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**Road vehicles — Controller area network  
(CAN) —**

**Part 4:  
Time-triggered communication**

*Véhicules routiers — Gestionnaire de réseau de communication  
(CAN) —*

*Partie 4: Déclenchement temporel des communications*



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## Foreword

ISO (the International Organization for Standardization) is a worldwide federation of national standards bodies (ISO member bodies). The work of preparing International Standards is normally carried out through ISO technical committees. Each member body interested in a subject for which a technical committee has been established has the right to be represented on that committee. International organizations, governmental and non-governmental, in liaison with ISO, also take part in the work. ISO collaborates closely with the International Electrotechnical Commission (IEC) on all matters of electrotechnical standardization.

International Standards are drafted in accordance with the rules given in the ISO/IEC Directives, Part 2.

The main task of technical committees is to prepare International Standards. Draft International Standards adopted by the technical committees are circulated to the member bodies for voting. Publication as an International Standard requires approval by at least 75 % of the member bodies casting a vote.

Attention is drawn to the possibility that some of the elements of this document may be the subject of patent rights. ISO shall not be held responsible for identifying any or all such patent rights.

ISO 11898-4 was prepared by Technical Committee ISO/TC 22, *Road vehicles*, Subcommittee SC 3, *Electrical and electronic equipment*.

ISO 11898 consists of the following parts, under the general title *Road vehicles — Controller area network (CAN)*:

- *Part 1: Data link layer and physical signalling*
- *Part 2: High-speed medium access unit*
- *Part 3: Low-speed fault-tolerant, medium dependent interface*
- *Part 4: Time-triggered communication*

## Introduction

In the classic CAN network, communication is event-triggered; peak loads can occur when the transmission of several messages is requested at the same time. The non-destructive arbitration mechanism of CAN guarantees the sequential transmission of all messages according to their identifier priority. For hard real-time systems, a scheduling analysis of the entire system is done to ensure that all transmission deadlines are met even at peak bus loads.

Some real-time operating systems (RTOS) are based on static cyclic scheduling of all tasks in the application system (control unit). They build a schedule of time slots and place each task in at least one slot. Tasks of high priority appear in more than one slot. All activity in one slot, including interrupt handling, must be completed before the beginning of the next slot.

If such an RTOS is considered for a distributed application system consisting of control units linked by a CAN network, system integration and composability are served when the communication on the CAN network also follows a synchronised schedule.

The time-triggered communication option for CAN-based networks (see ISO 11898-1) gives the prerequisites for the synchronisation of all nodes in the CAN network. When the nodes are synchronised, any message may be transmitted at a specific time slot, without competing with other messages for the bus. Thus the loss of arbitration is avoided; the latency time becomes predictable.



# Road vehicles — Controller area network (CAN) —

## Part 4: Time-triggered communication

### 1 Scope

This part of ISO 11898 specifies time-triggered communication in the controller area network (CAN): a serial communication protocol that supports distributed real-time control and multiplexing for use within road vehicles. It is applicable to setting up a time-triggered interchange of digital information between electronic control units (ECU) of road vehicles equipped with CAN, and specifies the frame synchronisation entity that coordinates the operation of both logical link and media access controls in accordance with ISO 11898-1, to provide the time-triggered communication schedule.

**NOTE** Time-triggered CAN is a higher level protocol layer additional to the CAN protocol itself, which remains unchanged within the time-triggered communication. Time-triggered communication keeps the latency time of each message at a specified value independent of the CAN bus load. Time-triggered CAN is implemented on two levels: Level 1 is restricted to the cyclic message transfer, while Level 2, in addition, supports a global system time. Time-triggered CAN's cyclic, periodical communication is based on reference messages transmitted by a time master. Each period starting with a reference message is called a basic cycle and is subdivided into several time windows. The reference messages are used to synchronise and calibrate the time bases of all nodes to the time master's time base, providing a global time for the network. A mechanism is provided for alternative time masters to substitute for a failing time master.

### 2 Normative references

The following referenced documents are indispensable for the application of this document. For dated references, only the edition cited applies. For undated references, the latest edition of the referenced document (including any amendments) applies.

ISO 11898-1, *Road vehicles — Controller area network (CAN) — Part 1: Data link layer and physical signalling*

ISO 11898-2, *Road vehicles — Controller area network (CAN) — Part 2: High-speed medium access unit*

ISO 11898-3, *Road vehicles — Controller area network (CAN) — Part 3: Low-speed fault-tolerant, medium dependant interface*

### 3 Terms and definitions

For the purposes of this document, the terms and definitions given in ISO 11898-1, ISO 11898-2 and ISO 11898-3, and the following apply.

**NOTE** Parameter terms (Cycle\_Time, Cycle\_Count, etc.) are given as proper nouns, connected by an underscore where the parameter consists of two or more words.

- 3.1**  
**application watchdog**  
entity which verifies that the application is operating properly
- 3.2**  
**arbitrating time window**  
time window assigned to messages that share the same time window
- 3.3**  
**basic cycle**  
row of the system matrix of several consecutive time windows
- 3.4**  
**Cycle\_Time**  
difference between the local time of an FSE and its Ref\_Mark
- 3.5**  
**Cycle\_Count**  
number of the current basic cycle of the matrix cycle
- 3.6**  
**Cycle\_Count\_Max**  
value of Cycle\_Count of the last basic cycle in the given system matrix of the network
- 3.7**  
**Cycle\_Offset**  
parameter specifying, within a matrix cycle, the first basic cycle for which an Rx\_Trigger or Tx\_Trigger is valid
- 3.8**  
**Disc\_Bit**  
part of the reference message signalling a discontinuity in global time caused by an external clock correction by the time master
- 3.9**  
**error severity**  
levels of distinguished severity of an error
- 3.10**  
**exclusive time window**  
time window assigned to a specific message transmitted periodically without competition for the CAN bus
- 3.11**  
**Expected\_Tx\_Trigger**  
local parameter which specifies, for each FSE, the number of Tx\_Triggers the FSE is expected to activate between two starts of a matrix cycle
- 3.12**  
**Frame\_Synchronisation**  
pulse, generated in each FSE and for each data frame and remote frame in the CAN network at the sample point of start of frame (SOF) bit, synchronous in the whole network, disregarding signal propagation times, and with an optionally added time offset referencing to the sync\_segment of the SOF-Bit, to compensate for variations of bit timing configuration in the system
- 3.13**  
**frame synchronisation entity**  
**FSE**  
part coordinating the operation of logical link control and media access control

NOTE Each CAN controller in a time-triggered CAN network has its own FSE.



**3.14****free time window**

time window free of messages scheduled in the system matrix

**3.15****global time**

node view of the global time of the current time master

**3.16****Global\_Ref\_Mark**

parameter saved on successful reception of a reference message

**3.17****Global\_Sync\_Mark**

current value of the node view of global time, saved at the pulse of Frame\_Synchronisation

**3.18****Init\_Watch\_Trigger**

value of the maximum of cycle time

**3.19****Initial\_Ref\_Offset**

initialisation value that loads the Ref\_Trigger\_Offset

**3.20****level**

level of implementation of time-triggered CAN in accordance with this part of ISO 11898

NOTE There are two levels, Level 1 and Level 2, with Level 2 an extension of Level 1.

**3.21****local time**

time generated by a cyclic incrementing counter

**3.22****Local\_Offset**

difference between Global\_Ref\_Mark and Ref\_Mark, saved at each successful completion of the reference message

**3.23****master state**

vector which combines the FSE states referring to error, synchronisation and master-slave relation, i.e. a triplet (error level, sync\_mode, master-slave\_mode)

**3.24****Master\_Ref\_Mark****MRM**

parameter transmitted by the time master in the reference message

**3.25****matrix cycle**

cycle of all basic cycles in the system matrix, consecutive from the first to the last basic cycle

NOTE The matrix cycle is the same as the basic cycle if the system matrix consists of one basic cycle only.

**3.26****merged arbitrating time window**

single window into which consecutive arbitrating time windows are merged

**3.27**

**message object**

buffer providing storage of an LLC frame together with control and status information

**3.28**

**message status count**

**MSC**

error counter providing means for detecting scheduling errors for messages sent in exclusive time windows

**3.29**

**network time unit**

**NTU**

unit measuring all times and providing a constant of the whole network

**3.30**

**network view**

system aspect of network parameter

**3.31**

**node view**

local aspect of network parameter

**3.32**

**node view of global time**

integer part of the sum of local time of the node and its Local\_Offset

**3.33**

**potential time master**

frame synchronisation entity that is allowed to send a reference message by system configuration

**3.34**

**Ref\_Mark**

parameter saved on each successful completion of the reference message

**3.35**

**Ref\_Trigger\_Offset**

parameter used to modify the time mark within a Tx\_Ref\_Trigger such that it sends a reference message

**3.36**

**reference message**

message (data frame) that starts a basic cycle

**3.37**

**Repeat\_Factor**

parameter specifying the repetition rate of a message within a transmission column, being a part of Tx\_Trigger or Rx\_Trigger parameters

NOTE The unit of the repetition rate is "rows in the system matrix".

**3.38**

**Rx\_Trigger**

parameter that specifies when the successful reception of a message will be verified

**3.39**

**Sync\_Mark**

current value of the local time saved at the pulse of Frame\_Synchronisation

**3.40****system matrix**

form containing all messages of all nodes in the network, organised as components and consisting of time windows organised in basic cycles (rows of the matrix) and transmission columns (columns of the matrix)

NOTE The system matrix specifies the correlation between messages and time windows (type and time mark). The first basic cycle in the system matrix starts with Cycle\_Count 0.

**3.41****time gap**

time between the end of a basic cycle and the beginning of the next basic cycle, when the beginning of the next basic cycle is synchronised to an event

**3.42****time mark**

mark within a frame synchronisation entity specifying an instant of Cycle\_Time (in NTUs) at which a certain action is expected or planned

**3.43****time master**

frame synchronisation entity sending the reference message

**3.44****time window**

amount of time allocated for a specific transmission column in the system matrix

**3.45****transmission column**

column of the system matrix whose elements correlate to a particular time window repeated in each basic cycle

NOTE Transmission rows are the basic cycles of the system matrix.

**3.46****time unit ratio****TUR**

ratio between the length of a NTU and the length of the FSE specific basic time unit (e.g. local oscillator period) used for clock synchronisation

NOTE TUR is, in principle, a non-integer number. The node view of a NTU is implemented by the value of TUR.

**3.47****Tx\_Count**

counter that is reset at each start of a matrix cycle, i.e. after identification of the corresponding reference message with Cycle\_Count equal to zero

**3.48****Tx\_Enable**

time period within which the transmission of a message may be started

**3.49****Tx\_Overflow**

status flag set when more Tx\_Triggers occur than specified by Expected\_Tx\_Trigger

**3.50****Tx\_Ref\_Trigger**

special Tx\_Trigger parameter referring only to the triggering of reference messages

### 3.51

#### **Tx\_Trigger**

parameter specifying when a certain message will be transmitted and which consists of a time mark, the position within the transmission column in respect of the first sending (Cycle\_Offset) and the repetition rate (Repeat\_Factor) within that transmission column, and a reference to a message object for which the Tx\_Trigger is valid

NOTE The Tx\_Trigger also contains information about the window type (exclusive, arbitrating, merged).

