analysis of the first 6 bytes is shown below

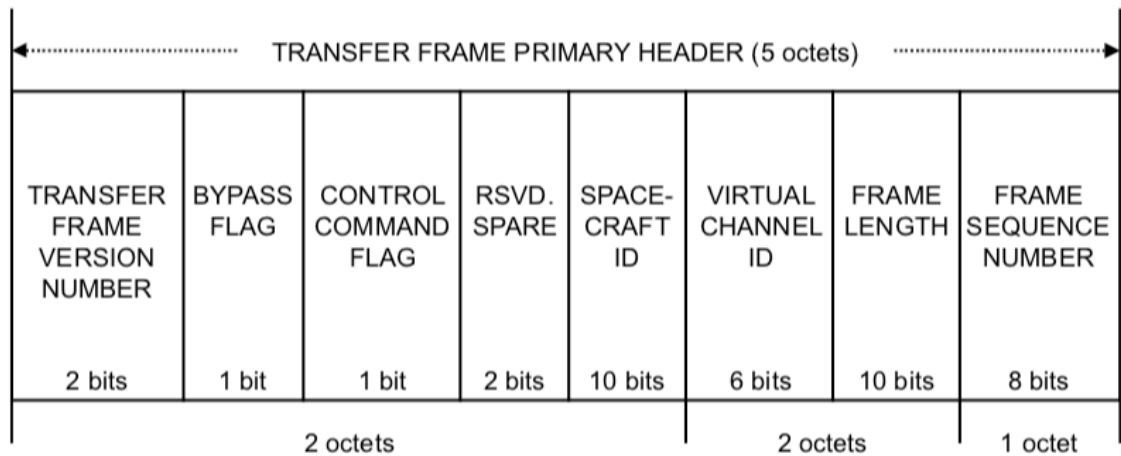


Figure 8a: Frame header of datalink layer

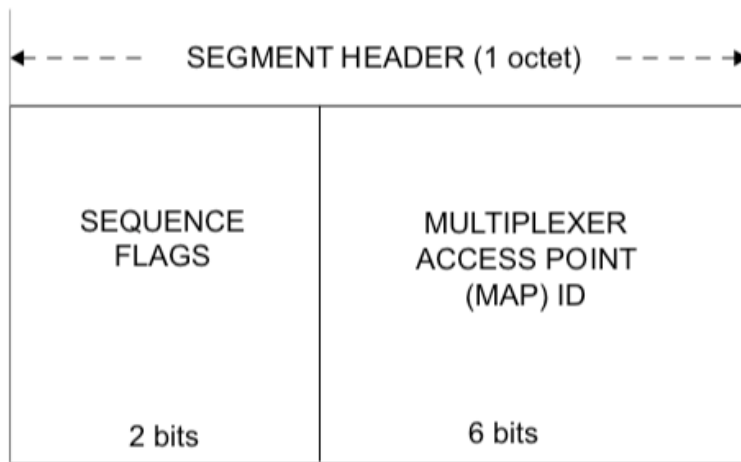


Figure 8b: Segment header of datalink layer

```

The first 6 bytes of data intermediate: 0x30 0x50 0x86 0x3e 0x00 0xd4
(0b00110000 0b01010000 0b10000110 0b00111110 0b00000000 0b11010100)
tx frame version : 0b00
bypass flag: 0b1 (true)
control command flag: 0b1 (Telecommand flag set)
reserved spare: 0b00
spacecraft id: 0b00001010000 (80)
virtual channel ID: 0b10 0001 (33)
frame_length: 0b1000111110 (574 bytes)
frame_seq_num: 0b000000000 (0th frame)
seq_flags: 0b11 (unsegmented)
map_id: 0b010100 (20)

```

The datalink packets are actually out of order in the challenge. With this in mind, the contestant needs to extract each datalink packet out and reorder the datalink packets. The packet data can then be concatenated together

