

VDL Mode 2

VHF Datalink mode 2

Presented by
Na TAO

ALTRAN on behalf of ENAC



中國民航大學
Civil Aviation University Of China

Objectives

- List the principles of VDL Mode 2

Contents

- Introduction
- System Architecture
- Physical layer
- Link layer
- Sub-network layer

Introduction

- One of the air-ground sub network
- VDL mode 2 : selected for the first implementation of data link in Europe following the European LINK 2000 + Project

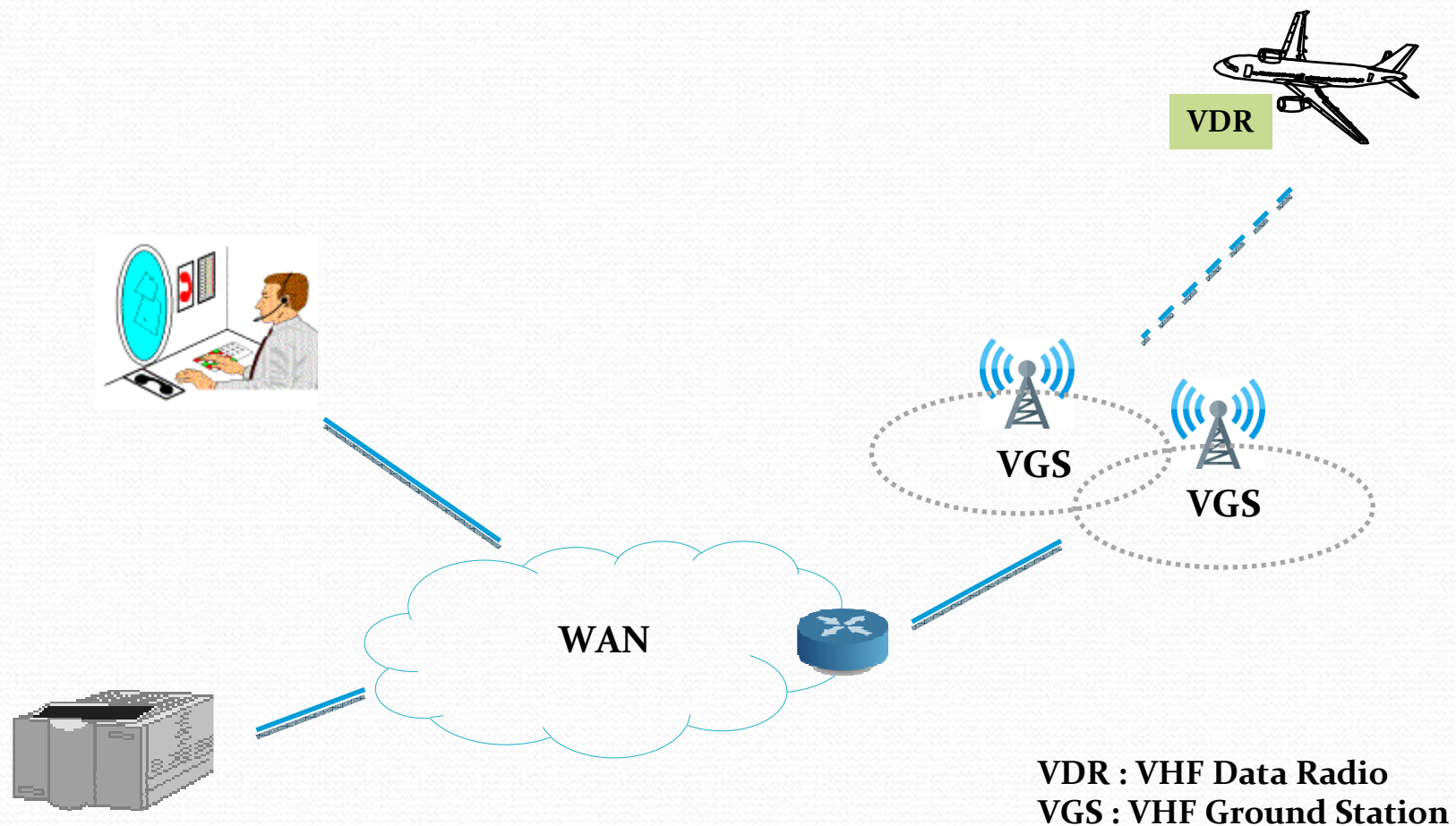
Introduction

- VDL: Four modes have been specified
 - Mode 1
 - uses ACARS analog radios
 - Mode 2
 - improved radios and data encoding (D8PSK), CSMA, 31.5 Kbit/s
 - Operational deployment by ARINC & SITA
 - Mode 3
 - integrates voice and data, TDMA
 - No deployment
 - Mode 4
 - based on STDMA, air-air communications
 - May be used for surveillance (ADS-B)

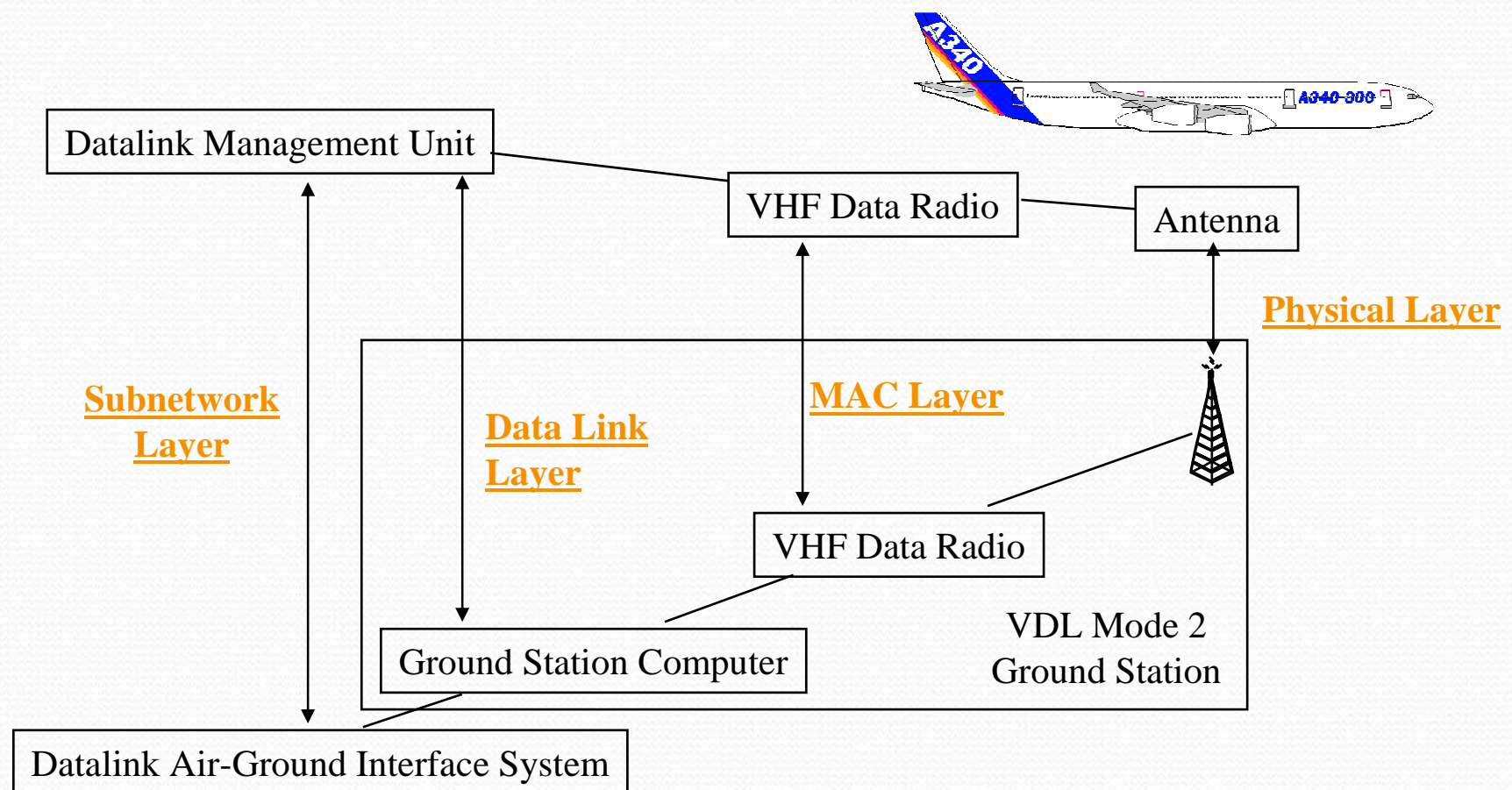
Some dates

- 1988 : starting of the first work on the ATN by ICAO
- 1990 : decision to use VHF to support air-ground segment
- 1991 : starting of work on VDL standard
- 1996 : the VDLm2 SARPs are approved
- 1997 : the SARPs are applicable
- 2009 : European regulation to provide VDL M2