### 3.52

#### **Tx\_Underflow**

status flag set when less Tx\_Triggers occur than specified by Expected\_Tx\_Trigger

### 3.53

#### **Watch\_Trigger**

time mark used to check whether the time since the last valid reference message has been too long

## 4 Abbreviated terms

CAN	controller area network
FSE	frame synchronisation entity
LLC	logical link control
LSB	least significant bit
MAC	medium access control
MSB	most significant bit
SOF	start of frame

## 5 Basic concepts of time-triggered CAN

### 5.1 General conventions

For the purposes of this part of ISO 11898, the following conventions apply.

**Application watchdog:** regularly served by the Host\_Alive\_Sign parameter.

**Arbitrating time window** conflicts are resolved by the identifier arbitration of CAN and a CAN node may not start transmission if the bus is not idle. Several CAN nodes in the network may start a transmission within the Tx\_Enable window of an arbitrating time window. The immediate automatic retransmission is disabled. Exception: merging of time windows.

**Basic cycle** elements are several consecutive time windows. The number and length of the different time windows is specified off-line and is the same for the whole network. Each basic cycle of the system matrix consists of the same sequence of time windows, starting with the time window for the reference message.

**Cycle\_Time** is truncated to the most significant 16 bits of the difference between the local time of a FSE and its Ref\_Mark,  $\text{Cycle\_Time} = \text{most significant 16 bits of } (\text{Local\_Time} - \text{Ref\_Mark})$ .

**Cycle\_Count** starts counting at zero.

**Cycle\_Offset** is part of a Tx\_Trigger or Rx\_Trigger parameter.

**Error severity:** no error (S0), warning (S1), error (S2), and severe error (S3).

**Expected\_Tx\_Trigger:** when Tx\_Count reaches Expected\_Tx\_Trigger, all further Tx\_Triggers of this FSE in the current matrix cycle are disabled.

**FSE** handles the transmission or reception of the time reference messages and provides a status and control interface to the application layer.

**Free time windows** are reserved for future extensions of the network.

**Global\_Sync\_Mark** (Level 2 only) is saved at the pulse of Frame\_Synchronisation. This value contains the 16-bit integer part as well as the fractional part of the sum (local time + local offset).

**Init\_Watch\_Trigger** has the value of  $2^{16}-1$ , the maximum of cycle time.

**Local time** is generated with a width of 16 bit in Level 1 and at least 19 bit in Level 2. All but the 16 most significant bits in Level 2 give fractional parts of a NTU. The incrementation procedure of local time shall guarantee that the non-fractional part is incremented once each local equivalent of NTU.

**EXAMPLE** If the fractional part uses 3 bits, local time is incremented eight times in Level 2, each increment being the local equivalent of NTU/8.

Inside a **merged arbitrating time window**, the retransmission for frames that lost arbitration or were disturbed by an error is enabled.

**NTU** is a constant of the whole network:

- in Level 1, NTU is the nominal CAN bit time;
- in Level 2, NTU is a fraction of the physical second.

**Node view of global time** is the integer part of the sum of local time of the node and its Local\_Offset. The fractional part is used for clock synchronisation only. Hence the node view of the global time is the local image of the global time in (local) NTUs. It shall be possible to provide the node view of the global time as a continuous monotonic value to the application.

**Ref\_Mark:** at each successful completion of the reference message, the current Sync\_Mark becomes Ref\_Mark.

**Rx\_Trigger:** the necessary information for an Rx\_Trigger consists of a time mark (point of time after which the reception of the corresponding message is expected to be completed), the position within the transmission column in respect to the first reception (Cycle\_Offset) and the repetition rate (Repeat\_Factor) within that transmission column, and, of course, a reference to a message object for which the Rx\_Trigger is valid. Several Rx\_Triggers may be specified for the same message. Rx\_Triggers are intended for messages sent in exclusive time windows only.

**Time window:** the three types of time window are *exclusive*, *arbitrating* and *free*.

**TUR** (Level 2 only) is used for clock synchronisation.

**Tx\_Count:** each time a Tx\_Trigger becomes active, Tx\_Count is incremented. Tx\_Count is not incremented beyond Expected\_Tx\_Trigger.

**Tx\_Enable** is opened with Tx\_Trigger and closed after a predefined number of nominal CAN bit times specified by the system configuration.

**Watch\_Trigger** parameter value depends on the mode of operation (event synchronised or time-triggered) of Time-triggered CAN.

5.2 General principle of protocol

5.2.1 System matrix — Matrix cycle

In a time-triggered system, all messages of all nodes in the network may be organised as components of a system matrix. The system matrix specifies the correlation between the messages and the time windows in which they shall be sent. In time-triggered CAN, the system matrix shall be organised in basic cycles (rows of the matrix) and transmission columns (columns of the matrix). The number of basic cycles in the system matrix shall be a power of two (2), its minimum value is 1. Each basic cycle starts with a specially characterised message: the reference message (see Figure 1).

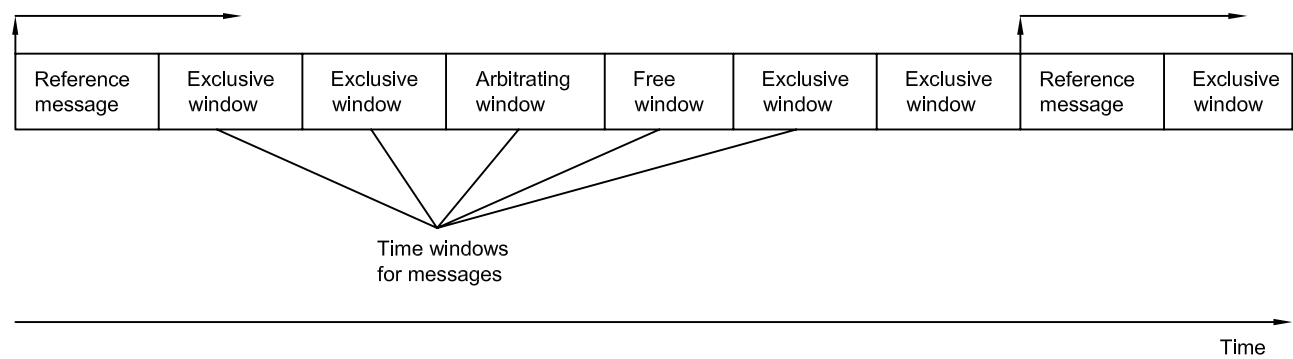


Figure 1 — Basic cycle of time-triggered CAN

Within a basic cycle, a message may be assigned to more than one time window, i.e. a specific message may belong to more than one transmission column. The cycle of all basic cycles in the system matrix shall be the matrix cycle. Within a matrix cycle, Cycle\_Count shall count the number of the basic cycles. The counting shall start at zero and shall end at Cycle\_Count\_Max. The current value of Cycle\_Count shall be transmitted by the time master as part of the reference message. In particular, it shall be cyclically incremented each basic cycle by the time master. Any FSE receiving a valid reference message shall use the cycle count transmitted in that reference message. The number of basic cycles within a matrix cycle (Cycle\_Count\_Max+1) shall be an integer power of two (2).

A column of the matrix cycle is called a transmission column. Within a transmission column, a specific message may be transmitted periodically with a period that is a power of two (2) that is not greater than the number of rows in the system matrix. The unit of the period is “rows in the system matrix”. The number (as a value of Cycle\_Count) of the basic cycle in which this specific message is transmitted first is called Cycle\_Offset; the period is called Repeat\_Factor. A specific message may belong to more than one transmission column and may be transmitted in more than one time window of a transmission column.

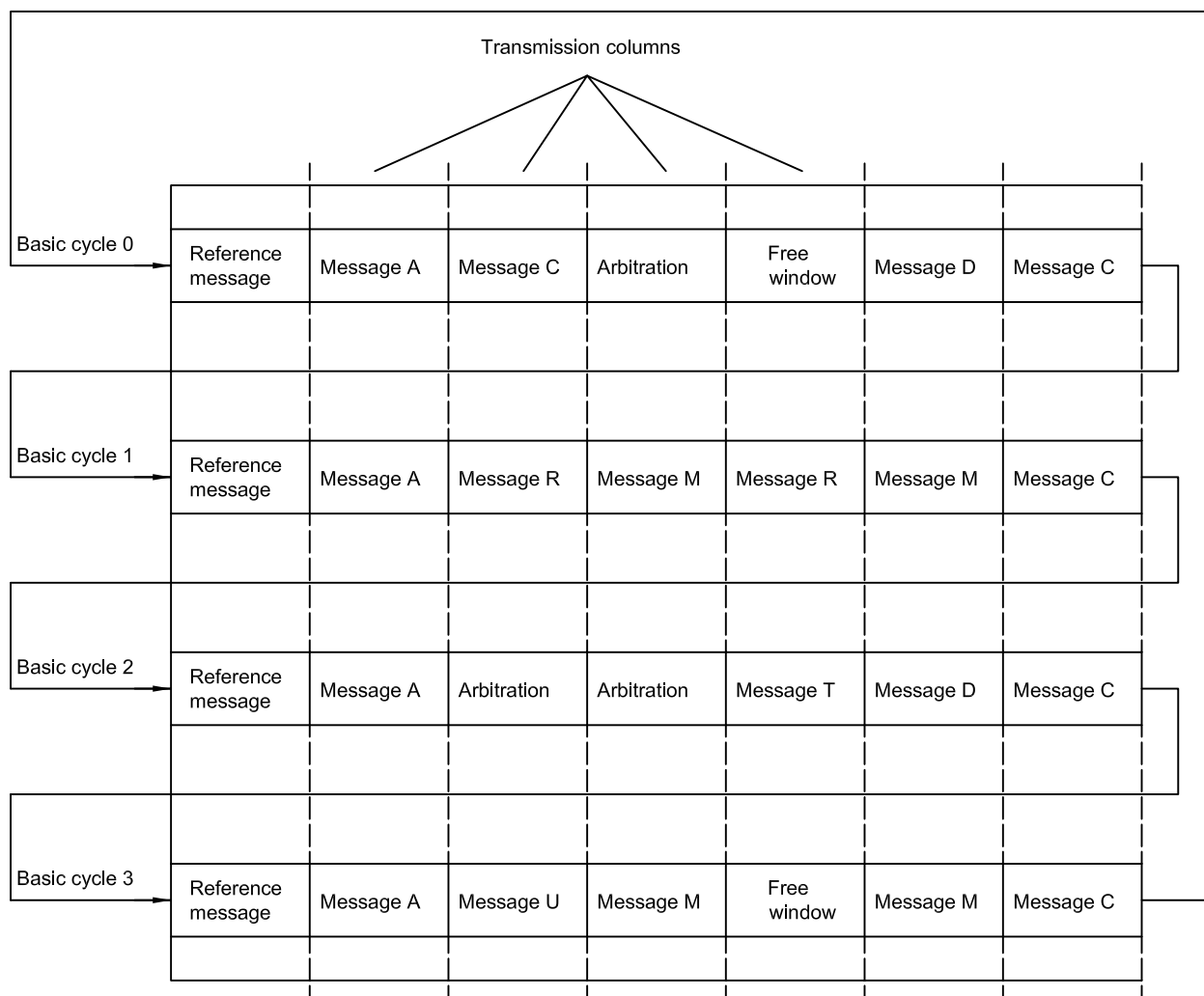
5.2.2 Time windows

Each message shall be transmitted in a particular time window. Within a time window, the transmission of a message may only be started during the Tx\_Enable window (see 7.2.2), i.e. the SOF-bit of the message shall be within the Tx\_Enable window.