extract and reorder datalink packets

```
# extract data from datalink packet
j = 0
tc_datalink_packet_list = []
while j < len(final_extracted_data):
    if final_extracted_data[j:j+4] == "3050":
        datalink_header = final_extracted_data[j:j+12]
        frame_length = int(datalink_header[5:8], 16) % 1024      # extract
        10 bits from the 3rd byte
        frame_seq_num = int(datalink_header[8:10], 16)          # extract
        16 bits from the 4th byte
        datalink_packet_data =
        final_extracted_data[j+12:j+(frame_length+1)*2] # the size of packet is
        frame_length+1
        j += (frame_length+1)*2
        tc_datalink_packet_list.append((frame_seq_num,
        datalink_packet_data, len(datalink_packet_data)))
    else:
        j += 1

# reorder the packets
packet_list = [None] * 27
for p in tc_datalink_packet_list:
    packet_list[p[0]] = p[1]

reordered_data = ''.join(packet_list)

with open("./extracted_datalink_data.bin", 'wb') as f:
    f.write(reordered_data)
```

```

00000000 05 39 C0 00 02 33 0A 47 72 6F 75 6E 64 20 43 6F 6E 74 72 6F 6C 20 74 6F 20 4D 61 6A 09...3.Ground Control to Maj
0000001C 6F 72 20 54 6F 6D 0A 47 72 6F 75 6E 64 20 43 6F 6E 74 72 6F 6C 20 74 6F 20 4D 61 6A or Tom.Ground Control to Maj
00000038 6F 72 20 54 6F 6D 0A 54 61 68 65 20 79 6F 75 72 20 70 72 6F 74 65 69 6E 20 70 69 6C or Tom.Take your protein pil
00000054 6C 73 20 61 6E 64 20 70 75 74 20 79 6F 75 72 20 68 65 6C 6D 65 74 20 6F 6E 0A 47 72 ls and put your helmet on.Gr
00000070 6F 75 6E 64 20 43 6F 6E 74 72 6F 6C 20 74 6F 20 4D 61 6A 6F 72 20 54 6F 6D 20 28 74 ound Control to Major Tom (t
0000008C 65 6E 2C 20 6E 69 6E 65 2C 20 65 69 67 68 74 2C 20 73 65 76 65 6E 2C 20 73 69 78 29 en, nine, eight, seven, six)
000000A8 0A 43 6F 6D 6D 65 6E 63 69 6E 67 20 63 6F 75 6E 74 64 6F 77 6E 2C 20 65 6E 67 69 6E .Commencing countdown, engin
000000C4 65 73 20 6F 6E 20 28 66 69 76 65 2C 20 66 6F 75 72 2C 20 74 68 72 65 65 29 0A 43 68 es on (five, four, three).Ch
000000E0 65 63 68 20 69 67 6E 69 74 69 6F 6E 20 61 6E 64 20 6D 61 79 20 47 6F 64 27 73 20 6C eck ignition and may God's l
000000FC 6F 76 65 20 62 65 20 77 69 74 68 20 79 6F 75 20 28 74 77 6F 2C 20 6F 6E 65 2C 20 6C ove be with you (two, one, l
00000118 69 66 74 6F 66 66 29 0A 54 68 69 73 20 69 73 20 47 72 6F 75 6E 64 20 43 6F 6E 74 72 iftoff).This is Ground Contr
00000134 6F 6C 20 74 6F 20 4D 61 6A 6F 72 20 54 6F 6D 0A 59 6F 75 27 76 65 20 72 65 61 6C 6C ol to Major Tom.You've reall
00000150 79 20 6D 61 64 65 20 74 68 65 20 67 72 61 64 65 0A 41 6E 64 20 74 68 65 20 70 61 70 y made the grade.And the pap
0000016C 65 72 73 20 77 61 6E 74 20 74 6F 20 68 6E 6F 77 73 65 20 73 68 69 72 74 ers want to know whose shirt
00000188 73 20 79 6F 75 20 77 65 61 72 0A 4E 6F 77 20 69 74 27 73 20 74 69 6D 65 20 74 6F 20 s you wear.Now it's time to
000001A4 6C 65 61 76 65 20 74 68 65 20 63 61 70 73 75 6C 65 20 69 66 20 79 6F 75 20 64 61 72 leave the capsule if you dar
000001C0 65 0A 22 54 68 69 73 20 69 73 20 4D 61 6A 6F 72 20 54 6F 6D 20 74 6F 20 47 72 6F 75 e."This is Major Tom to Grou
000001DC 6E 64 20 43 6F 6E 74 72 6F 6C 0A 49 27 6D 20 73 74 65 70 70 69 6E 67 20 74 68 72 6F nd Control.I'm stepping thro
000001F8 75 67 68 20 74 68 65 20 64 6F 6F 72 0A 41 6E 64 20 49 27 6D 20 66 6C 6F 61 74 69 6E ugh the door.And I'm floatin
00000214 67 20 69 6E 20 61 20 6D 6F 73 74 20 70 65 63 75 6C 69 61 72 20 77 61 79 0A 41 6E 64 g in a most peculiar way.And
00000230 20 74 68 65 20 73 74 61 72 05 39 C0 02 62 37 00 00 00 0C 6A 50 20 20 0D 0A 87 0A 00 the star.9..b7....jP .....
0000024C 00 00 14 66 74 79 70 6A 70 32 20 00 00 00 00 6A 70 32 20 00 00 0C 99 6A 70 32 68 00 ...ftypjp2 ....jp2 ....jp2h.
00000268 00 00 16 69 68 64 72 00 00 01 18 00 00 01 86 00 04 07 07 01 00 00 00 0C 53 63 6F 6C ...ihdr.....Scol
00000284 72 02 00 00 00 00 0C 48 4C 69 6E 6F 02 10 00 00 6D 6E 74 72 52 47 42 20 58 59 5A 20 r.....HLino....mntrRGB XYZ
000002A0 07 CE 00 02 00 09 00 06 00 31 00 00 61 63 73 70 4D 53 46 54 00 00 00 00 49 45 43 20 .....1..acspMSFT....IEC
000002BC 73 52 47 42 00 00 00 00 00 00 00 00 00 00 00 00 F6 D6 00 01 00 00 00 00 D3 2D sRGB.....~
000002D8 48 50 20 20 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 HP .....
000002F4 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 11 63 70 72 74 .....cprt
00000310 00 00 01 50 00 00 00 33 64 65 73 63 00 00 01 84 00 00 00 6C 77 74 70 74 00 00 01 F0 ...P...3desc.....lwtpt....
0000032C 00 00 00 14 62 68 70 74 00 00 02 04 00 00 00 14 72 58 59 5A 00 00 02 18 00 00 00 14 ...bkpt.....rXYZ.....
00000348 67 58 59 5A 00 00 02 2C 00 00 00 14 62 58 59 5A 00 00 02 40 00 00 00 14 64 6D 6E 64 gXYZ.....bXYZ...@....dmnd
00000364 00 00 02 54 00 00 00 70 64 6D 64 64 00 00 02 C4 00 00 00 88 76 75 65 64 00 00 03 4C ...T...pdmdd.....vued...L
00000380 00 00 00 86 76 69 65 77 00 00 03 D4 00 00 00 24 6C 75 6D 69 00 00 03 F8 00 00 00 14 ...view.....$lumi.....
0000039C 6D 65 61 73 00 00 04 0C 00 00 00 24 74 65 63 68 00 00 04 30 00 00 00 0C 72 54 52 43 meas.....$tech...0....rTRC