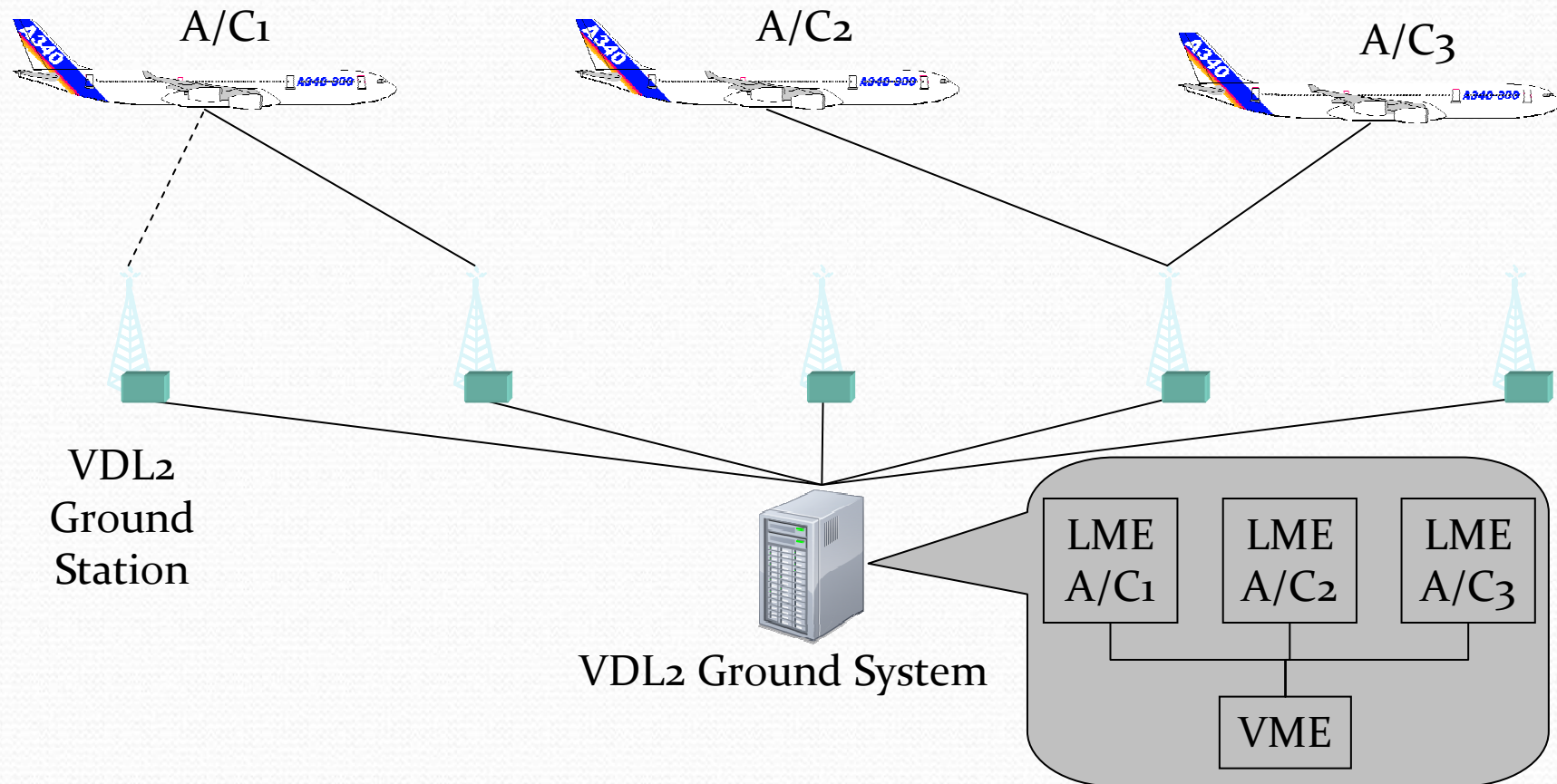
System Architecture - Overview



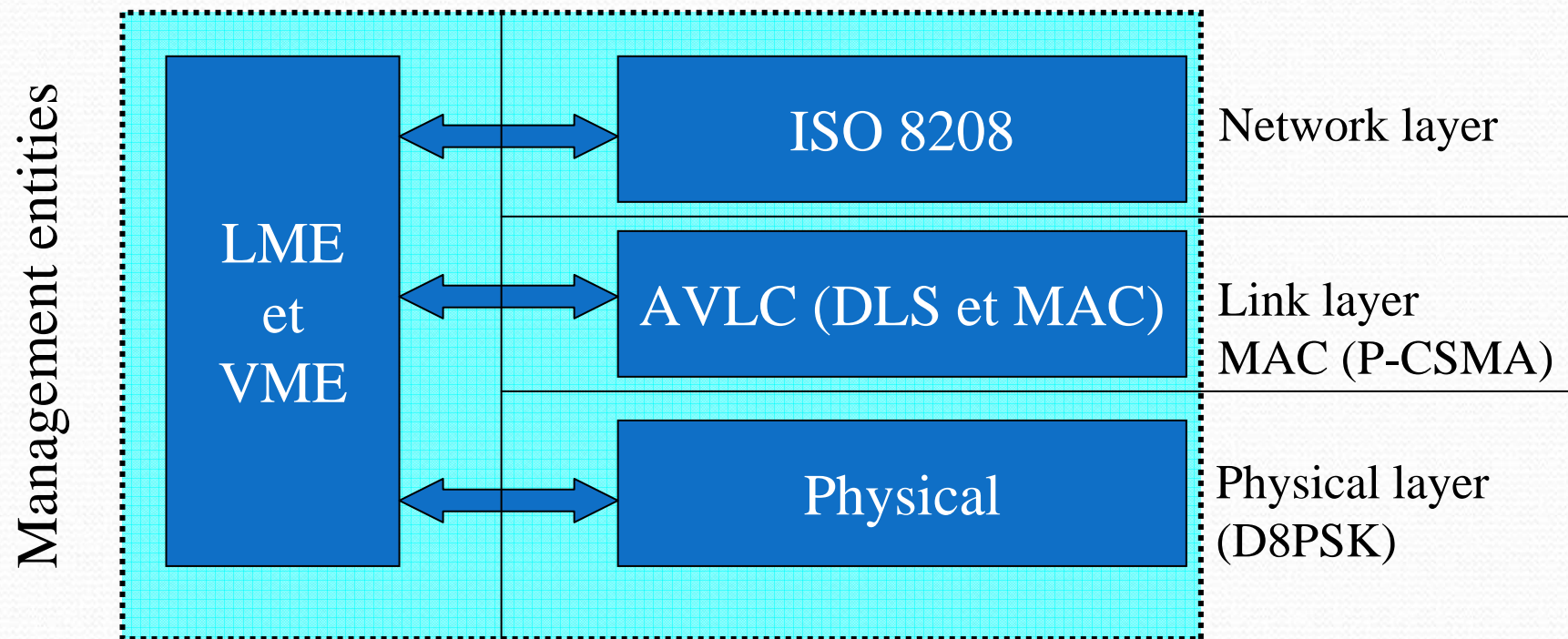
System Architecture - Data plane



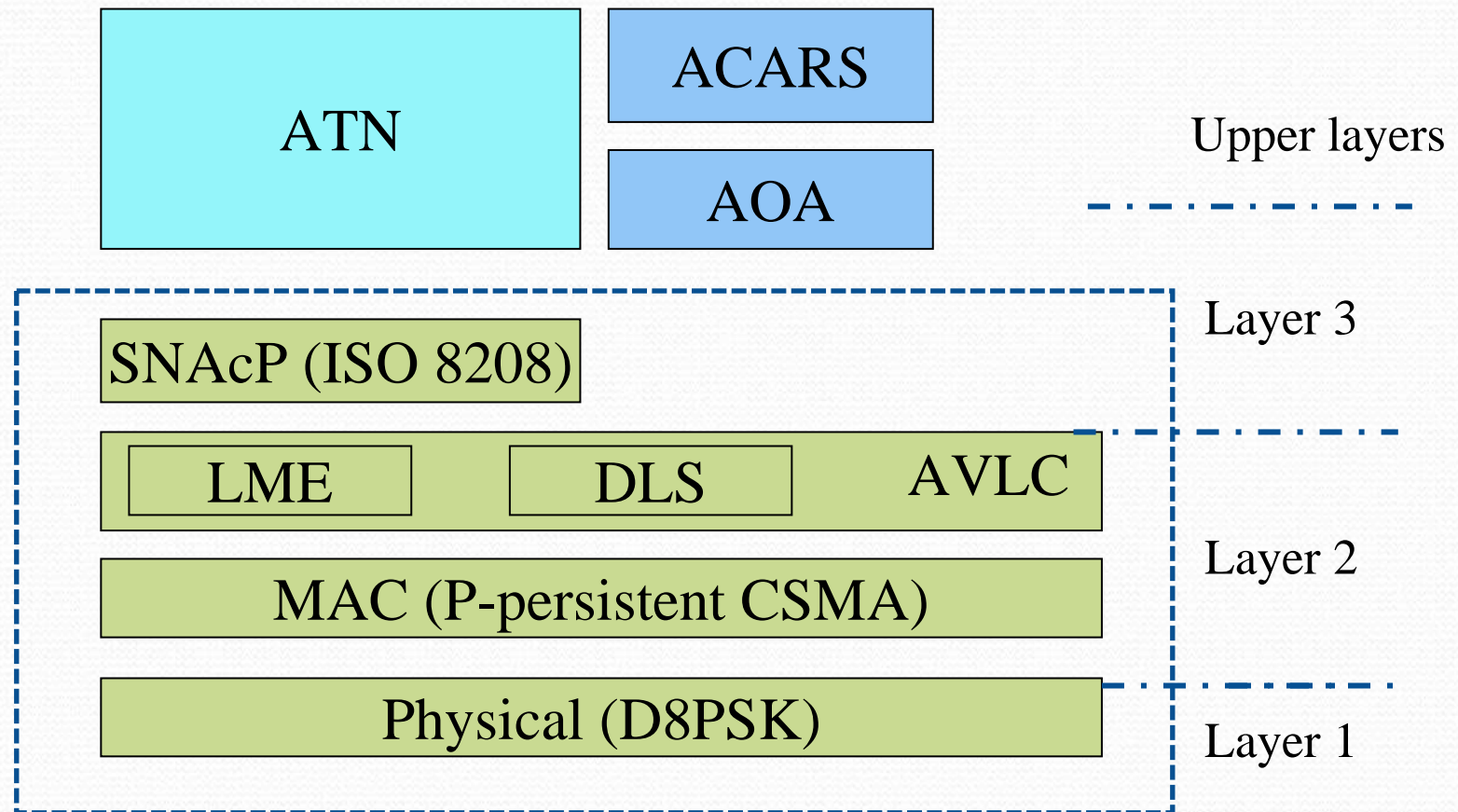
System Architecture – Control plane



System Architecture



VDL mode 2 protocol stack



Physical Layer

Modulation

FEC

Interleaving & Scrambling



中國民航大學
Civil Aviation University Of China

Physical layer

- Voice channels: 25 kHz
- VHF band (118 - 137 MHz)
- CSC (Common Signaling Channel) for initial link establishment : 136.975 MHz worldwide
- Multi-frequency
- Supplied functions
 - Transmission channel activation
 - Bit synchronization
 - Data transmission/reception
 - Channel signalization status (SQP : Signal Quality Parameter)

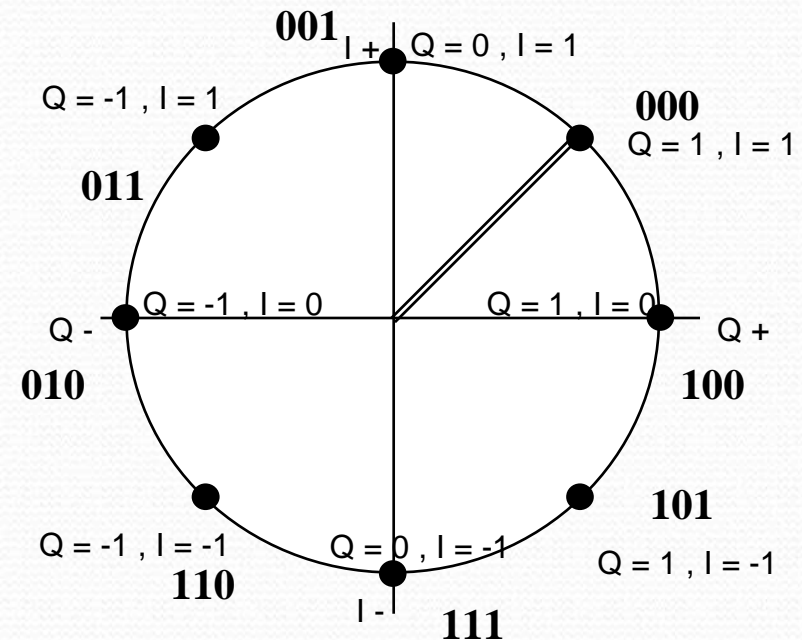
Modulation

- D8PSK : Differential 8 Phase Shift Keying
- Modulation speed : 10500 symbols per second
- Throughput : $10500 * 3 = 31,5$ Kbit/s
- Three bits symbols
- Use of Gray code
 - Reduces noise sensitivity

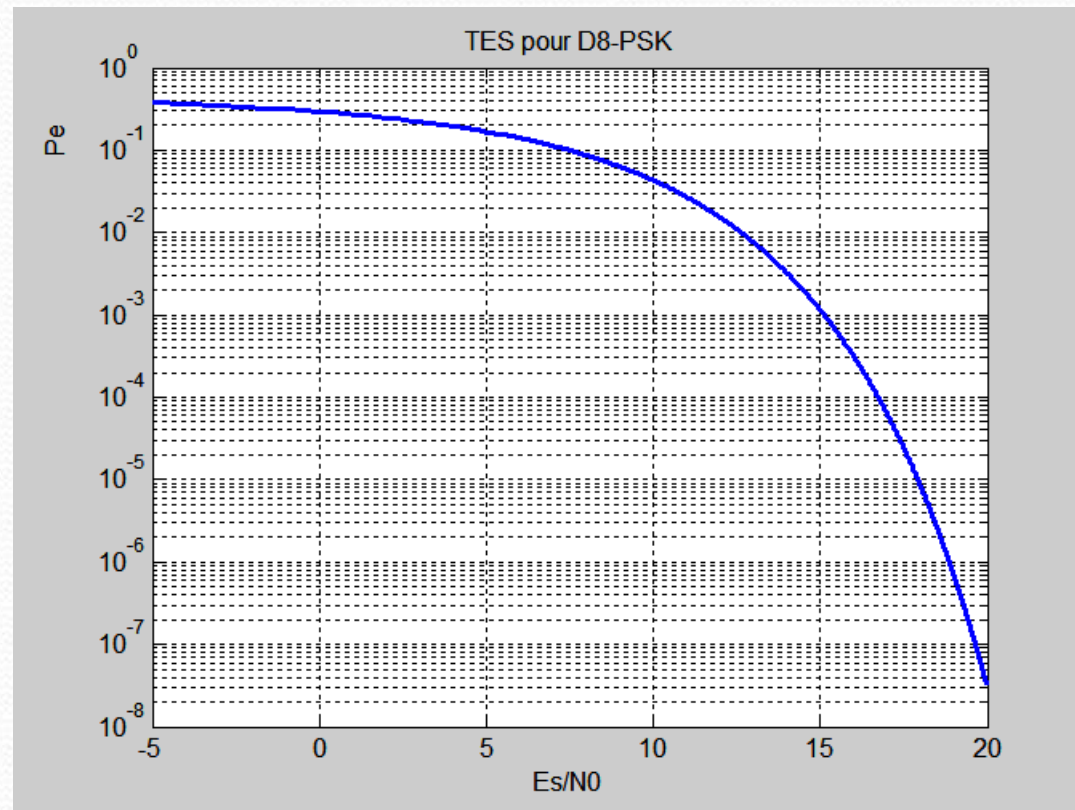
Tribit	$\Delta\phi$
000	$0 * \pi/4$
001	$1 * \pi/4$
011	$2 * \pi/4$
010	$3 * \pi/4$
110	$4 * \pi/4$
111	$5 * \pi/4$
101	$6 * \pi/4$
100	$7 * \pi/4$

Modulation

- D8PSK
 - Differential
 - On phase change
- Coding = $\Delta\phi$
 - NOT coding on ϕ
- Using a Nyquist filter



Symbol Error Rate



Physical frame

transmitter ramp-up	synchronisation word	reserved	length	header FEC (error code)	Data
---------------------	----------------------	----------	--------	----------------------------	------

15 bits

48 bits

3 bits

17 bits

5 bits

Total burst header
88 bits

Maximum frame length: $2^{17} - 1 = 131\,071$ bits

Header FEC

- Controls the HEADER
 - limited to
 - The “Reserved” segment
 - The length field
- Matrix based
 - $[P1, \dots, P5] = [R1, \dots, R3, L1, \dots, L17] * H^T$

FEC (Forward Error Correction)

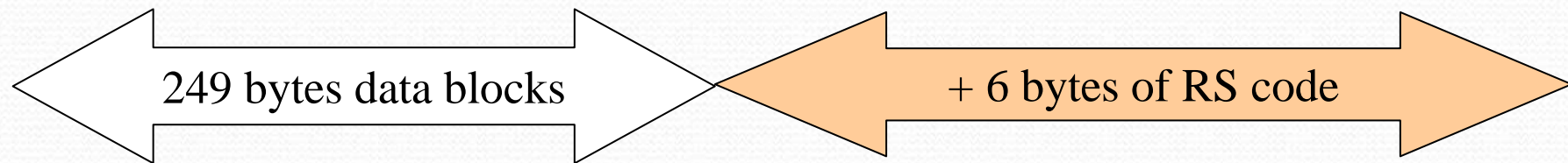
- Use of forward error correction for the data
 - Reed Solomon type
 - If X symbols are added
 - Able to correct up to $X/2$ symbols errors
 - For the VDL 2 : RS (255,249)
 - 255 bytes per blocks
 - 249 bytes of data
 - 6 bytes of RS code
 - Corrects up to 3 erroneous bytes
 - Detect up to 6 erroneous bytes



Additional information

- The maximum size of a bloc using Reed Solomon coding is given by the expression $2^m - 1$, where m is the number of elements of the symbol.
 - In the case of VDL2, the symbol is the byte which contains 8 elements. The maximum size of a Reed Solomon block is then 255 bytes (FEC code included).
- In the case : size of the data < 249 bytes
 - the last bloc is padded with 0 for the RS code computation. However, these padding bytes are not transmitted
 - If there are less than 67 bytes (but at least 31 bytes) in the last bloc, the RS code contains 4 bytes (up to 2 bytes can be corrected)
 - If there are less than 31 bytes in the last bloc, the RS code contains only 2 bytes (one byte may be corrected).