In time-triggered CAN, three different types of time windows shall be provided:

- exclusive time windows;
- free time windows;
- arbitrating time windows.

A basic cycle may consist of time windows of different type and length. All time windows of a transmission column shall have the same length but may have different types (see Figure 2, which shows a system matrix with Cycle\_Count\_Max = 3).



**Figure 2 — System matrix**

Exclusive time windows are assigned to a specific message transmitted periodically without competition for the CAN bus. Only one FSE in the network may start a transmission in an exclusive time window. Arbitrating time windows are assigned to messages that share the same time window. Within arbitrating time windows, bus conflicts are resolved by CAN identifier arbitration. Several FSEs in the network may start a transmission in the arbitrating time window. In case of a lost arbitration, the automatic retransmission shall be disabled (exception: merged arbitrating windows). Consecutive arbitrating time windows may be merged to one single window. Frames that lost arbitration or were disturbed by an error may be retransmitted inside the merged arbitrating time window. Free time windows are reserved for future extensions of the network.

**NOTE** For details concerning the Tx\_Enable windows, see 7.2.2.

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5.2.3 Event synchronised start of basic cycle

In a time-triggered system that is not event-synchronised, the reference messages shall be transmitted periodically in equidistant time slots. Time-triggered CAN shall have the option to synchronise the basic cycles to a specific event in the time masters' nodes. When the communication is to be synchronised, the cyclic message transfer shall be discontinued after the end of a basic cycle and a time gap may appear between the end of the last periodic basic cycle and the beginning of the next, event-synchronised basic cycle. The time gap shall be announced by the current time master in the last basic cycle's reference message. The time gap ends as soon as the current time master or one of the potential time masters sends a reference message to start the following basic cycle of the matrix cycle. This is shown in Figure 3.

NOTE The event-synchronised start of a basic cycle can be used to synchronise the transmission cycles of two or more time-triggered CAN busses.

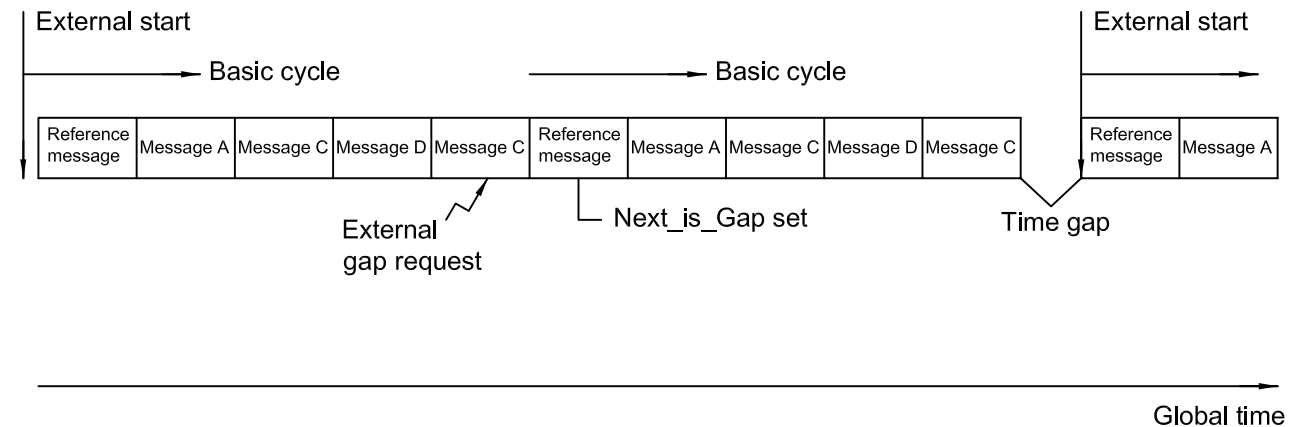


Figure 3 — Event-synchronised basic cycle

5.3 Reference message

5.3.1 Description

All time-triggered, periodic communication on the CAN bus shall be based on the reference message. A reference message shall be a data frame characterised by a specific CAN identifier and received and accepted by all FSEs except the time master (sender of the reference message). For Level 1 the data length code shall be at least one (1); for Level 2 the data length shall be at least four (4); otherwise, the message shall not be accepted as reference message. All bits of the identifier except the three (3) LSBs characterise the message as a reference message. The last 3 bits shall specify the priorities of up to 8 potential time masters.

Both in Level 1 and in Level 2, the reference message shall contain the number of the current basic cycle (Cycle\_Count) and the status bit, Next\_is\_Gap, that announces whether the next cycle will begin with the event-synchronised transmission of the reference message. In Level 2, the reference message shall additionally contain the Master\_Ref\_Mark (measured in global time) and the status bit, Disc\_Bit, that announces whether there is a discontinuity in the global time. The time master shall transmit the reference message, usually in equidistant time slots or optionally synchronised to a specific event. If the reference message is disturbed by an error, it shall be possible for it to be retransmitted immediately. Note that, if retransmission is disabled, there might no longer be any communication on the bus. In case of a retransmission, the transmitted Master\_Ref\_Mark shall be updated. The reference message usually shall be sent periodically, but it is permitted to stop the periodic transmission (Next\_is\_Gap bit) and to initiate event synchronised at the start of the next basic cycle by the current time master or by one of the other potential time masters.

The time master shall be the FSE transmitting the reference messages. The time master shall be allowed to transmit other messages. If the current time master fails, its function shall be replicated by another FSE



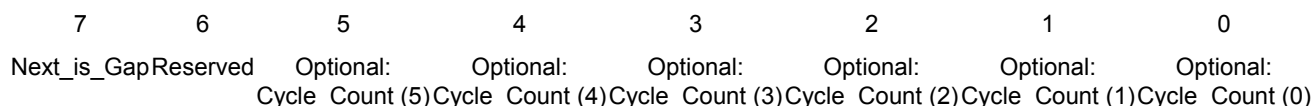
belonging to the potential time masters. Each potential time master shall use a different specific CAN identifier when it transmits a reference message, specified by its time master priority. Each of the specific CAN identifiers shall be recognised by all FSEs in the network as a reference message identifier. FSEs that are neither time master nor potential time master are time-receiving FSEs.

The reference message shall have different formats for Level 1 and Level 2 (see Figures 4 and 5). In both cases, the reference message may be extended by other data up to the sum of eight CAN data bytes. Reserved Bits shall be transmitted as logical 0 and shall be ignored by the receivers.

### 5.3.2 Level 1

The reference message for Level 1 shall consist of at least one data byte. The first byte contains Next\_is\_Gap bit and the Cycle\_Count. The MSB (bit number seven) is transmitted first. A time-triggered CAN FSE may be able to deal with Cycle\_Count values up to 63 (six bits). It is not necessary for a time-triggered CAN FSE to support this.

**NOTE** FSEs with different value of supported Cycle\_Count\_Max may be used consistently in a time-triggered CAN network. However it shall be guaranteed that all potential time masters of this network support the maximum value that is used within the network by any of the FSEs.



**Figure 4 — Format of reference message — Level 1**

### 5.3.3 Level 2

The reference message for Level 2 shall consist of at least four data bytes (see Figure 5). The first byte shall contain Next\_is\_Gap bit and the Cycle\_Count. The MSB (bit 7) of each byte shall be transmitted first.

The second byte shall contain the discontinuity bit (Disc\_Bit – see 6.6) and the bits for the network time unit resolution (NTU\_Res). These are the fractional parts of Master\_Ref\_Mark. In Level 2 at least three bits for NTU\_Res shall be supported, optionally a FSE may support additional bits up to a resolution of 7 bits. Bits that are not supported shall be sent as logical 0.

The third byte shall contain the low byte of the Master\_Ref\_Mark (MRM), and the fourth byte the high byte of the Master\_Ref\_Mark (MRM).