```

Figure 9: Bytestream in extracted_datalink_data.bin

The last layer of encapsulation is the space packet protocol (<https://public.ccsds.org/Pubs/133x0b1c2.pdf>). The first two bytes of the header uniquely identifies the stream of bytes, which in this case is 0x05c9. The least significant 14 bits of the second 2 bytes is the sequence counter, and the last 2 bytes is the datalength. The contestant can then reconstruct individual space packets and store them in individual files

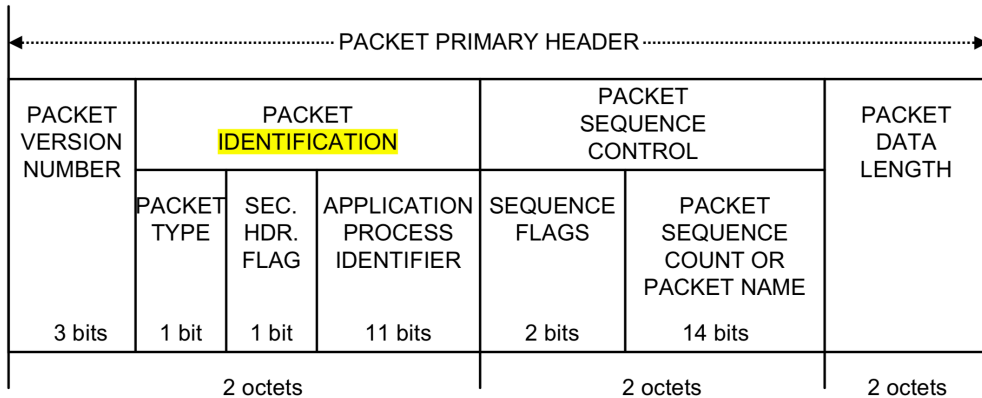


Figure 4-2: Packet Primary Header

Figure 10: Space packet header structure

Reconstruct space packets

```
# retrieve the original space packets
k = 0
reordered_data = binascii.unhexlify(reordered_data)
space_packet_prefix = "spp_{}.bin"
stream_id = b'\x05\x39'
while k < len(reordered_data):
    if reordered_data[k:k+2] == stream_id:
        spp_packet_data_length =
int(binascii.hexlify(reordered_data[k+4:k+6]), 16)
        space_packet_index =
int(binascii.hexlify(reordered_data[k+2:k+4]),16) % (2 ** 14)
        with open(space_packet_prefix.format(space_packet_index), 'wb') as
f:
            f.write(reordered_data[k+6:k+spp_packet_data_length+6])
        k += spp_packet_data_length + 6
    else:
        k += 1
```

In the sample code, each space packet is saved as an individual file. When the contestant runs file on the extracted binaries, one of them would be a picture:

```
$ file spp*
spp_0.bin: ASCII text
spp_1.bin: ASCII text, with overstriking
spp_2.bin: JPEG 2000 Part 1 (JP2)
```



The flag is in the picture.