After Reed Solomon



D1	D2	D3		D249	RS1	RS2	RS3	RS4	RS5	RS6
D250	D251	D252		D498	RS7	RS8	RS9	RS10	RS11	RS12
D499	D500			D747	RS13	RS14	RS15	RS16	RS17	RS18

Interleaving

- The errors
 - Per packet
 - Grouped Corruptions
- Principle
 - Organize data in 2 dimensions :
 - Each Reed Solomon block is a row
 - Send data column by column
 - Spreads errors among the blocks

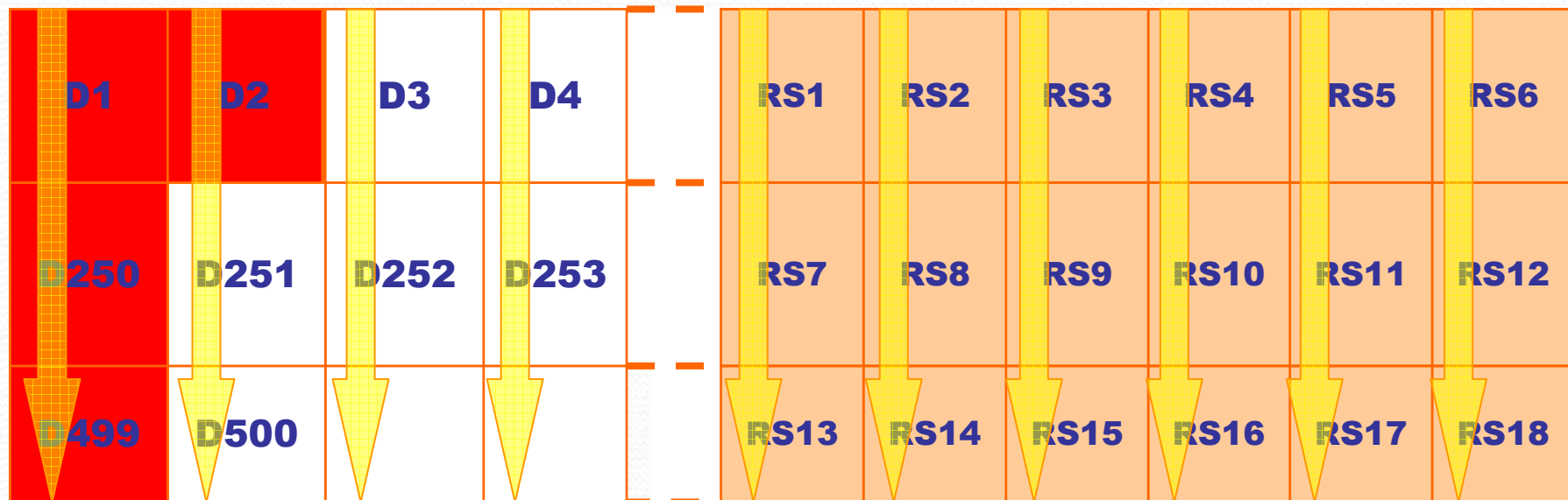
Without interleaving

Row-by-row sending method: If 4 bytes are corrupted, they most probably will belong to the same RS block, and the RS will not be able to correct the data. → **The block is lost !**

D1	D2	D3	D4		RS1	RS2	RS3	RS4	RS5	RS6
D250	D251	D252	D253		RS7	RS8	RS9	RS10	RS11	RS12
D499	D500				RS13	RS14	RS15	RS16	RS17	RS18

With interleaving

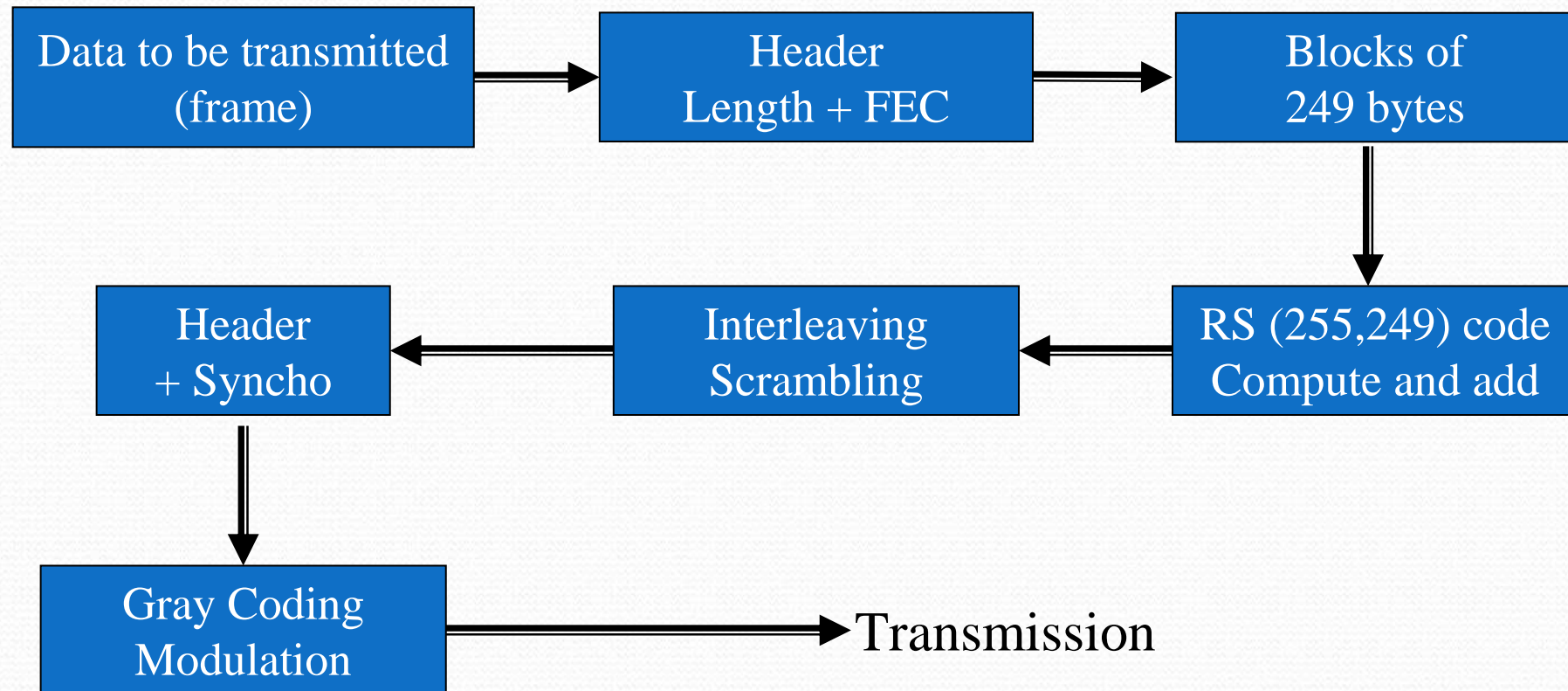
Column-by-column sending method: the same corruption will be spread over several RS blocks. It is more likely that the power of the RS correction will not be exceeded in this case.



Bit Scrambling

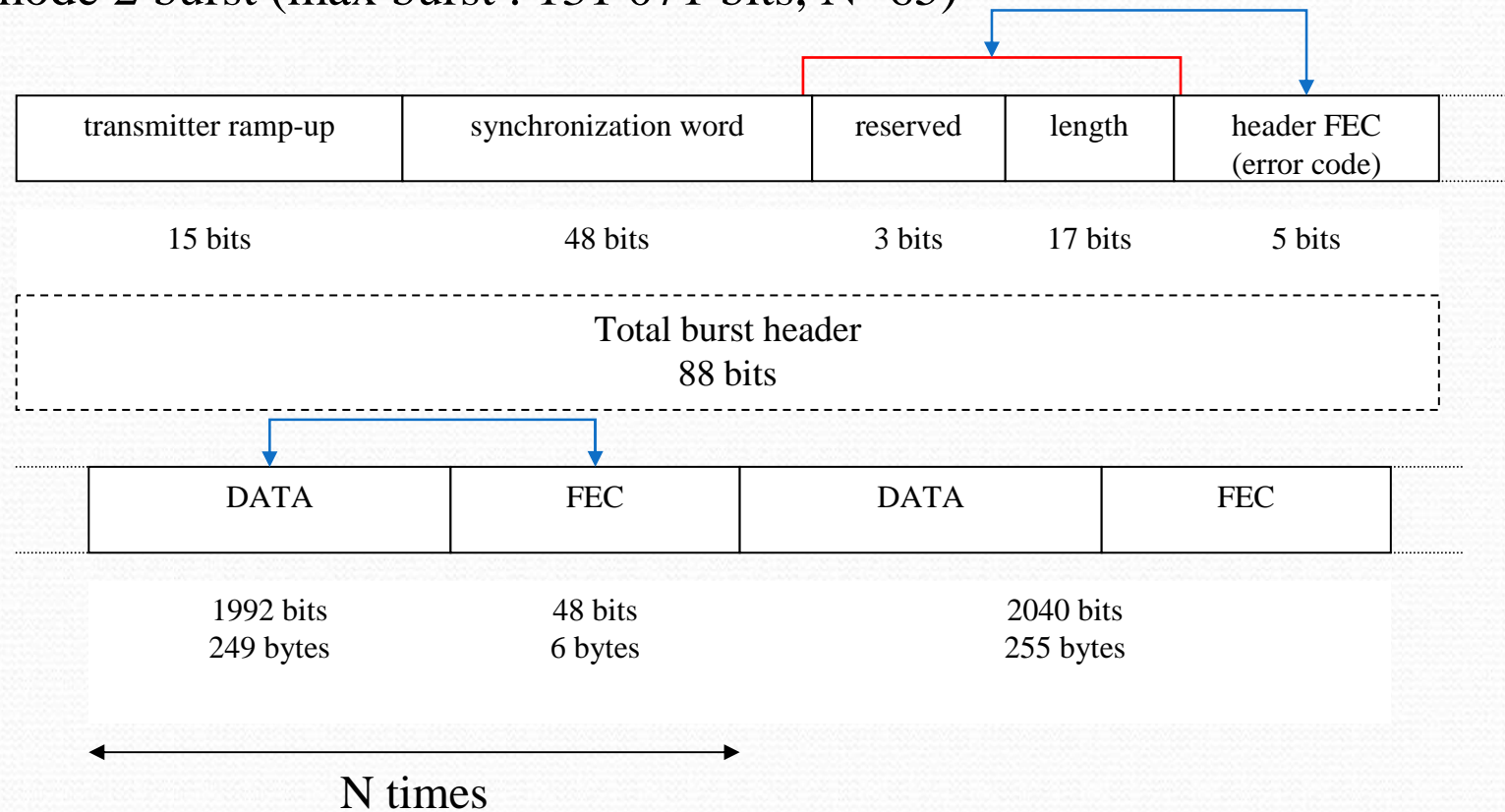
- Bit synchronization
 - It is the aim of the preamble
- Keeping the bit synchronization
 - Problem of having series of identical symbols
 - Risk of clock drift
 - Break series with a polynomial code
 - For the VDL 2 : $X^{15} + X + 1$

Processing description



Physical frame

VDL mode 2 burst (max burst : 131 071 bits, N=65)



Some remarks (Physical Layer)

- Integrity requirement at output : $P = 10^{-4}$
- Throughput (Practice VS Theory)
 - Hidden transmitters issue
 - Signal reflection/propagation issues
 - Protocol overhead
 - ...
- The actual throughput will be $< 31,5 \text{ Kbits/s}$
 - Simulation results give 5% to 40% of usable throughput (1575 to 12600 bits/s)
 - Real measures will tell the truth...