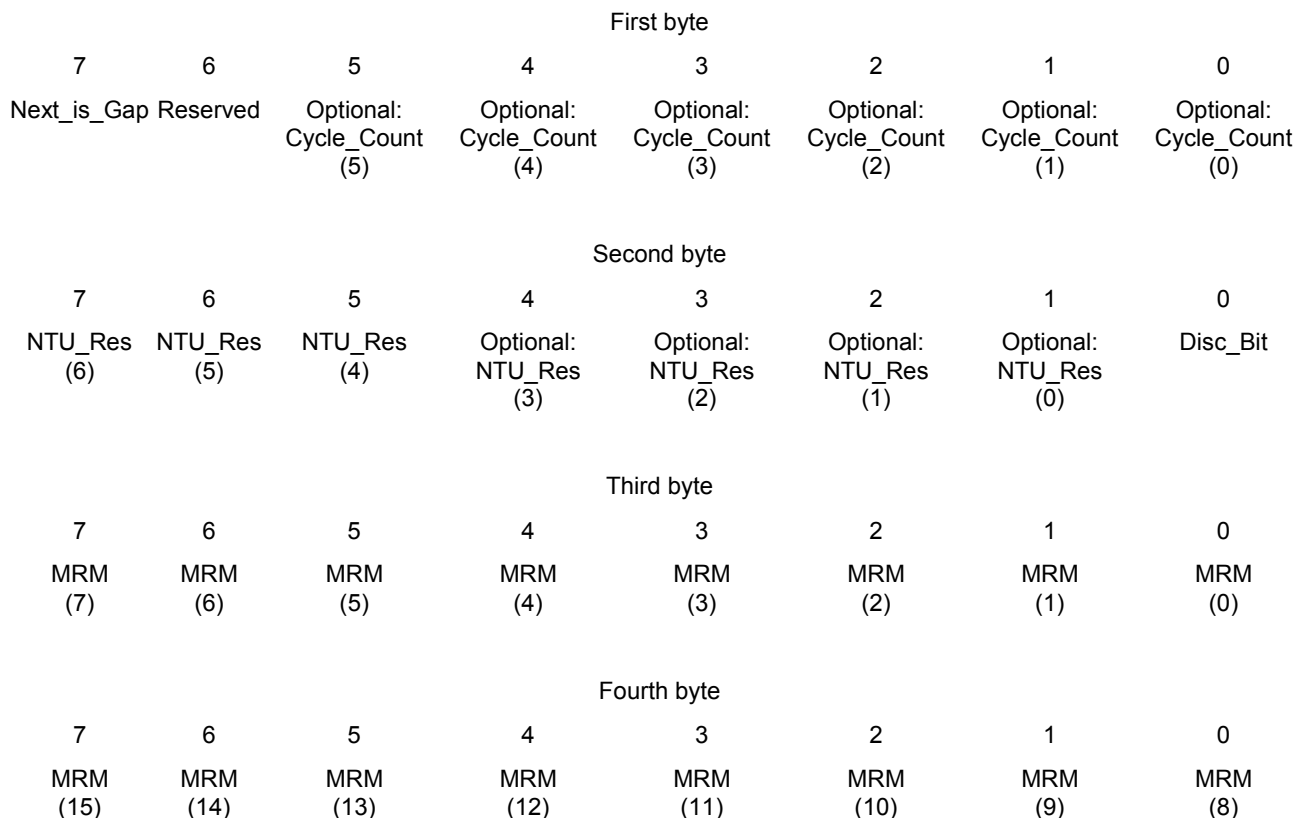


Figure 5 — Format of reference message — Level 2

## 6 Timing and synchronisation features

### 6.1 Levels 1 and 2

There are two possible levels in time-triggered CAN: Level 1 and Level 2. Level 1 only provides time-triggered operation using Cycle\_Time. Level 2 shall additionally provide increased synchronisation quality, global time and external clock synchronisation. In both levels, all timing features shall be based on a local time base — the local time. In principle, all FSEs in the network shall measure their local times using the NTU. The node view of the NTU usually differs marginally from the network view, owing to slight differences in the local oscillators (system clocks). In Level 2, the synchronisation procedure shall ensure that these local views of a NTU in different FSEs are very close (see 6.4). In Level 1, the NTU is the nominal CAN bit time; in Level 2, the NTU is a fraction of the physical second.

It is possible to mix Level 1 and 2 FSEs within one time-triggered CAN network if the Level 2 NTU equals the Level 1 NTU (nominal CAN bit time). However, all potential time masters shall be of Level 2 in such a mixed network.

### 6.2 Generation of local time

In each FSE, local time shall be implemented by a cyclically incrementing counter. In Level 1, the counter shall contain 16 bits, counting in units of a NTU (in Level 1 the nominal CAN bit time). In Level 2, the counter shall contain at least 19 bits where all but the 16 most significant bits give fractional parts of a NTU, i.e. the counter counts in units of  $\text{NTU}/2^n$  if NTU\_Res covers  $n$  bits. Hence, in Level 1 the counter shall increment once each (local equivalent of an) NTU, while in Level 2 the counter shall increment  $2^n$  times each (local equivalent of an) NTU. Apart from incrementing, local time shall be influenced only by hardware reset. In hardware, each FSE shall have access to an oscillator which provides local clock ticks. The implementation of a NTU in Level 2 shall be based on TUR.

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NOTE TUR influences the length of a NTU, hence the velocity of the incrementing of local time.

TUR is a FSE-specific (usually non integer) number which gives the ratio between the length of a NTU and the FSE-specific basic time unit. This FSE-specific basic time unit may be for instance the length of the oscillator period. The local generation of an NTU shall be based on the local value of TUR that is currently valid: TUR\_Actual. The accuracy of TUR\_Actual in the FSEs influences the maximum difference between any two local views of a NTU. The value of TUR shall determine the length of a (local) NTU and thus the velocity of the local time counter. Implementation of TUR as well as data format of TUR is FSE-specific.

NOTE 1 A Level 2 hardware implementation for the generation of a NTU can increment for instance the local time counter 8 times every TUR\_Actual clock ticks in (approximately) equidistant intervals. Since TUR is usually not an integer number, the length of consecutive network time units could differ by one local oscillator period.

NOTE 2 In principle, it is possible to distinguish between different interpretations of the NTU, as follows.

- a) Nominal NTU is the exact theoretical length of time of the NTU, which can be obtained or measured only by the specified second. In practice, this is not achievable. However, the nominal NTU is of great importance as any time-related specification will be recalculated into nominal NTUs in any application that takes advantage of the common time in the system. The nominal NTU is thus a specification value that cannot be exactly met in reality. To specify the global time, we give the number of nominal NTUs that make up a second.
- b) Global NTU: the current time master will generate an internal time tick good enough for the complete system (i.e. the network) to be used for its clock. The clock generates the global time for the system based on the global NTU. Depending on the existence of an external clock synchronisation, the internal time "tick" of the current time master will be replaced or influenced by an external clock source. The global NTU is represented by the current time master's node view of the NTU which is the network view of the NTU.
- c) Local NTU: each node in a time-triggered CAN system has a local clock as a source for generating local time and hence a local replica of the global time. As it receives the global time by the reference message from the time master, this replica will deviate from the global time. How accurately it mirrors the global time is system-dependent; essentially, the precision is given by the precision of TUR. The local NTU is the node view of a NTU.

Figure 6 shows a possible principle for the generation of the node view of a NTU.

The data format of TUR shall be implementation-specific for the FSE. The initialisation value of TUR within a FSE (TUR\_Config) is known *a priori*. FSEs that are not time master and that are synchronised to the time-triggered CAN network shall continuously update their TUR value according to the observed ratio between their local time (system clock) and the master's global time (see 6.4).

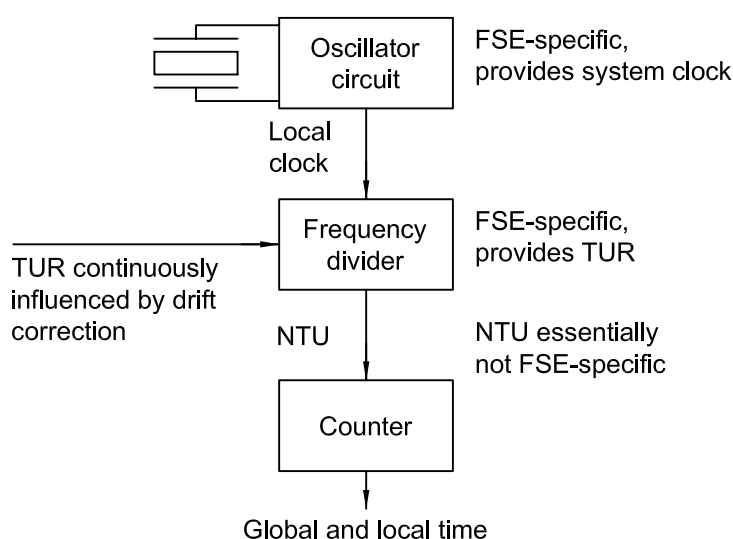


Figure 6 — Generation of node view of NTU in Level 2

### 6.3 Cycle\_Time parameter

A Frame\_Synchronisation pulse shall be generated in each FSE for each data frame and remote frame in the CAN network, at the sample point of the start of frame (SOF) bit. This pulse shall be synchronous in the whole network, disregarding of signal propagation times. At the pulse of Frame\_Synchronisation, the current value of the local time shall be saved as the Sync\_Mark. At each successful completion of the reference message, the current Sync\_Mark shall be saved as Ref\_Mark.

The Cycle\_Time shall be the difference between a FSE's local time and its Ref\_Mark, conceptually restarting with zero at each start of a basic cycle (Sync\_Mark of the reference message). In fact, the starting point of Cycle\_Time may only be identified after completion of the reference message. In Level 2 only the 16 most significant bits of this difference shall contribute to Cycle\_Time, i.e. Cycle\_Time has no fractional parts and shall be always a 16-bit value both in Level 1 and Level 2. All time marks shall be given in the Cycle\_Time parameter.

### 6.4 Synchronisation in Level 2

In Level 2, an improved synchronisation of the different time counters between reference messages shall be achieved by the adjustment of the TUR value, and TUR shall not usually be an integer number. In FSEs that are not time master, TUR shall be adapted to the master's view of the global time after each reception of the reference message, compensating for clock drift.

At the pulse of Frame\_Synchronisation, the current value of the node view of the sum of local time and local offset shall be saved as the Global\_Sync\_Mark (node view of the global time including the fractional part). This is a value of at least nineteen (19) bits. The time master shall transmit its current Global\_Sync\_Mark in the reference message as Master\_Ref\_Mark. The current Master\_Ref\_Mark shall be saved, at each successful completion of the reference message, as Global\_Ref\_Mark.

At each successful completion of the reference message, the difference between the node view of Ref\_Mark (in local time) and the Master\_Ref\_Mark of the reference message shall be saved as Local\_Offset ( $\text{Local\_Offset} = \text{Global\_Ref\_Mark} - \text{Ref\_Mark}$ ). The Local\_Offset may change due to oscillator drift. The current time master view of Local\_Offset shall remain constant; each node of the network shall start with a Local\_Offset of zero. When the current time master fails and another FSE (potential time master) becomes time master, the new time master's Local\_Offset shall be retained. A FSE that becomes the current time master shall keep its updated TUR value. It may optionally support the feature to gradually return from the TUR\_Actual value to its TUR\_Config value afterwards.

**EXAMPLE** Each time a reference message is completed, the current length of the last basic cycle is measured in system clock periods ( $p_{\text{sys}}$ ) and in global time ( $q_{\text{gt}}$  = difference between two Master\_Ref\_Marks in NTU). The new value of TUR (as in Figure 6) is given by:  $\text{TUR\_Actual} = p_{\text{sys}}/q_{\text{gt}}$ . In order to provide sufficient quality of TUR,  $q_{\text{gt}}$  is to be known with a higher resolution than 1 NTU. This means that in the Master\_Ref\_Marks, time information about the master time will be given with higher resolution than 1 NTU. This is the reason for the fractional part of a NTU in the Master\_Ref\_Mark.

### 6.5 Global time in Level 2 (local time + local offset)

The global time of a time-triggered CAN network shall be the sixteen (16) MSBs of (local time + local offset) in the time master. In each FSE, the sixteen (16) MSBs of local time + local offset shall give an approximation of the global time. As this approximation shall not produce continuous values (i.e. two successive values differ by at most one), it shall be possible to provide the sixteen (16) MSBs of monotonic value (local time + local offset) as a continuous monotonic value to the application: the global time. The unit of the global time shall be the NTU. A smoothing procedure may be necessary to maintain monotony and continuity of the global time in case of frequency adjustment by external clock synchronisation (see 6.6), long gaps, or changes in time. If a discontinuity occurs (Disc\_Bit is set in the reference message) due to an external clock synchronisation, it shall be signalled (Disc\_Flag) to the application.

## 6.6 External clock synchronisation

Time master of time-triggered CAN may use an external time base to provide the global time of a network. Synchronisation with the external time base shall be maintained using the following means.

- **Frequency adjustment** may be applied by using the external time period as the base for the NTU. This may be done by adapting the TUR value to the length of the external time period. The application of the current master shall write the new TUR value into TUR\_Adjust and set the External Clock Synchronisation Command. At the beginning of the next basic cycle, the FSE shall use the new TUR\_Adjust value as TUR\_Actual.
- **Phase adjustment** may be applied either by continuous frequency adjustment or by inserting a discontinuity in the global time. For this case, the discontinuity bit (Disc\_bit) shall be part of the reference message and indicate that such a discontinuous behaviour of the global time is to be expected. The application shall write the difference between the desired global time and the current global time of the network into Global\_Time\_Preset and set the Set\_Time\_Command. At the beginning of the next basic cycle this value shall be added to the Local\_Offset of the time master, and hence to the global time. The discontinuity bit (Disc\_bit) in the reference message shall be set. There shall not be two consecutive reference messages in the network with a set discontinuity bit.
- **Adjustment of Cycle\_Time** to a specified external global time value shall be applied by setting the Next\_is\_Gap bit in the reference message, and starting an event-synchronised basic cycle according to the requested correction.

## 7 Sending and receiving

### 7.1 General

In a time-triggered system, all messages of all nodes in the network shall be organised as components of a system matrix. The system matrix specifies the correlation between the messages and the time windows in which they are to be sent. In time-triggered CAN, the system matrix shall be organised in basic cycles (rows of the matrix) and transmission columns (columns of the matrix). Each basic cycle shall start with a specially characterised message, the reference message (see Figure 1). The cycle of all basic cycles in the system matrix shall be the matrix cycle. The sequence of the time windows inside the basic cycle shall be controlled by time marks that are compared to the Cycle\_Time. When a particular time window is opened, the point of Cycle\_Time shall be as specified by the time mark of that time window. It shall be closed when the following time window is opened. The timing of time-triggered CAN shall be based on the following triggers related to a certain time mark of the system matrix: Tx\_Trigger, Rx\_Trigger, Tx\_Ref\_Trigger and Watch\_Trigger.

### 7.2 Transmission of messages

#### 7.2.1 Tx\_Trigger

In nodes that are synchronised to the time-triggered CAN network, the transmission of messages shall be controlled by the transmit trigger Tx\_Trigger. Thus the Tx\_Trigger specifies for the referred message the time window of the matrix cycle at which it is to be transmitted.

A Tx\_Trigger shall consist of different parts, in the following sequence:

- a) a reference to a message for which it is valid;
- b) the time mark when it may be activated (column of the system matrix, transmission column);
- c) the position in the transmission column (position given by Cycle\_Count, row of the system matrix) at which it shall be first activated;
- d) the Repeat\_Factor position of the same transmission column at which it shall be next activated.

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The Repeat\_Factor shall be a power of two (2), greater than Cycle\_Offset but not greater than Cycle\_Count\_Max + 1. In addition, the Tx\_Trigger shall contain information as to whether it refers to an arbitrating or an exclusive window. If it refers to an arbitrating window, the information as to whether it is merged with the following window shall also be given (see 5.2.2). Several Tx\_Triggers may be specified for the same message.

NOTE A Tx\_Trigger becomes active each time its trigger conditions are met, even if the transmission of the corresponding message is disabled — owing to error conditions, for example.

Figure 7 shows an example of a Tx\_Trigger for the exclusive message D, which shall be sent in the fifth time window (exclusive time window) at the first and third basic cycles of this system matrix. The Cycle\_Offset is configured to 0 and the Repeat\_Factor is 2 for this example.

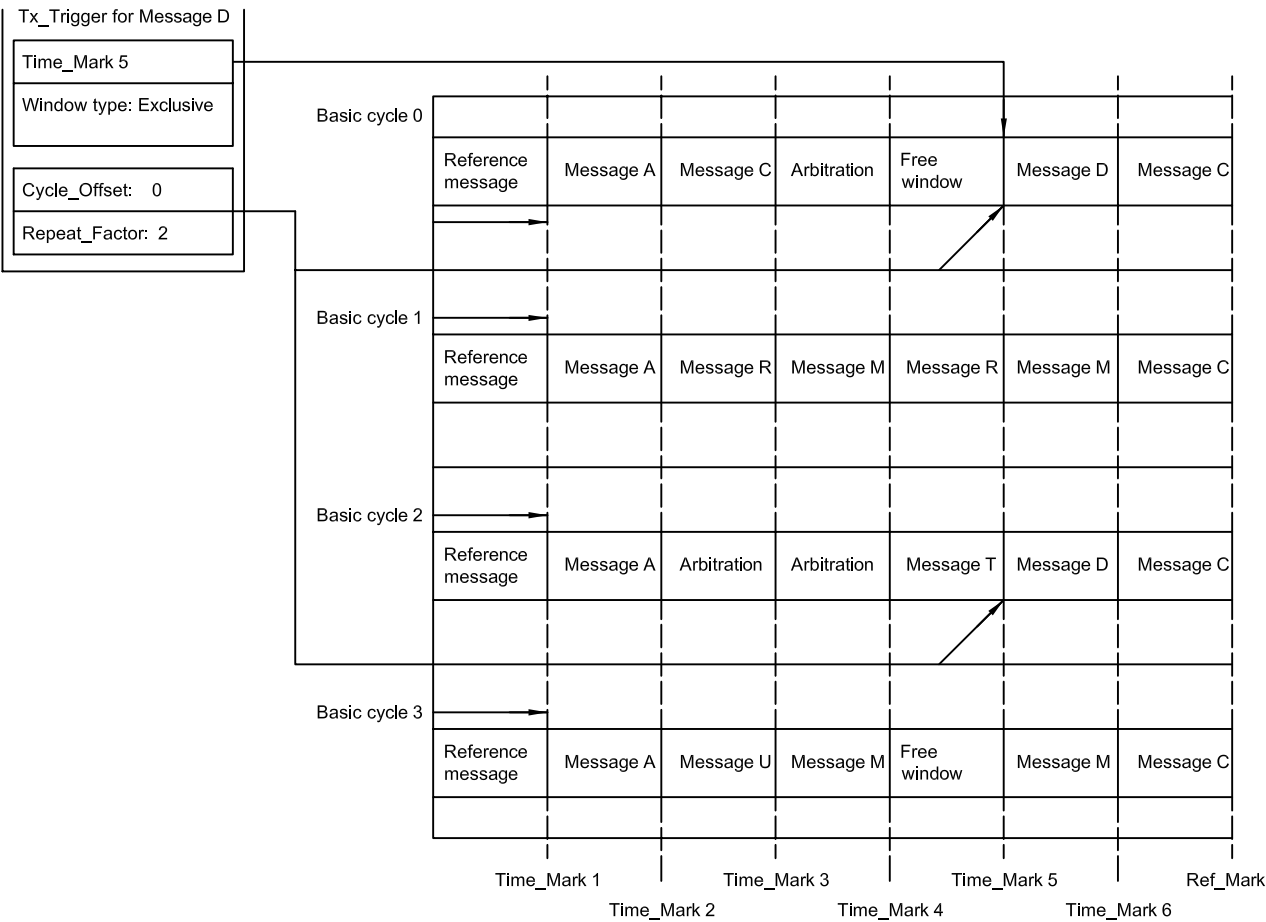


Figure 7 — Example Tx\_Trigger for exclusive message

7.2.2 Tx\_Enable

The Tx\_Trigger specifies the beginning of the message time window. In order that the timing constraints of the offline planned schedule (matrix cycle) be obeyed, the event of starting to send a message shall be restricted to the begin of a message's time window. The Tx\_Enable shall be a window which specifies this time period when a transmission is to be started. It shall be opened at the beginning of the time window and closed after a specified number of nominal CAN bit times (1 ... 16). The length of the Tx\_Enable window is specified by the system configuration (see 10.1.3.7) and may vary for the different FSEs in the network.

Although it is allowed, within a time-triggered CAN FSE, to specify a different length of the Tx\_Enable window for each time window, this is not required, i.e. the length of Tx\_Enable window may be an FSE constant.

All MAC transmission requests shall be set by the message Tx\_Trigger (if there is an LLC transmission request) and be reset at the end of the Tx\_Enable window.

When a MAC transmission request is reset after the transmission has started, the MAC will not abort the transmission, the transmission will be completed. When a node, which should transmit a message in a particular time window, cannot start the transmission of the message inside the Tx\_Enable window (e.g. because the bus is not idle or because the application had transiently disabled the message), the transmission may not be started at all in that time window and shall either be postponed until the next Tx\_Trigger for that message or omitted completely. In any case, the message transmission request (the LLC transmission request) is relayed from the LLC to the MAC only at the event of the message's Tx\_Trigger, and the MAC transmission request is disabled at the end of the message's Tx\_Enable window.

The Tx\_Enable window of merged arbitrating windows shall start at the beginning of the first time window and end at the end of the Tx\_Enable window of the last merged time window. Accordingly, the length of the last of the time windows to be merged specifies the maximum length of the messages that may be transmitted in the resulting merged arbitrating time window.

The first and the last of the Tx\_Triggers within the merged arbitrating time window shall be known at each FSE that can participate in the merged arbitrating time window.

### 7.2.3 Transmit message object

A message object shall provide storage for one LLC frame (see ISO 11898-1) together with control and status information to be sent when a Tx\_Trigger for that message object becomes active. For time-triggered CAN, the message object shall contain the additional status information MSC (see 9.2). The message objects shall be configured during initialisation and may be updated during time-triggered operation.

## 7.3 Reception of messages

### 7.3.1 Rx\_Trigger

In FSEs synchronised to the time-triggered CAN network, the verification of the message reception shall be controlled by the reception check trigger Rx\_Trigger, which shall consist of the same parts as the Tx\_Trigger and which specifies when the successful reception of an exclusive message is to be verified. The Rx\_Trigger's time mark gives a point of time after which the reception of the corresponding message shall be completed (and its local acceptance filtering done) and before the beginning of the next basic cycle. Several Rx\_Triggers may be specified for the same message.

### 7.3.2 Receive message object

A message object shall provide storage for one LLC frame (see ISO 11898-1), together with control and status information for the received exclusive message to be validated if the time mark of Rx\_Trigger matches the current Cycle\_Time. For time-triggered CAN, the message object shall contain the additional status information MSC, showing the result of the verification. The message objects shall be configured during initialisation and may be updated during time-triggered operation.

The actual reception of messages shall be independent of the Rx\_Triggers. As specified in ISO 11898-1, each controller checks all messages for CAN protocol errors and acknowledges each received valid message.

## 7.4 Transmission of reference messages

### 7.4.1 Tx\_Ref\_Trigger

Tx\_Ref\_Trigger shall be a special Tx\_Trigger which only refers to the triggering of reference messages. Tx\_Ref\_Triggers shall only be present in potential time masters. In a strictly time-triggered system, only one Tx\_Ref\_Trigger shall ensure the periodic transmission of reference messages. Whenever a Tx\_Ref\_Trigger is reached, the FSE shall try to send a reference message.

Two Tx\_Ref\_Trigger shall be used in a system with event-synchronised basic cycles. One Tx\_Ref\_Trigger shall be active in the periodic case and shall ensure the periodic transmission of the reference messages until the next time a basic cycle is synchronised to an event (Next\_is\_Gap bit was set by the active time master). The other Tx\_Ref\_Trigger shall restart the periodic transmission of reference messages in case the synchronising event does not occur or is missed, hence the Tx\_Ref\_Trigger for gap case checks the application-specific maximum length of the gap. At a given time, only one of the Tx\_Ref\_Triggers shall be relevant.