Link Layer

MAC (Medium Access Control)

DLS (Data Link Service)

Link Management



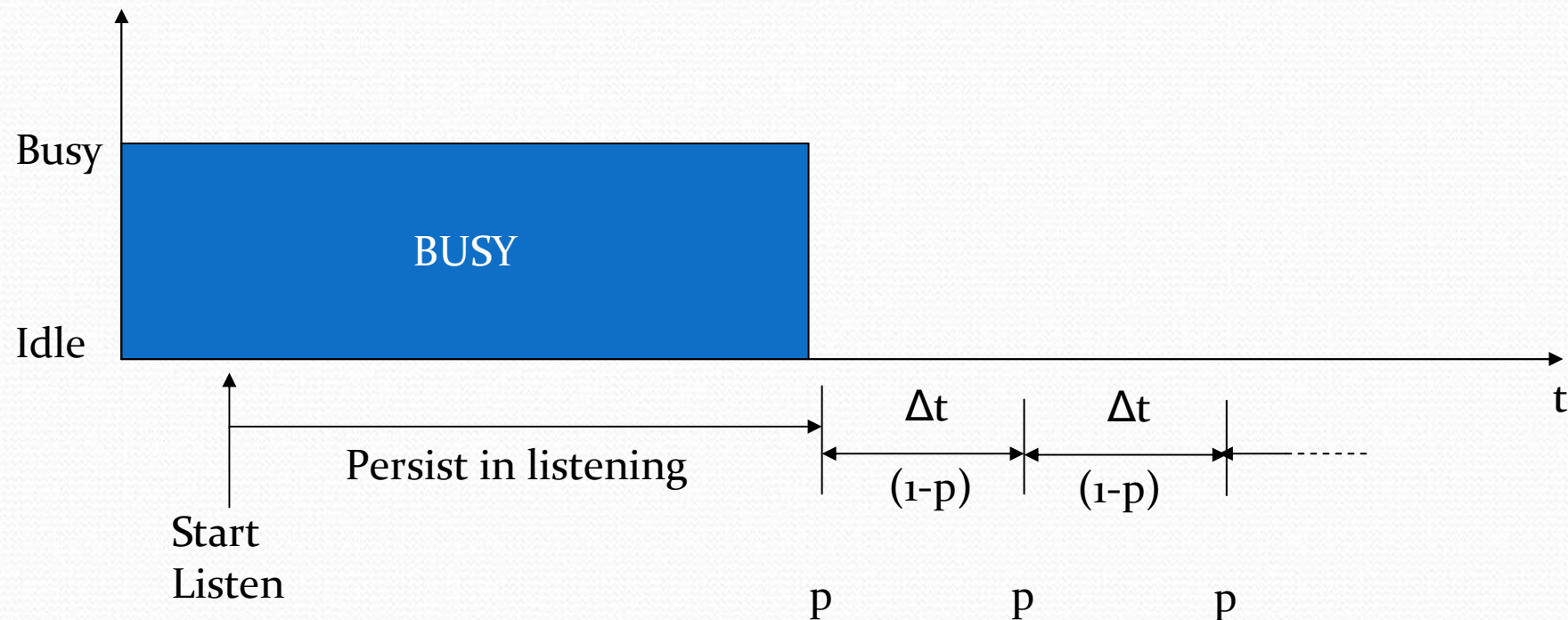
中國民航大學
Civil Aviation University Of China

Link layer

- The MAC (Medium Access Control) entity
 - Shared channel access
- The DLS (Data Link Service) entity
 - Provides a connected service
 - Between two DLE (Data Link Entity)
 - Also provides connectionless service
 - Currently not used
- The VME(VDL Management Entity)/LME (Link Management Entity)

MAC

- P-CSMA (P-persistent Carrier Sense Multiple Access)



MAC

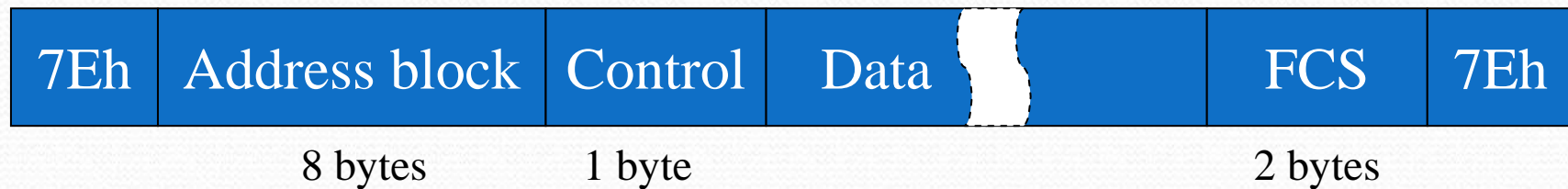
- P-CSMA with following tuning:
 - TM1 : minimum delay between access attempts
 - min : 0,5 ms – max : 125 ms – default : 4,5 ms
 - TM2 : maximum delay for a transmission
 - min : 6 s – max : 120 s – default : 60 s
 - M1 : maximum number of attempts
 - min : 1 – max : 65535 – default : 135
 - p : probability of sending
 - min : 1/256 – max : 1 – default : 13/256

DLS (Data Link Service)

- Bit interface
 - can convey any data
- **AVLC** (Aviation VHF Link Control) protocol derived from ISO **HDLC** (High-Level Data Link Control)
 - Frame numbering
 - Frame error detection
 - Addressing

AVLC

- Frame Format :
 - Frame delimiter flag : 7E (Hexadecimal Code)
 - Address
 - Control
 - Data
 - Frame Check Sequence (FCS)
- Format of an AVLC frame



Bit Stuffing

- Series of 1s will be interpreted as a flag
- Use of « bit stuffing »
 - Inserting a “0” after 5 consecutive “1” bits
 - Except for the Flag
- Example : 1F – 22 : 0001/1111- 0010/0010
 - LSB : 1111/1000 – 0100/0100
 - Stuffing : 1111/1**0**00 – 0010/0010 – 0....
 - Lecture : 00**0**1/1111 – 0100/0100 – 0 : 1F – 44

FCS (Frame Check Sequence)

- Based on CRC (Cyclic Redundancy Check)
- 2 bytes (16 bits)
 - Probability of non detection $< 2^{-16} = 1,53 \cdot 10^{-5}$
 - CCITT polynomial: $X^{16} + X^{12} + X^5 + 1$
- Overall probability of non detection
 - BER : 10^{-4} maximum (output of physical layer)
 - Probability of error $< 10^{-4} * 1,53 \cdot 10^{-5} = 1,53 \cdot 10^{-9}$



System Architecture

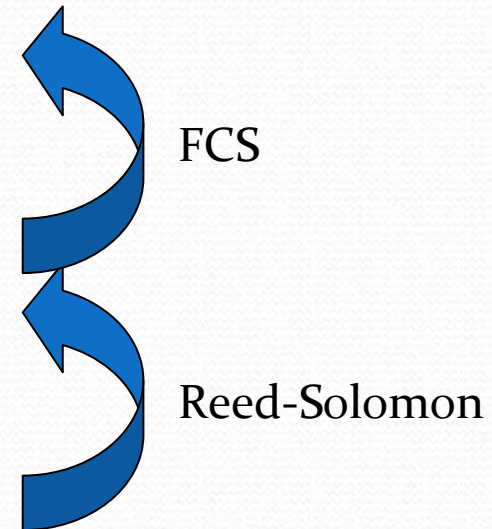
AVLC

Physical

Undetected error rate?

Bit error rate $< 10^{-4}$

BER (Bit error rate) $< 10^{-3}$



Integrity requirement for VDLm2

- At the output of the MAC sub layer
 - Average packet length of 128 bytes
- RER (Residual Error Rate):
 - $< 10^{-6}$ uplink (to the A/C)
 - $< 10^{-5}$ downlink (from the A/C)
- Application :

$$RER < (128 \times 8) \times 10^{-4} \times 2^{-16} = 1,56 \cdot 10^{-6}$$

- Integrity checking also at transport layer

Address Format

- 4 bytes long – LSB first
- LSB of each byte shall be 0, except for the last one (HDLC compatible format)
- The first usable bits are used for:
 - Air/Ground bit in the destination address part
 - 0 only for aircraft (If VDL subsystem is able to detect take off)
 - 1 for aircraft and ground station
 - C/R (Command/Response) bit in the source address part
 - 0 for a command ; 1 for a response



8 bytes

1 byte

2 bytes

Address Format

- Aircraft : use the ICAO 24 bits address
 - 3 remaining bits code the type of address (always 001)
- Ground station :
 - ICAO administered address
 - ICAO delegated address
- Types of address (bits 27/26/25)
 - Aircraft : 0/0/1
 - Ground station
 - ICAO : 1/0/0
 - Other : 1/0/1
 - Broadcast : 1/1/1

Broadcast et multicast

- Global Broadcast :
 - Type: 111
 - All the address bits to “1”
- Broadcast for one type of addresses
 - Type as requested
 - All the address bits to “1”
 - Broadcasting all Planes : _____

Ground Station & Ground System

- Ground System
 - Bound to physical limits of the ground net
- Ground Station
 - Has an address
 - Has a Ground System mask
- Address $\&_{\text{bitwise}}$ mask \Rightarrow Ground System Number
- Stations have the same Ground System Number means
 - Stations belong to the same Ground System

AVLC Control Field

- The control field :
 - XID (Exchange Identity)
 - INFO
 - RR (Receive Ready)
 - SREJ (Selective reject)
 - FRMR (Frame reject)
 - UI/UA (Unnumbered Info/Acknowledgment)
 - DISC/DM (Disconnect Mode)



AVLC T1 Parameter

- Retransmission timer: T1
 - Delay while waiting for the ACK (acknowledgement)
 - Adaptive
 - $T1 = T1_{\min} + 2TD_{99} + \min(U(x), T1_{\max})$
 - TD_{99} : transmit delay for 99 % of the transmissions
 - Random part: $U(x)$
- $T1_{\min} = 1s$ (default)
- $T1_{\max} = 15s$ (default)
 - At least about 3s
 - Depends on Idle/Busy ratio
 - Depends on number of retransmissions

AVLC T2 Parameter

- T2 : maximum delay before sending the ACK
 - Used to group acknowledgements
 - Aims at reducing channel occupancy
 - Do not acknowledge immediately
- By default: $T2 = 500 \text{ ms}$

AVLC T3 Parameter

- T3 : link establishment delay
 - Similar to T1 (but longer)
 - Between a link establishment request and its response
 - By default $T3_{\min}$ is 6s

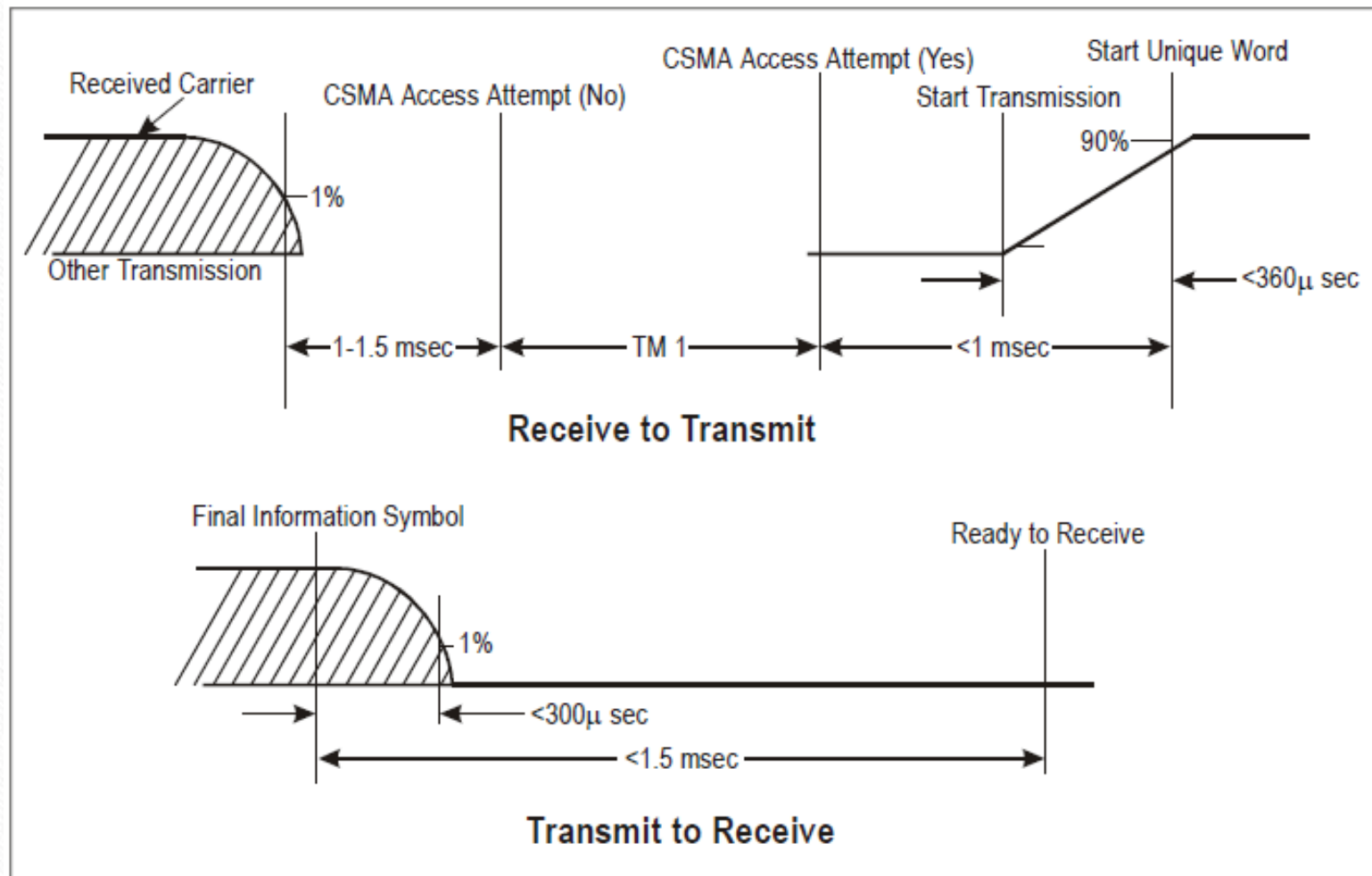
Other AVLC parameters

- k : window size, by default : 4
- N1 : max number of bits in a frame
 - Without flags and bit stuffing
 - default : 8312 bits – max : 16504 bits
- N2 : max number of transmission
 - Incr. if no response to a frame (T1 expired)
 - default : $N2 = 6$
- T4 : maximum delay between transmissions
 - Send a RR(Receive Ready) command $P=1$ if T4 expires
 - default : 20 minutes

What about...

- What do you think about N1 compared to the length of the physical burst?
- What is the useful/real throughput ratio at the AVLC service interface?
 - Use next diagram for physical layer,
 - Assume $p=1$,
 - No bit stuffing at link layer,
 - Continuously send 128 bytes INFO frames
 - No frame grouping

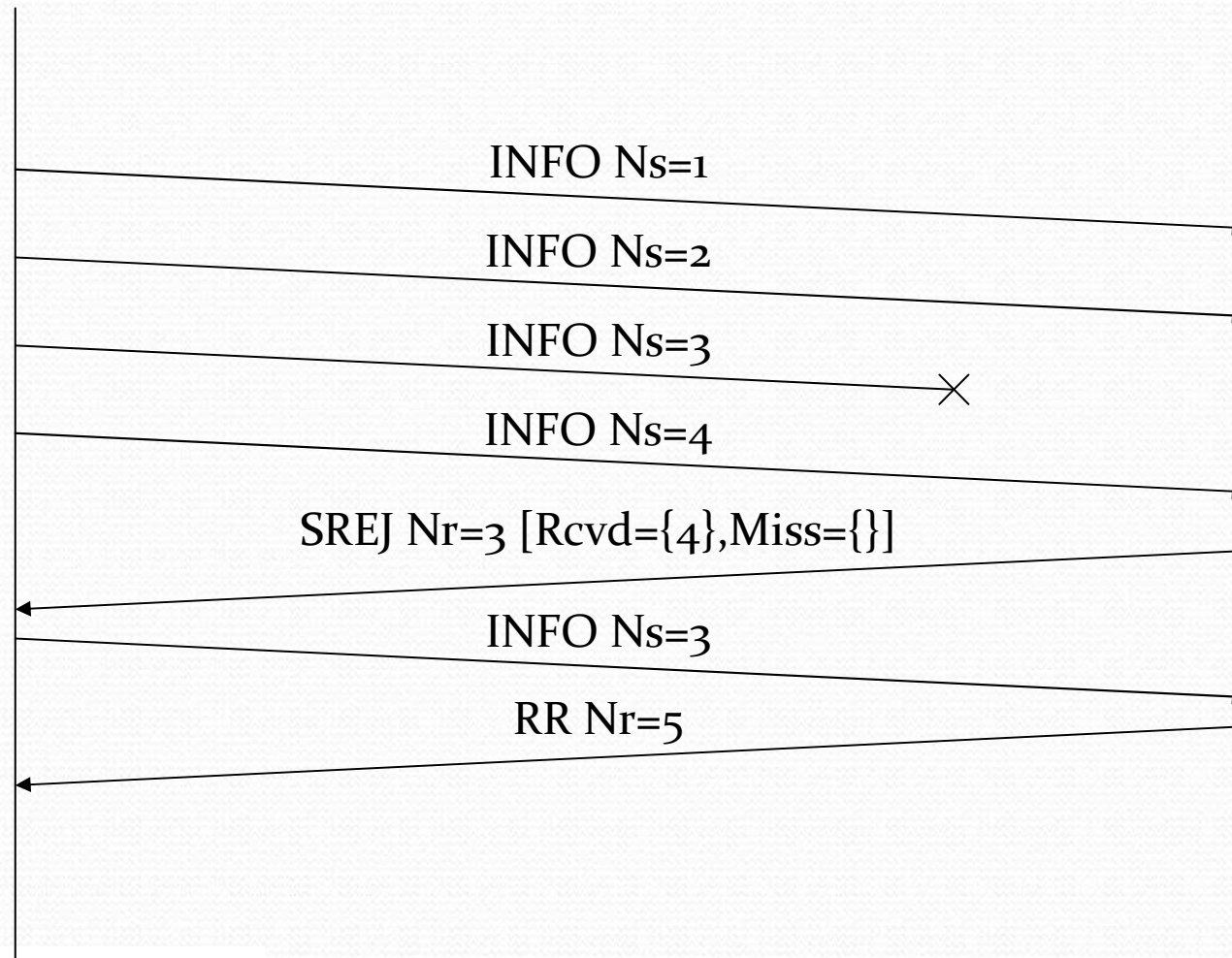
What about...



SREJ (Selective Reject)

- Ask for retransmission of one or several frames
 - I receive frames 1;2;4 : frame 3 is missing
 - SREJ(3) asks for the retransmission of frame 3 and acknowledges frames 1 & 2
 - AVLC specific: I may also ACK frame 4 here
 - I receive frame 3 – I acknowledge up to 4 : RR(5)
- Advantage ?

SREJ (Selective Reject)



XID (Exchange Identification)

- One AVLC control field value
- Several significations, depending on the data contained in the Information field:
 - XID_CMD or XID_RSP
 - XID_CMD_LE
 - XID_CMD_GSIF

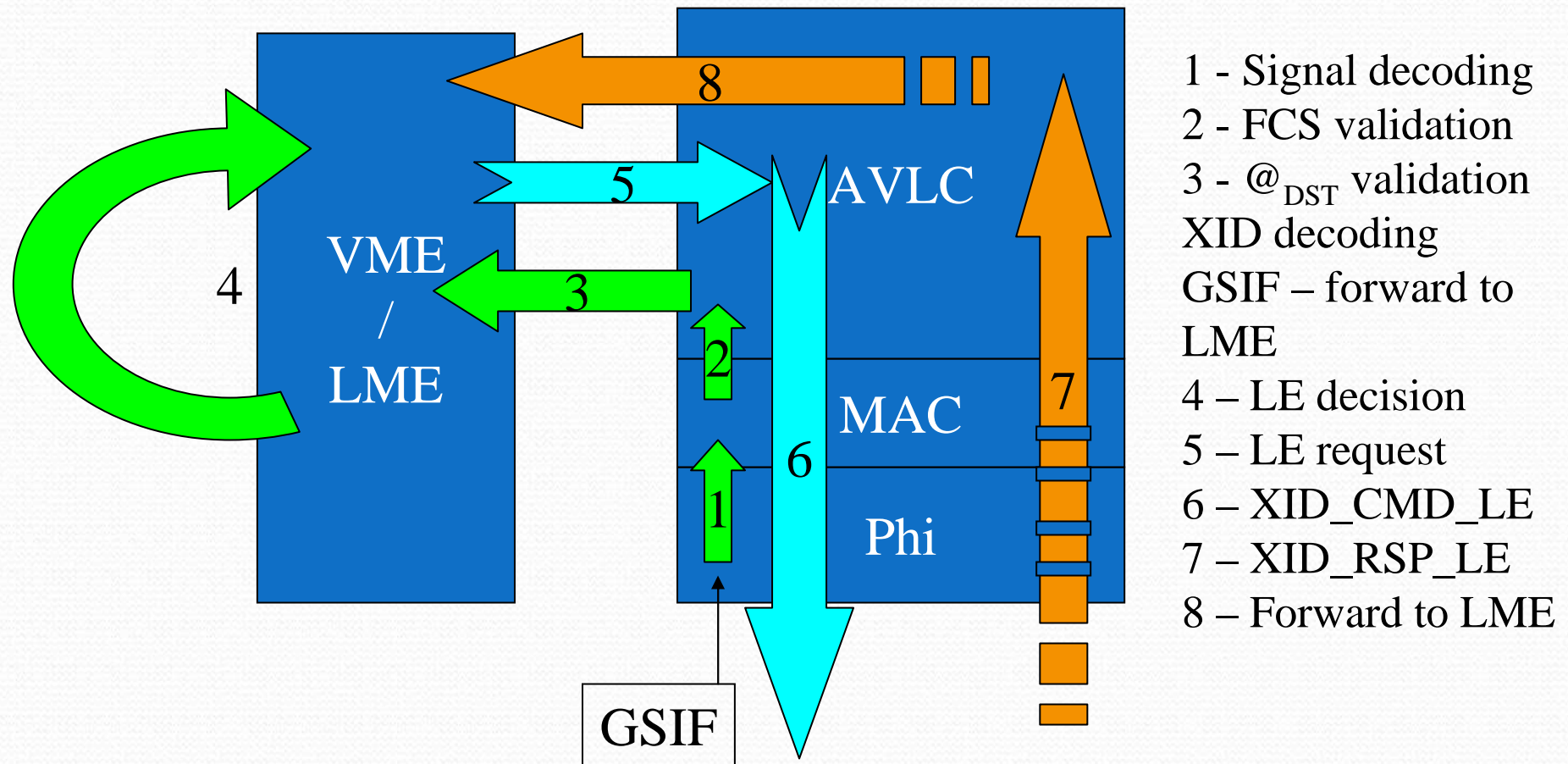
Link establishment

- Ground station transmission
 - The ground stations SHALL regularly send an identification frame on the CSC
 - Common Signaling Channel = 136.975MHz
- GSIF : Ground Station Information Frame
 - XID_CMD frame
 - May contain alternate frequencies
 - Max delay between transmissions (TG3 : 100 to 120s)
 - Max delay between GSIF (TG4 : 100 to 120 s)

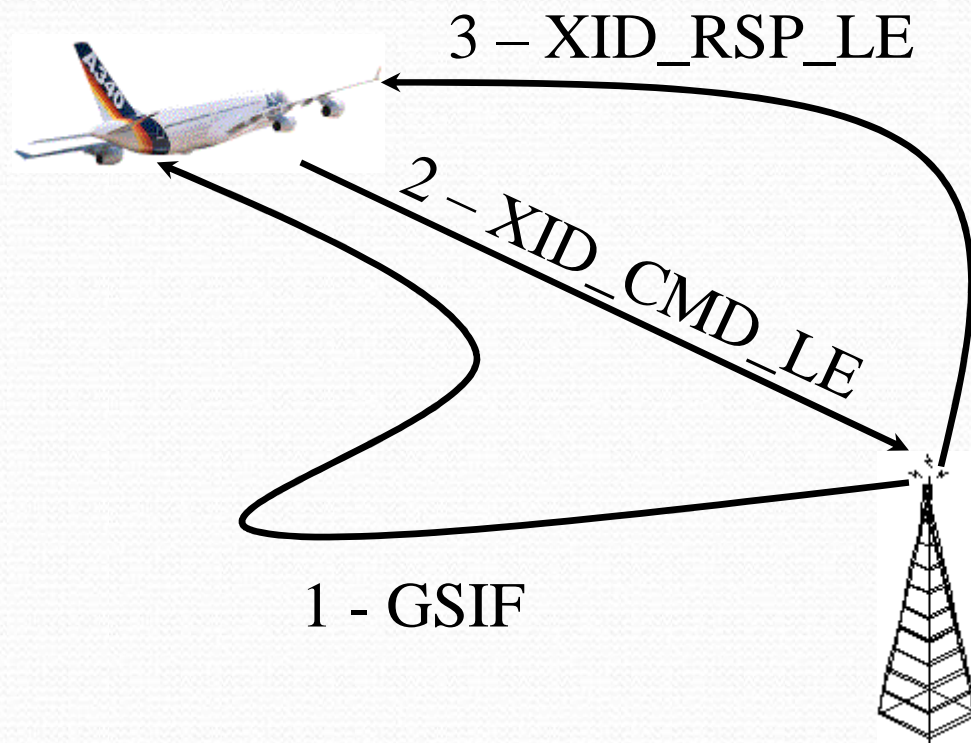
Link establishment

- The GSIF are sent by the ground to the LME
- Choice to establish the connection
 - Based on received GSIF
- If OK
 - XID_CMD_LE : Link Establishment request
 - XID_RSP_LE : ground accepts
 - XID_RSP_LCR : ground refuses (exceptional)

Link establishment



Link establishment summary



Link validity

- TG3 and TG4 already presented before
- TG1 : frequency scanning time
 - Maximum time to stay on a “silent” frequency
- TG2 : maximum idle activity time
 - Maximum time to keep data on an inactive distant Station
 - Detects out-of-coverage with no com
- TG5 : maximum link overlap time (used during a handoff)