The Tx\_Ref\_Trigger's time marks for the periodic case shall be the same in all potential time masters of the network. The size of these time marks shall give the length of the basic cycle.

The time mark in the Tx\_Ref\_Trigger additionally shall be modified by Ref\_Trigger\_Offset.

#### 7.4.2 Tx\_Ref\_Trigger's message object

Message objects for Tx\_Ref\_Triggers shall provide storage for the reference message identifier and for the data length code. Parts of the reference message's data shall be provided by the time-triggered CAN protocol mechanisms (see 5.3). The last three bits of the identifier of the reference message shall specify the time master priority of this FSE.

#### 7.4.3 Ref\_Trigger\_Offset

Ref\_Trigger\_Offset shall modify the time mark of Tx\_Ref\_Trigger to allow initialisation and fault-tolerance of the time masters. The sum of the Tx\_Ref\_Trigger's time mark and Ref\_Trigger\_Offset shall determine the point in time at which the transmission of the reference message is started. The value of Ref\_Trigger\_Offset shall depend on the master state and the initialisation state. During normal operation for the current master, Ref\_Trigger\_Offset shall be zero (= 0), and for the other potential time masters, Ref\_Trigger\_Offset shall be equal to Initial\_Ref\_Offset, where Initial\_Ref\_Offset shall be a positive value specified by the configuration. If — for example, during initialisation or after a reset — a potential master has a higher time master priority than the current master, it shall reset Ref\_Trigger\_Offset to zero (0) (if Ref\_Trigger\_Offset was positive) and shall decrement Ref\_Trigger\_Offset every basic cycle by one until it sends a reference message or it receives another reference message with a higher priority. There shall be no decrementation in the gap case. Ref\_Trigger\_Offset may only take values between -127 and +127. See Clause 8.

#### 7.4.4 Watch\_Trigger

In case there is no reference message for a very long time (e.g. after several retries of all potential time masters to send a reference message during a strongly disturbed bus), the FSE-specific Watch\_Trigger shall be reached. As for Tx\_Ref\_Triggers, there shall be two Watch\_Triggers. One shall be for the periodic case and one for the event-synchronised case. This even shall hold for time-receiving FSEs. Then an error handling procedure shall be initiated and the application shall be notified (see Clause 8). During initialisation, the Watch\_Triggers shall be disabled until successful transmission or reception of a message.

**NOTE** The complete system matrix information does not have to be known in each FSE. It is sufficient that each FSE knows when to transmit (Tx\_Trigger, Tx\_Ref\_Trigger) its own messages, when to verify the reception (Rx\_Trigger) of messages that are locally processed, and when to check for the absence (Watch\_Trigger) of a reference message.

## 8 Initialisation and fault tolerance of time masters

### 8.1 General

All time-triggered, periodic communication on the CAN bus shall be based on the reference message, usually transmitted by the time master in equidistant time slots. While the function of the time master is required for the normal bus communication, the cases of system start up and replacement of a failed time master shall be considered separately.



For monitoring the time since the last reference message, Tx\_Ref\_Triggers, Watch\_Triggers and the Init\_Watch\_Trigger shall be used. Only potential time masters may use Tx\_Ref\_Triggers. Whenever a Tx\_Ref\_Trigger (modified by Ref\_Trigger\_Offset) is reached, the FSE tries to send a reference message. It shall continue to do so until it receives a reference message or successfully transmits a reference message. In particular, if the bus is not idle when the Tx\_Ref\_Trigger is reached, the FSE shall check whether the last message on the bus was a reference message before trying to transmit its own reference message. Within a potential time master there are two Tx\_Ref\_Triggers: one refers to the periodic case, the other to the event-synchronised case (after a Next\_is\_Gap bit has been sent in the last reference message).

In case no reference message was transmitted for a very long time, e.g. after several retries of all potential time masters to send a reference message during a strongly disturbed bus, the FSE-specific Watch\_Trigger shall be reached. As for Tx\_Ref\_Triggers, there are two Watch\_Triggers: one for the periodic case and the other for the event-synchronised case. This even holds for time-receiving FSEs. Then an error handling procedure shall be initiated and the application shall be notified (see 9.3.8).

## 8.2 Initialisation procedure

Up to 8 FSEs of a time-triggered CAN network may be potential time masters, but only one of them shall become the current time master once the normal time-triggered bus communication is established. At system start up, after the hardware reset, all potential time masters shall perform the function of time master and shall try to send a reference message — according to a specified priority and waiting time. The FSE with the highest priority shall use the highest CAN identifier priority and shall start its transmission the shortest time after its hardware reset. The reference message priorities of different potential time masters may only differ in the three LSBs (the remaining MSBs of these identifiers are equal). The system designer shall ensure that they are known to any FSE in the network.

Local time, global time, and Cycle\_Time shall be at zero after hardware reset is released. Local time shall be started after the configuration of TUR is finished. The FSE (node) shall be initialised and ready to receive messages when Config\_Mode is left. Cycle\_Time shall be zero when the state “synchronising” (see 9.4.2) is entered. Global time shall be regarded as invalid until the synchronisation to the time-triggered CAN network is completed. The Tx\_Ref\_Triggers referring to the event-synchronised communication shall cause the transmission of a reference message in the potential time masters. The FSE with the highest priority shall use the Tx\_Ref\_Trigger with the lowest time mark. FSEs that are only time receivers shall wait a specified time for the first reference message before notifying the application.

When the Config\_Mode (see 10.1.2.2) is left, the Watch\_Triggers shall be disabled and the Init\_Watch\_Trigger shall be used to monitor the bus for messages. The value of Init\_Watch\_Trigger shall be  $2^{16}-1$ , the maximum of cycle time. At the first successful reception or transmission of any message before the time mark Init\_Watch\_Trigger is encountered, the Watch\_Triggers shall be enabled and the Init\_Watch\_Trigger shall be disabled. If the time mark Init\_Watch\_Trigger is encountered, all transmissions of data frames shall be disabled and the application shall be notified using the Init\_Watch\_Trigger\_Reached signal. After encountering the time mark Init\_Watch\_Trigger, the CAN node may still receive (and give acknowledge to) CAN messages; however, cycle time and global time shall be regarded as invalid; “synchronising” is restarted by the reception of a reference message or (for potential time masters) by entering and leaving the Config\_Mode, and is completed when two successive reference messages have been observed — either received or transmitted (if the last reference message it received did not contain a set Disc\_Bit).

**NOTE** This mechanism is introduced to deal with situations where there are strongly different wake-up times in the network. In this case, it could be a long time before a potential time master finds a partner giving an acknowledge.

Ref\_Trigger\_Offset modifies the time mark of Tx\_Ref\_Trigger. The sum of the Tx\_Ref\_Trigger's time mark and Ref\_Trigger\_Offset determines the point in time when the transmission is started. The value of Ref\_Trigger\_Offset depends on the master state and the initialisation state. During normal operation for the current master, Ref\_Trigger\_Offset = 0, and for other potential time masters Ref\_Trigger\_Offset = Initial\_Ref\_Offset, where Initial\_Ref\_Offset is a positive value specified by the configuration. Directly after reset, all potential time masters start with Ref\_Trigger\_Offset = Initial\_Ref\_Offset, the Tx\_Ref\_Trigger in use is the Tx\_Ref\_Trigger for the event-synchronised communication and the master state is backup time master.

If a potential master has a higher time-master priority than the current master and its `Ref_Trigger_Offset` is positive, it shall reset its `Ref_Trigger_Offset` to zero (0). If a potential time master is in `Sync_Mode In_Schedule`, does not have a positive `Ref_Trigger_Offset`, and receives a reference message with a lower time master priority, it shall decrement the `Ref_Trigger_Offset` by one until it succeeds in sending a reference message or receives another reference message with a higher priority. `Ref_Trigger_Offset` may only take values between -127 and 127.

Any time a potential time master receives a reference message with a higher priority than its own, it shall use `Ref_Trigger_Offset = Initial_Ref_Offset` and shall change its master state to backup time master. If it becomes current time master (by successfully transmitting a reference message), it shall use `Ref_Trigger_Offset` to zero (0).

When all FSEs have started bus activity, the FSE with the highest priority shall remain as the current time master of the network.

After reset, a FSE shall consider itself synchronised to the network after the occurrence of the second consecutive reference message (if the last reference message it received did not contain a set `Disc_Bit`). Until a FSE is synchronised to the network, it shall not transmit a message (exception for potential time masters: reference message), it shall not update the MSCs of the message objects, and its global time will be considered invalid.

### 8.3 Failure of current time master

Whenever a `Tx_Ref_Trigger` (including modification by `Ref_Trigger_Offset`) becomes active, the transmission of a reference message shall be requested. The request shall remain active until any reference message is completed (transmitted or received).

As long as the current time master transmits its reference messages in the correct schedule, the bus shall not be idle at the other potential time masters `Tx_Ref_Triggers (+Ref_Trigger_Offset)` and no other reference message shall be transmitted.

When the current time master fails to send a reference message, the CAN bus shall remain idle and the potential time master with the shortest `Initial_Ref_Offset` shall transmit a reference message as soon as its `Tx_Ref_Trigger` (including modification by `Ref_Trigger_Offset`) is reached, to become the current time master. In case two potential time masters attempt to send a reference message at the same time, the bit arbitration mechanism shall ensure that the one with the highest priority becomes the time master. If, out of two competing potential masters, the one with the lower priority starts earlier with the transmission of the reference message due to imperfect synchronisation, no arbitration shall take place. As during initialisation, the potential time master with the higher priority shall decrement its `Ref_Trigger_Offset` until it succeeds in sending a reference message (or receives another reference message with higher priority).

When a reference message is disturbed by an error, it shall be repeated as soon as possible with updated `Master_Ref_Mark`. Each FSE shall provide a `Watch_Trigger` that becomes active when an expected reference message is missing for too long. At that event, the synchronisation watchdog shall notify the application and initiate an error-handling procedure. When a failed time master reconnects to the system with active time-triggered communication, it shall wait until it is synchronised to the network before attempting to become time master again.

NOTE The observation of two consecutive reference messages with a set `Disc_Bit` (see 6.6) is considered an error.

### 8.4 Shutdown

Shutdown of the time-triggered CAN network shall be handled by a higher layer, e.g. application or fault-tolerance layer, and is not covered by this part of ISO 11898.

## 9 Failure handling

### 9.1 General

CAN failures are considered in ISO 11898-1. When a FSE detects scheduling errors, implicit error notification shall be prohibited by the CAN protocol specification in accordance with ISO 11898-1. All explicit notifications (error messages) shall be considered in the system matrix. Active fault confinement shall be left to a higher layer or to the application, and the FSE shall provide error detection and fail-silent function.

The following error detection mechanisms (severity S1 to S3) shall at least be covered (missing reference messages are handled as during initialisation, see Clause 8).