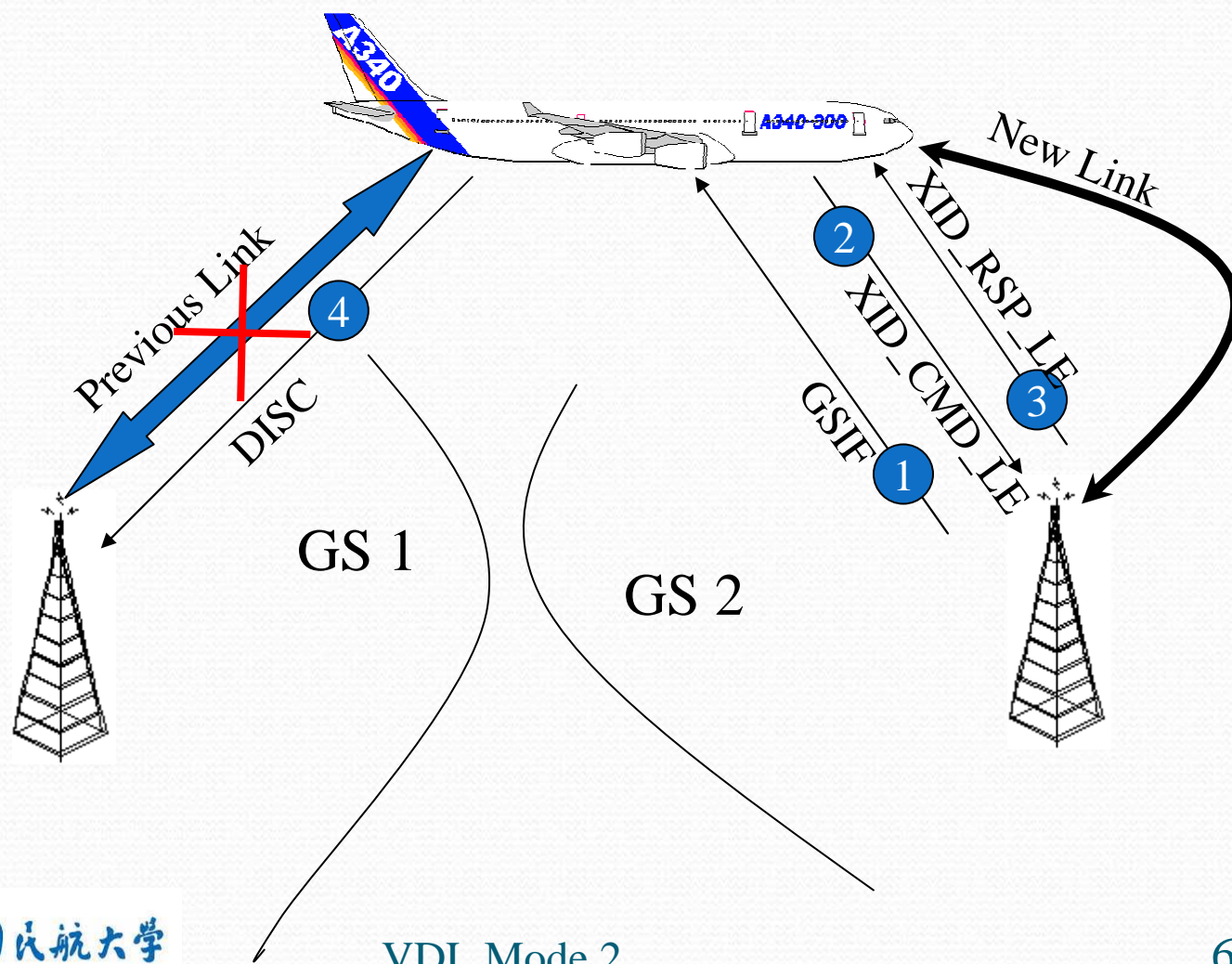
Mobility management

- A Ground System contains several Ground Stations
- LME (Link Management Entity)
 - Manages the link between a Ground System and an Aircraft
 - Shared among the Ground Stations of a Ground System
- Passing the connection from one Ground Station to another is called the Handoff

Handoff between Ground Systems

- Can only be initiated by the Aircraft
- Procedure:
 - New link with the new Ground System
 - Through one of its Ground Stations
 - DISC with the previous Ground System
- Link Establishment = Login into ground system

Air Initiated Handoff



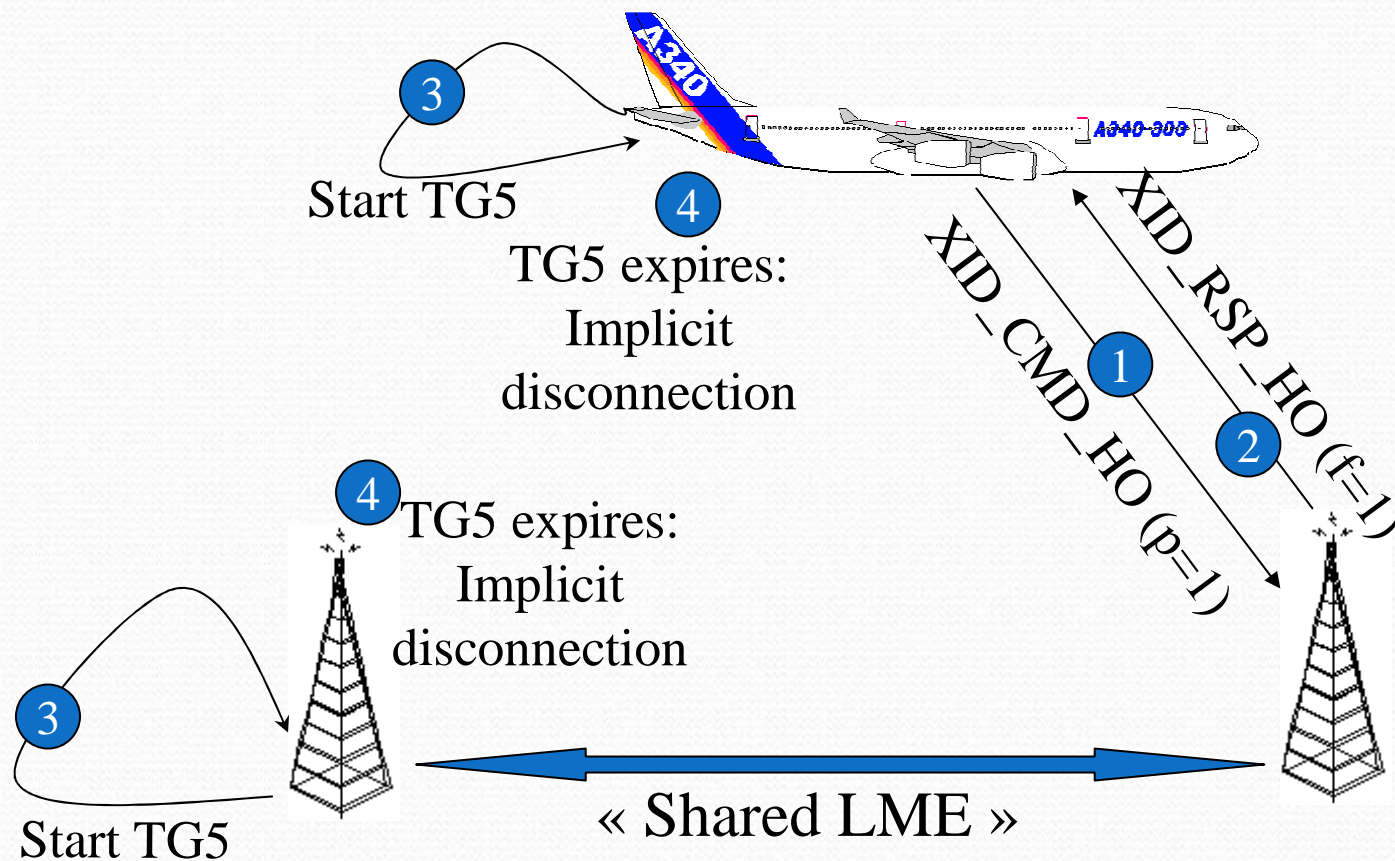
Handoff inside Ground System

- 4 Possibilities :
 - Aircraft initiated Handoff
 - Ground initiated Handoff
 - Aircraft requested Ground initiated Handoff
 - Only if supported by the Ground System
 - The A/C requests the handoff from the Ground System
 - Ground requested Aircraft Initiated Handoff
 - Only if supported by the A/C
 - The Ground System requests the handoff from the A/C
 - Used for Multifrequency management (load balancing)

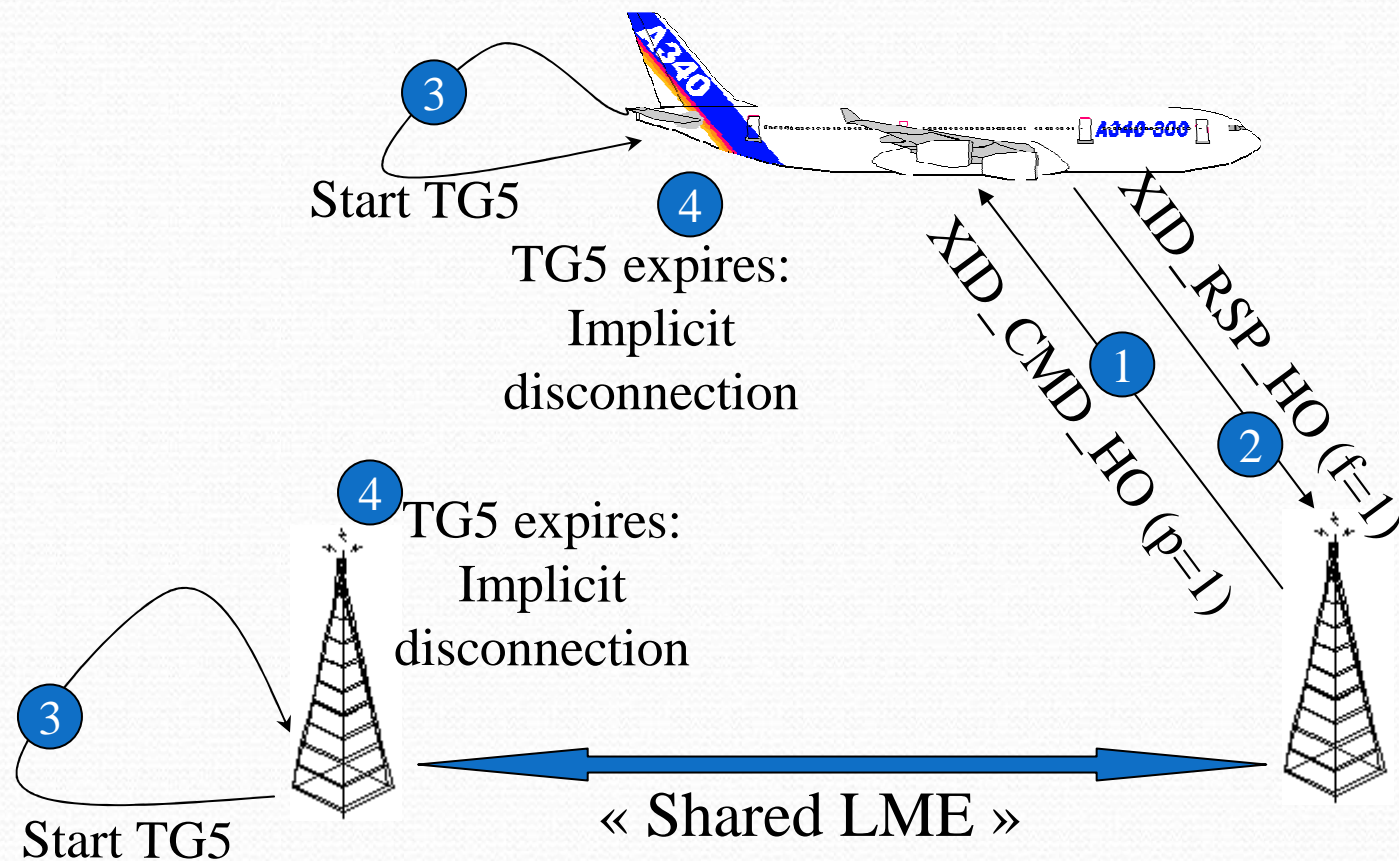
Aircraft initiated Handoff

- Required if
 - SQP (Signal Quality Parameter) of the new station >> SQP current station
 - N2 retransmission (AVLC layer)
 - TG2 expires = inactive station
 - TM2 expires (MAC layer) = congestion