- **Scheduling\_Error\_1** (S1) is set if within one matrix cycle the difference between the highest message status count (MSC) and the lowest MSC of all messages (of exclusive time windows) of a FSE is larger than two (2), or if one of the MSCs of an exclusive receive message object has reached seven (7). If within one matrix cycle none of these conditions is valid, the bit is reset.
- **Tx\_Underflow** (S1) is set when Tx\_Count is less than Expected\_Tx\_Triggers at the start of a new matrix cycle. It is reset when Tx\_Count is at least Expected\_Tx\_Triggers at the start of a new matrix cycle.
- **Scheduling\_Error\_2** (S2) is set if for one transmit message object the MSC has reached seven (7). It is reset when no transmit object has an MSC of seven (7).
- **Tx\_Overflow** (S2) is equal or higher than the value of Expected\_Tx\_Triggers and a Tx\_Trigger event occurs. It is reset when Tx\_Count is no more than Expected\_Tx\_Triggers at the start of a new matrix cycle.
- **Application\_Watchdog** (S3): the application failed to serve the application watchdog. This watchdog shall be reset by the application by setting the Host\_Alive\_Sign, which shall be served regularly as soon as Time-triggered CAN is set to operating modes (time-triggered or event-synchronised time-triggered operation).
- **CAN\_Bus\_Off** (S3): the controller went bus off due to CAN-specific errors.
- **Config\_Error** (S3): a merged arbitrating time window is not properly closed or there is a Tx\_Trigger with a time mark beyond the Tx\_Ref\_Trigger.
- **Watch\_Trigger\_Reached** (S3): The Watch\_Trigger was reached because the reference message is missing.

The S3 error conditions shall remain active until the application updates the configuration.

Four levels of error severity are specified: no error (S0), warning (S1), error (S2) and severe error (S3). If several errors are detected at the same time, the highest severity shall prevail. The severity level gives the error state (with respect to TT-failures) of the FSE. When an error is detected, the application shall be notified by updating the Interrupt\_Status\_Vector (see 10.2.2).

- a) S0 — no error.
- b) S1 — warning: only notification of application; reaction application-specific.
- c) S2 — error: notification of application. All transmissions in exclusive or arbitrating time windows are disabled (i.e. no data or remote frames may be started). Potential time masters may still transmit reference messages with the Ref\_Trigger\_Offset set to the maximum value of 127.
- d) S3 — severe error: notification of application. All CAN bus operations are stopped, i.e. transmission of dominant bits is not allowed. Application service is requested. Update of the configuration of the time-triggered CAN FSE is required.

The error level state machine shall be

- in state S3 while at least one S3 error detection mechanism is active, or else
- in state S2 while at least one S2 error detection mechanism is active, or else
- in state S1 while at least one S1 error detection mechanism is active, or else
- it shall be in state S0.

## 9.2 Message status count

MSC — range from zero (0) to seven (7) — shall be an error counter which provides a means of detecting scheduling errors for periodic messages in exclusive time windows. There is no MSC for arbitrating messages. Each message object for an exclusive time window has its own MSC. Incrementing and decrementing MSCs is not allowed beyond the limits. When MSC reaches an error level of seven (7) for any of the messages, an error-handling procedure shall be initiated. A significant difference — i.e. larger than two (2) — between the MSCs of different messages within one matrix cycle indicates a scheduling error, e.g. the message transmitted in the previous time window may be too long or may have started too late. MSC shall be reset to zero during configuration and is not updated before the local FSE is synchronised.

For messages to be received, the MSC shall be updated at the event of Rx\_Trigger of the message. At the Rx\_Trigger, it shall be checked whether the message has been received since the beginning of the current basic cycle or since the last Rx\_Trigger for this message. MSC shall be incremented (by one) if the check is not successful, or else decremented (by one).

For messages to be transmitted, the MSC shall be incremented (by one) if the transmission attempt is not successful. The MSC decrement condition shall be different for the error states S0 and S1 or S2. In S0 and S1, the MSC shall be decremented (by one) when the message has been transmitted successfully. In S2 (all transmissions are disabled) the MSC shall be decremented by one when the FSE detects bus idle during the Tx\_Enable window of the time window for this message.

If the bus is disturbed, the MSC of all messages that are to be sent or received during the disturbance shall be incremented.

## 9.3 Interrupt\_Status\_Vector

### 9.3.1 General

For error indication, time-triggered CAN shall use the Interrupt\_Status\_Vector (see 10.2.2). For each error-detection mechanism, there shall be one bit in the Interrupt\_Status\_Vector. A set bit means that the corresponding mechanism has detected some error. A given implementation shall provide the error-detection mechanisms indicated below. It may also provide additional error-detection mechanisms. The FSE shall provide at least one interrupt line to the application. Each of the interrupt sources in Interrupt\_Status\_Vector shall be enabled separately by Interrupt\_Enable. Interrupt\_Status\_Vector shall be updated regardless of Interrupt\_Enable. The Interrupt\_Enable register shall enable the access of the interrupt source to the interrupt line.

NOTE The severity of each of the error detection mechanisms specified in 9.3.2 to 9.3.9 is given between parentheses in the title of the subclause.

### 9.3.2 Scheduling\_Error\_1 (S1)

Scheduling\_Error\_1 shall be set if, within one matrix cycle, the difference between the highest MSC and the lowest MSC of all messages (of exclusive time windows) of a FSE is larger than two (2), or if one of the MSCs of an exclusive receive message object has reached the value of seven (7).

**9.3.3 Tx\_Underflow (S1)**

Tx\_Count is less than Expected\_Tx\_Triggers at the start of a new matrix cycle.

**9.3.4 Scheduling\_Error\_2 (S2)**

Scheduling\_Error\_2 shall be set if for one transmit message object the MSC has reached seven (7).

**9.3.5 Tx\_Overflow (S2)**

Tx\_Count is equal or higher than the value of Expected\_Tx\_Triggers and a Tx\_Trigger event occurs.

**9.3.6 Application\_Watchdog (S3)**

The application failed to serve the application watchdog, which shall be reset by the application by setting the Host\_Alive\_Sign, which in turn shall be served regularly as soon as Time-triggered CAN is set to operating modes (time-triggered or event-synchronised time-triggered operation).

**9.3.7 CAN\_Bus\_Off (S3)**

The controller went bus-off due to CAN-specific errors.

**9.3.8 Config\_Error (S3)**

A merged arbitrating time window is not properly closed or there is a Tx\_Trigger with a time mark beyond the Tx\_Ref\_Trigger.

**9.3.9 Watch\_Trigger\_Reached (S3)**

The Watch\_Trigger was reached because the reference message is missing.

**NOTE** In a potential time master, a Watch\_Trigger can only be reached if the reference message triggered by the preceding Tx\_Ref\_Trigger is repeatedly disturbed. In systems with event-synchronised basic cycles, there could be different Watch\_Triggers for the two Tx\_Ref\_Triggers. When one of the Tx\_Ref\_Triggers is not active, the corresponding Watch\_Trigger is not active.

**9.4 Master state****9.4.1 General**

The master state shall be a 6-bit vector which combines the FSE states referring to error, synchronisation and master-slave relation, i.e. a triplet (error level, sync\_mode, master-slave\_mode). The error level shall be a two (2) bit vector with the four states S0, S1, S2, S3 according to 9.1. Other components, sync\_mode and master-slave\_mode, are two (2) bit vectors as well, and are specified in 9.4.2 and 9.4.3. The complete state machine for the master state is the combination of the three state machines.

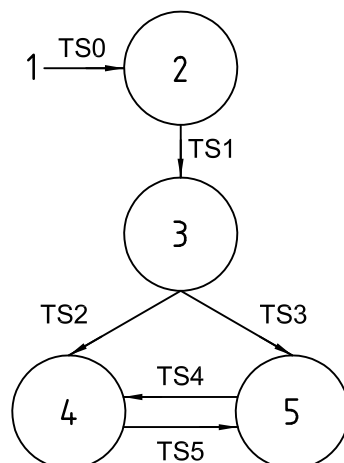
**9.4.2 Sync\_Mode**

The two (2) bits in Sync\_Mode shall describe states with the following meanings.

- State *Sync\_Off*: No synchronisation activity in progress.
- State *synchronising*: FSE is in process of synchronisation but not yet synchronised.
- State *In\_Gap*: FSE is synchronised, gap expected.
- State *In\_Schedule*: FSE is synchronised, no gap expected.

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The state machine shall be as shown in Figure 8.



#### Key

TS0 transition condition always taking prevalence

TS1 Config\_Mode is left, Cycle\_Time shall be zero

TS2 at least two successive reference messages observed (the last reference message did not contain a set Disc\_Bit), last reference message contained a Next\_is\_Gap bit

TS3 at least two successive reference messages observed (the last reference message did not contain a set Disc\_Bit), last reference message did not contain a Next\_is\_Gap bit

TS4 Next\_is\_Gap = 1 observed in reference message

TS5 Next\_is\_Gap = 0 observed in reference message

1 HW reset or (Mode = Config) or (error state = S3)

2 Sync\_Off

3 synchronising

4 In\_Gap

5 In\_Schedule

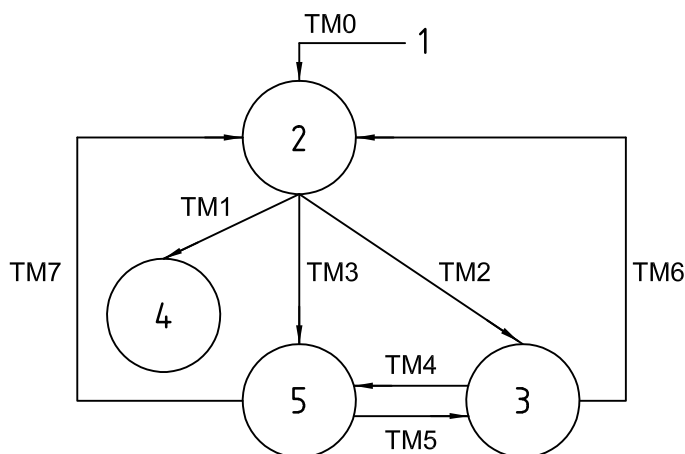
**Figure 8 — Schedule synchronisation state machine**

#### 9.4.3 Master-Slave\_Mode

The two (2) bits in Master-Slave\_Mode shall describe the following states:

- State *Master\_Off*, coding = 0: No master properties relevant;
- State *Slave*, coding = 1: FSE is time receiving FSE;
- State *Backup\_Master*, coding = 2: FSE is potential master but not currently the master of the network;
- State *Current\_Master*, coding = 3: FSE is currently the master of the network.

The state machine shall be as shown in Figure 9.