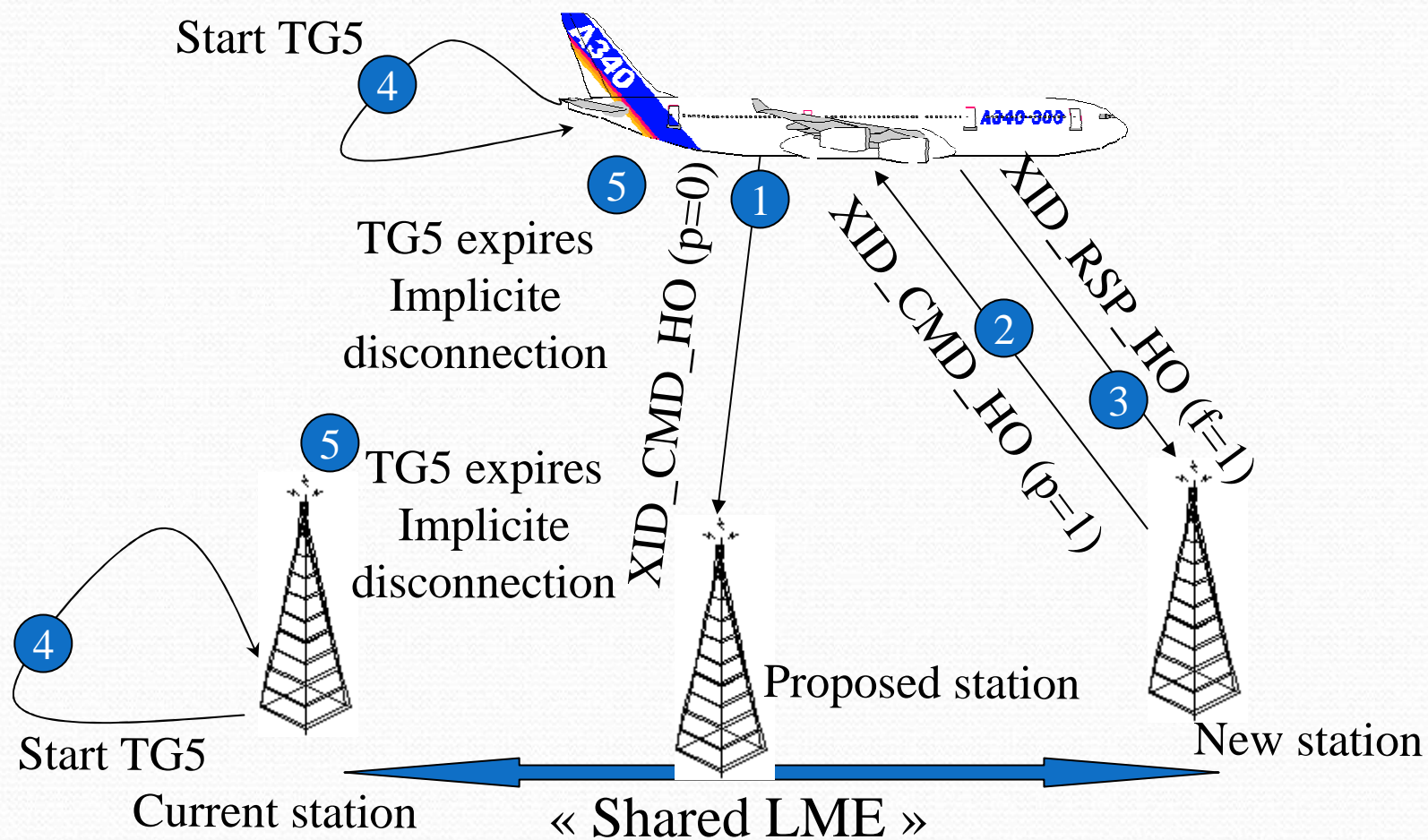
Aircraft initiated Handoff



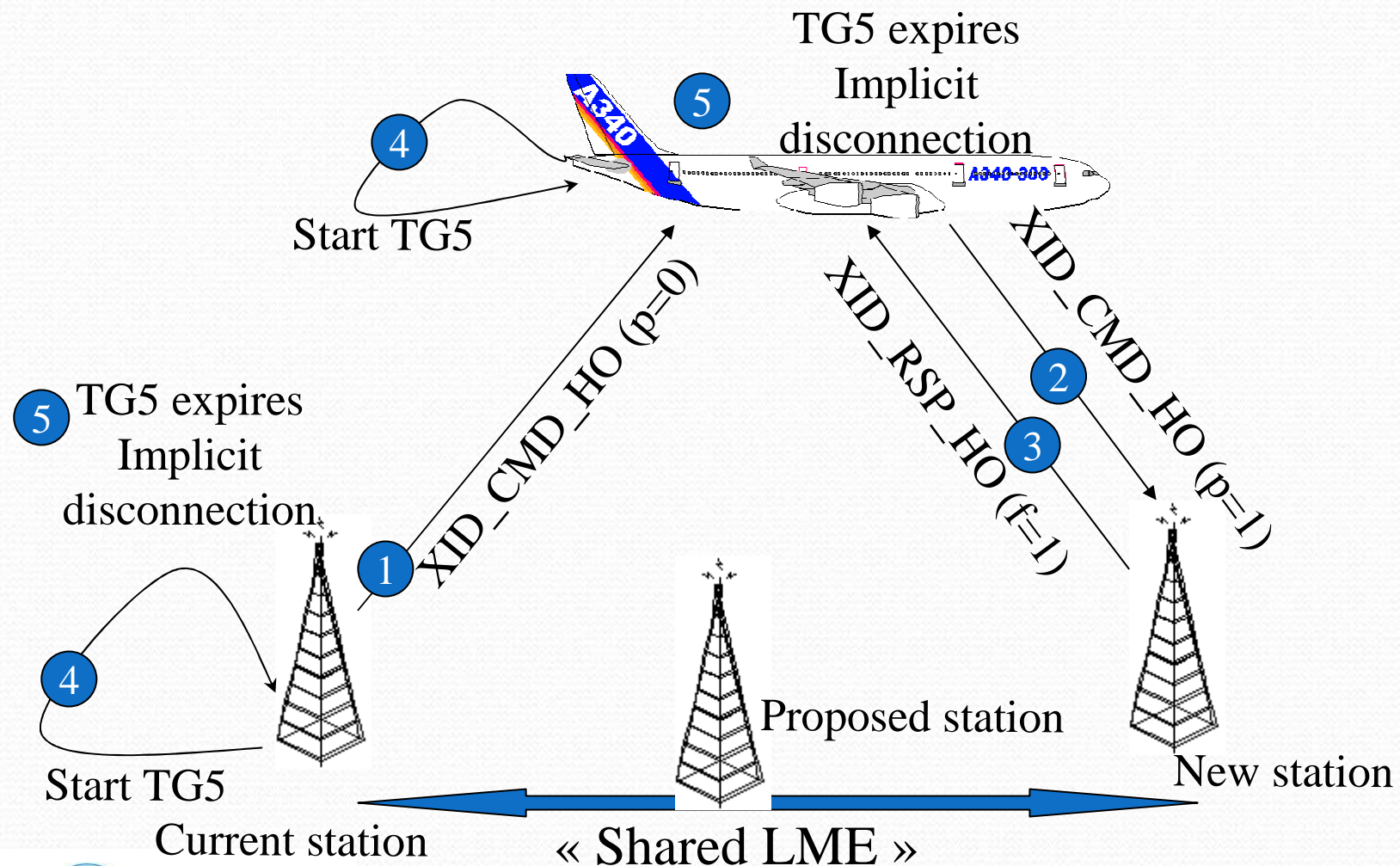
Ground Initiated Handoff



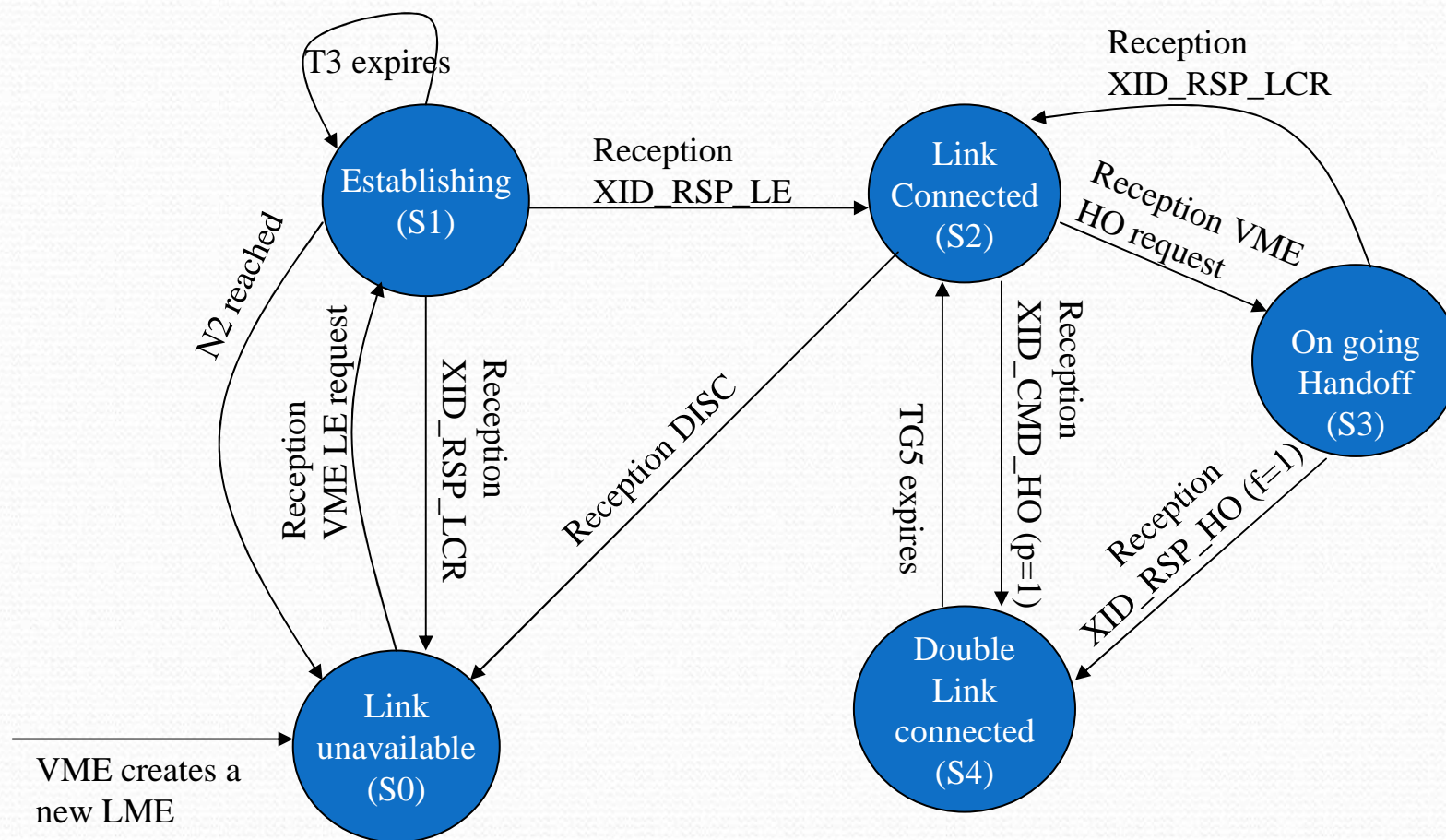
Aircraft requested Ground initiated Handoff



Ground requested Aircraft Initiated Handoff



LME : state machine (aircraft)



Summary

- The air-ground communication is established
- We are able to manage the mobility
- The link is reliable
- Parameters are tuned to limit the channel occupancy

Link loss detection issue

The asymmetry

- For the A/C:
 - An A/C flying out of the station's coverage
 - Without transmission
 - Detection in: TG2 seconds (4 minutes)
 - With transmission
 - Detection in $N2 * T1$ seconds
 - If the A/C is in the coverage of another station
 - Air initiated handoff

Link loss detection issue

- For the Ground:
 - Without transmission
 - Detection in: TG2 seconds (60 minutes)
 - With transmission
 - Detection in $N2 * T1$ seconds

Subnetwork layer



中國民航大學
Civil Aviation University Of China

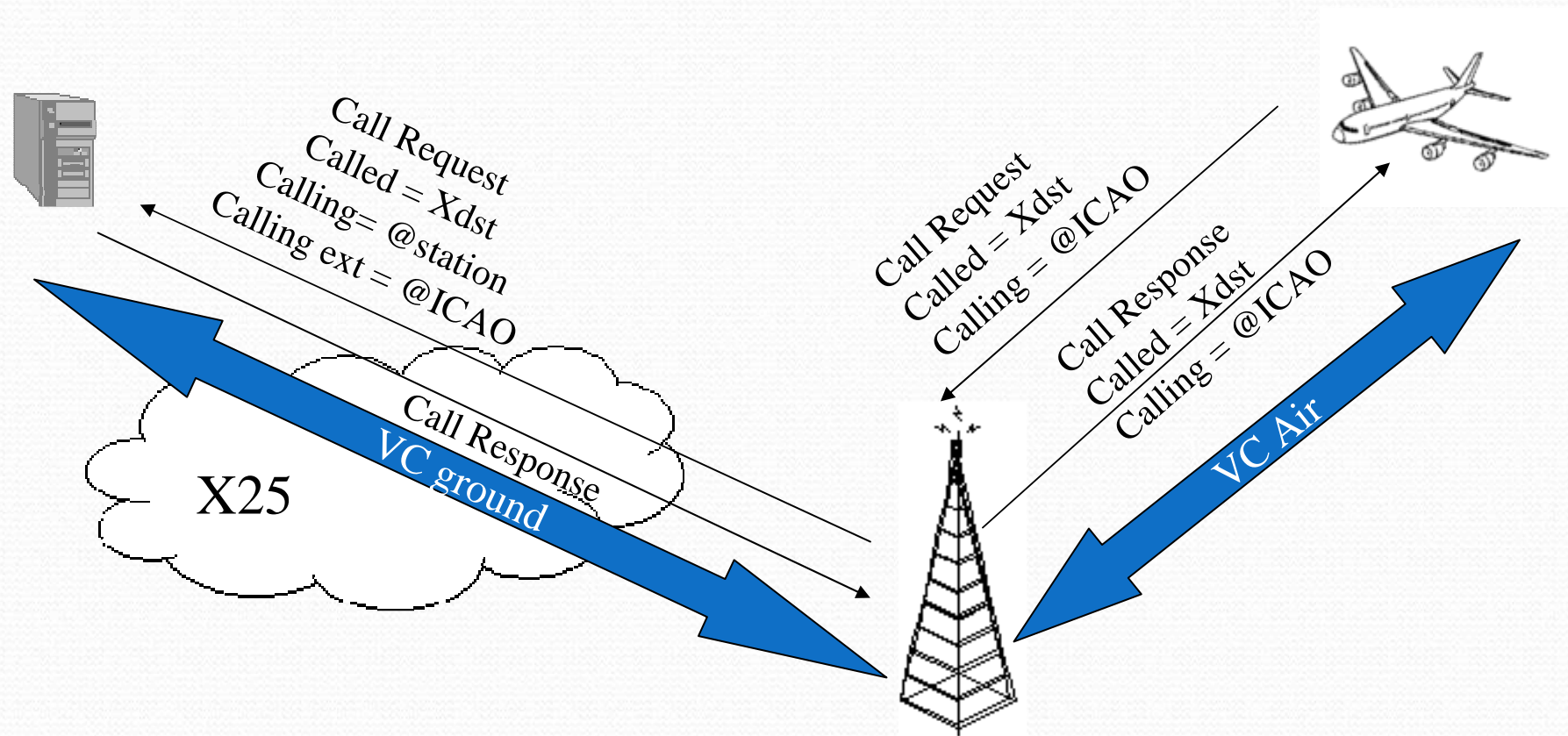
3a sub-layer

- Functions
 - Segmentation
 - Establish VC (Virtual Circuits) between airborne router and ground router
- Between the A/C and the Ground Station
 - X25 like Layer 3
 - Only defines an interface
 - No description of ground network

Addresses

- A network level address is required
 - Aircraft:
 - ICAO 24 bits address (8 symbols) binary coded
 - Ground:
 - X121 address (option)
 - Also called VSDA : VDL Specific DTE Addressing
- Use of the X25 address extension option

VC establishment in X25



Questions ?

- How to provide the X121 @ or the VSDA to the A/C ?
 - The ground station provides it in the GSIF
- And then?
 - X25 like
 - Ground station “binds” the two ends transparently

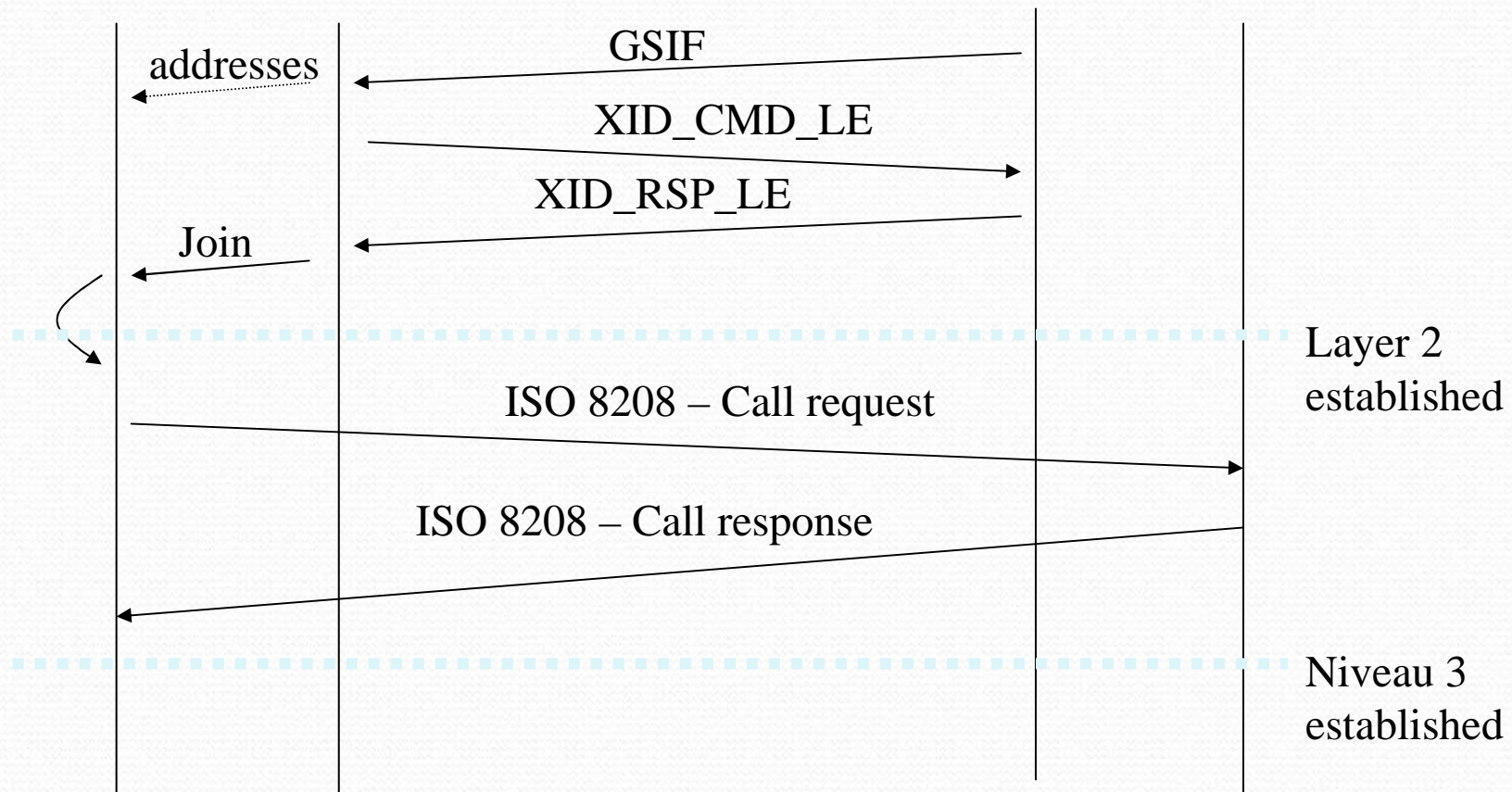
ISO 8208 air tuning

- Sending window W (default is 7)
 - Acknowledgement window A (default is 4)
- Flow management
 - Stop sending RR to stop the transmissions
 - If no loss on layer 2, no problem
 - Optional protection T24/T25 : forces transmission of RR after 180 seconds

ISO 8208 air tuning

- Reset :
 - On reception of a RESET on the ground
 - Only a ground-ground problem
 - Not propagated to the air
- Most options are prohibited
- Fast Select authorized
 - To transmit up to 128 bytes of data during the establishment

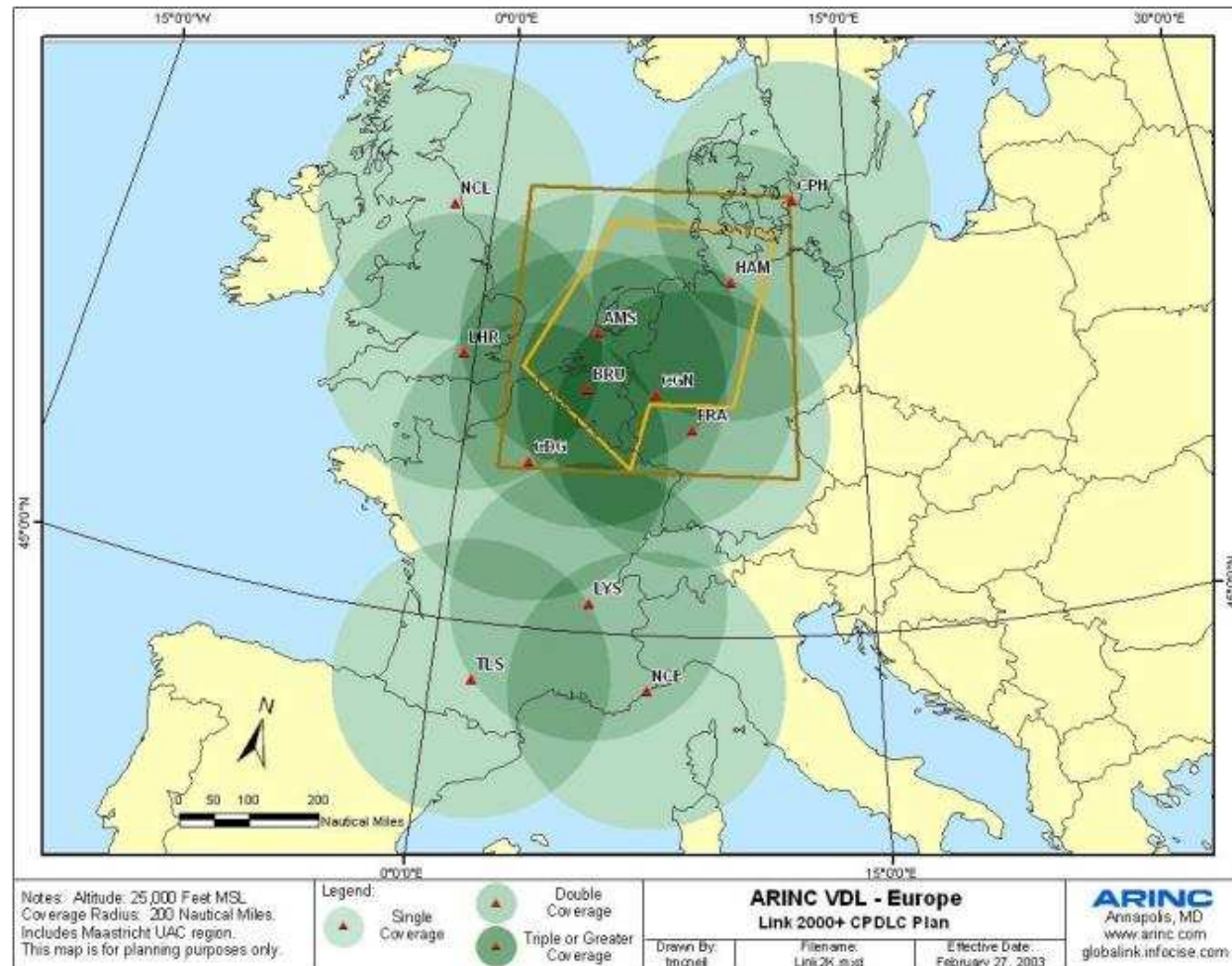
Global view



The requirements

- Availability :
 - 99,9 %
 - Single failure tolerance
- Integrity : 10^{-6}
- Delay : 5 major components –95 % limit
 - Transmission/reception switching delay: 1 ms
 - Packet transmission delay: 250 ms
 - Propagation delay: 1,3 ms
 - Process delay: 100 ms
 - Access delay: 3000 ms

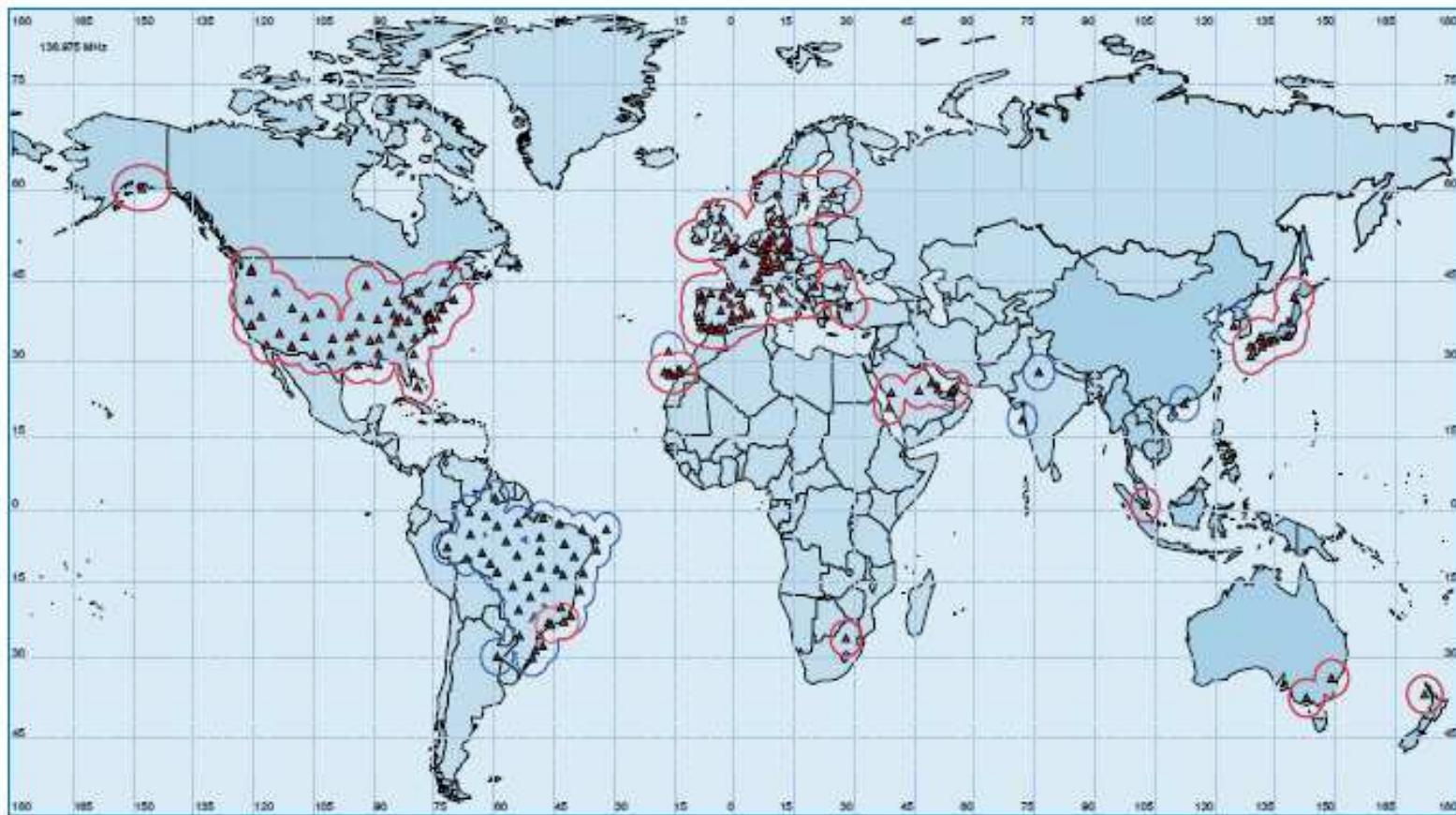
ARINC coverage



SITA coverage

WORLDWIDE VDL AIRCOM COVERAGE

MAXIMUM COVERAGE AT 30 000 FEET
ON-LINE VDL ARE IN RED, PLANNED ARE IN BLUE



Conclusion

- The main characteristics of VDL mode 2:
 - Physical layer
 - MAC layer
 - Link layer
 - Sub-network layer

Bibliography

- AEEC 631
- ICAO SARPs: Annex 10 Volume III –
Communications systems – Part 1 – Digital
Communication Systems
- Technical Manual : ICAO – Doc 9776
- MASPS – DO 224 A