### Key

TM0 transition condition always taking prevalence

TM1 FSE is not potential master and a reference message is observed

TM2 FSE is potential master, error state is not S2 or S3, reference message is observed where master priority is not equal to own master priority

TM3 FSE is potential master, error state is not S2 or S3, reference message is observed where time master priority is equal to own master priority (i.e. reference message was sent by FSE itself)

TM4 FSE changes from backup master to current master when it observes a reference message with its own time master priority

TM5 FSE changes from current master to backup master when it observes a reference message with a time master priority higher than its own

TM6 error state = S2

TM7 error state = S2

1 HW reset or (Mode = Config) or (error state = S3)

2 Master\_Off

3 Backup\_Master

4 Slave

5 Current\_Master

**Figure 9 — Master to slave relation**

## 10 Visible interfaces

### 10.1 Configuration interfaces

#### 10.1.1 General

All configuration interfaces shall be lockable against random changes. Correct initialisation of the configuration interfaces shall be verified. Reading of configuration data is always possible.

## 10.1.2 General configuration interfaces

### 10.1.2.1 TUR\_Config

There are three register sets for TUR.

- a) The first register (TUR\_Config) shall be written by the application on initialisation.
- b) The second register (TUR\_Adjust) shall be used for the external clock synchronisation process.
- c) The third register (TUR\_Actual) — influenced by the drift correction and read only for the application — shall be used by the FSE internally, loaded from TUR\_Config on start-up and from TUR\_Adjust on synchronisation command.

All values shall be readable by the application. The format of these registers shall be implementation-specific.

### 10.1.2.2 Operating\_Mode

Possible modes are

- Configuration mode,
- CAN communication,
- time-triggered communication, or
- event-synchronised time-triggered communication.

Operating modes may only be changed by first changing to the configuration mode and then changing to the new mode.

### 10.1.2.3 Time-triggered CAN level

One bit shall be used to distinguish between Level 1 and Level 2.

### 10.1.2.4 Master/slave

One bit shall be used to distinguish between (potential) time masters and time slaves.

### 10.1.2.5 External\_Clock\_Synchronisation

One bit shall be used to configure whether or not external clock synchronisation will be allowed during runtime (only Level 2).

### 10.1.2.6 Interrupt\_Enable register

The Interrupt\_Enable register shall contain one enable bit for each interrupt source specified in the application interface (Interrupt\_Status\_Vector).

### 10.1.2.7 Appl\_Watchdog\_Limit

The Appl\_Watchdog\_Limit shall be an 8-bit value specifying the period for the application watchdog in Appl\_Watchdog\_Limit times 256 NTUs.



### 10.1.3 System matrix

#### 10.1.3.1 Description

The system matrix configuration may be read and written by the application during initialisation; it shall be locked during time-triggered communication. The node view of the system matrix shall consist of the different Tx\_Triggers, Rx\_Triggers and Tx\_Ref\_Triggers.

#### 10.1.3.2 Trigger

Each configuration data of trigger shall consist of different parts:

- a) the first part shall be a reference to a message for which it is valid,
- b) the second part shall be the time mark when it may be activated,
- c) the third part shall contain data identifying at which position in the transmission column it is to be activated first, and
- d) the fourth part shall be the Repeat\_Factor.

In addition, the trigger shall contain the information as to whether it refers to an arbitrating or an exclusive window.

#### 10.1.3.3 Merging

For each Tx\_Trigger, it shall be specified whether the time window belonging to that trigger shall be merged with the then following window.

#### 10.1.3.4 Watch\_Trigger

The Watch\_Trigger for a FSE shall consist of a time mark and the coded specifications of the operating mode (event-synchronised or time-triggered) for which the Watch\_Trigger is active.

#### 10.1.3.5 Initial\_Ref\_Offset

The Initial\_Ref\_Offset shall be an eight (8) bit value for the initialisation of Ref\_Trigger\_Offset.

#### 10.1.3.6 Expected\_Tx\_Trigger

The Expected\_Tx\_Trigger shall be an eight (8) bit value which limits the number of messages the FSE may try to transmit in one matrix cycle.

#### 10.1.3.7 Length of Tx\_Enable window

The length of Tx\_Enable window shall be a four (4) bit value specifying the length of the time period (1–16 nominal CAN bit times) in which a transmission may be started.

#### 10.1.3.8 Cycle\_Count\_Max

The Cycle\_Count\_Max shall be a value specifying the number of the last basic cycle in the system matrix. A FSE may extend (see 5.3.2) the upper limit to 63.

### 10.1.4 Message objects

There shall be one message object for each Tx\_Trigger, Rx\_Trigger and Tx\_Ref\_Trigger. The message objects shall be configured during initialisation and may be updated during time-triggered operation.

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Message objects for Tx\_Trigger and Rx\_Trigger shall provide storage for one LLC frame, in accordance with ISO 11898-1, together with control and status information and 3-bit message status count (MSC).

Message objects for Tx\_Ref\_Triggers shall provide storage for the reference message identifier and for the data length code. Parts of the reference message data shall be provided by the FSE.

The last three bits of the identifier of the reference message shall specify the time master priority of this FSE.

## **10.2 Application interfaces**

### **10.2.1 General application interfaces**

#### **10.2.1.1 Time master priority**

The time master priority shall contain a three (3) bit value for the priority of the current time master (the last three bits of the identifier of the reference message).

#### **10.2.1.2 Master state**

The master state shall be a six (6) bit vector which combines the FSE states in the field of error, synchronisation and master-slave relation, i.e. a triplet (error level, sync\_mode, master-slave\_mode).

#### **10.2.1.3 Global\_Time**

The Global\_Time parameter shall contain a sixteen (16) bit value counting the NTUs.

#### **10.2.1.4 Cycle\_Time**

The Cycle\_Time parameter shall contain a sixteen (16) bit value counting the NTUs.

#### **10.2.1.5 Cycle\_Count**

The Cycle\_Count parameter shall be the value giving the number of the current basic cycle (0 to 63).

#### **10.2.1.6 Wait\_for\_Event**

The Wait\_for\_Event parameters shall be one bit set when a Next\_is\_Gap bit was received in the last reference message. It shall be reset by the start of the next basic cycle.

#### **10.2.1.7 Ref\_Trigger\_Offset**

The Ref\_Trigger\_Offset parameter shall contain a read-only eight (8) bit value.

#### **10.2.1.8 TUR\_Actual**

The TUR\_Actual parameter shall contain a read-only value.

#### **10.2.1.9 MSC**

MSC shall be used only for messages transmitted in exclusive time windows.

## 10.2.2 Interrupt\_Status\_Vector

### 10.2.2.1 Description

The time-triggered CAN FSE shall provide at least one interrupt line to the application. Several interrupt sources shall be provided: each may be enabled separately (Interrupt\_Enable). The Interrupt\_Status\_Vector will be updated regardless of the Interrupt\_Enable register, allowing two types of application programming, i.e. interrupt driven or polling. Every bit of the Interrupt\_Status\_Vector that has been set will remain set until reset by the application. The Interrupt\_Enable register shall enable the access of the interrupt source to the interrupt line.

The interrupt vector shall contain operational as well as error-handling sources of an interrupt. The interrupt sources below shall be provided. A specific implementation may provide additional sources. In such an implementation, the corresponding Interrupt\_Enable shall also contain these sources.

### 10.2.2.2 Operational interrupt sources

Operational interrupt source may contain

- Start\_of\_Basic\_Cycle,
- Start\_of\_System\_Matrix,
- Synch\_to\_Event (a Next\_is\_Gap bit was received in the last reference message),
- Disc\_Flag (a status flag set to show that a discontinuity in the global time has happened),
- Change\_of\_Masterstate (the local FSE changed its master state),
- Global\_Time\_Wrap (the Global\_Time had an overflow),
- Init\_Watch\_Trigger (Init\_Watch\_Trigger was reached).

### 10.2.2.3 Error detection interrupt sources

The error detection interrupt sources may contain (see 9.3)

- Application\_Watchdog,
- Tx\_Overflow,
- Tx\_Underflow,
- Scheduling\_Error\_1,
- Scheduling\_Error\_2,
- Watch\_Trigger\_Reached,
- CAN\_Bus\_Off.

## 10.2.3 Application interfaces — Control

### 10.2.3.1 Host\_Alive\_Sign

The application shall regularly access the Host\_Alive\_Sign interface in order to serve the application watchdog of the time-triggered FSE.

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### 10.2.3.2 Set\_Next\_is\_Gap

The application of the current time master may set the Set\_Next\_is\_Gap bit to control the event-synchronised time-triggered communication. The bit shall be automatically reset by the time-triggered CAN FSE after the reference message containing the Next\_is\_Gap bit is sent. The operational interrupt source Synch\_to\_Event shall be set also at the time master.

### 10.2.3.3 End\_of\_Gap (1-bit)

End\_of\_Gap contains a one (1) bit value. The application shall start the next basic cycle by setting End\_of\_Gap. This function shall only be enabled when the basic cycle started by a reference message with a Next\_is\_Gap bit is completed.

### 10.2.3.4 Set\_Time\_Command

The Set\_Time\_Command shall be used to allow the application of the current time master to change the value of the global time of the network by an amount of Global\_Time\_Preset (phase adjustment). The command shall be executed at the beginning of the next basic cycle. The discontinuity bit shall be set in the reference message that starts the next basic cycle.

### 10.2.3.5 Global\_Time\_Preset

The value of Global\_Time\_Preset parameter shall contain the difference between the desired global time and the current global time of the network. The content of Global\_Time\_Preset shall be written by the application. At the beginning of the next basic cycle, this value shall be added to the Local\_Offset of the time master — hence to the current global time (phase adjustment).

### 10.2.3.6 External clock synchronisation command

The external clock synchronisation command shall be used to allow external clock synchronisation by the application of the time master (frequency adjustment). The application shall write the new value for TUR into the TUR\_Adjust and shall activate the external clock synchronisation command to initiate the transfer of this new value into TUR\_Actual.

### 10.2.3.7 TUR\_Adjust

TUR\_Adjust shall be used to adjust the internal clock to an external clock.

## 10.3 Optional interfaces

### 10.3.1 Description

The interfaces specified above are requirements for conformance with this part of ISO 11898. However, any implementation may have additional interfaces. Those described below are included in the system, but given here as optional functional content.

### 10.3.2 Disable\_Discontinuity

The Disable\_Discontinuity is a configuration interface which disables the usage of the Disc\_Bit. Therefore, no discontinuities in global time shall be signalled.

### 10.3.3 Out\_of\_Sync

The Out\_of\_Sync parameter indicates that the FSE is not synchronised to the time master global time.

#### **10.3.4 Synchronisation\_Deviation**

Synchronisation\_Deviation parameter is the maximum tolerated difference between the Global\_Sync\_Mark of the reference message and the Global\_Ref\_Mark in the reference message for Level 2 only.

#### **10.3.5 Synchronisation\_Quality**

Synchronisation\_Quality shows whether the Synchronisation\_Deviation exceeds a preconfigured value for Level 2 only.

#### **10.3.6 Global\_Time\_Fraction**

Global\_Time\_Fraction parameter shows the fractional part of the global time for Level 2 only.

#### **10.3.7 Disable\_Global\_Time\_Filtering**

Disable\_Global\_Time\_Filtering means that the smoothing of the global time is disabled for Level 2 only.

#### **10.3.8 Enable\_TUR\_Restore**

Enable\_TUR\_Restore allows the current time master to gradually return to its TUR\_Config value for Level 2 only.

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