

# Time Of Tone Master

*Component Design Document*

## 1 Description

This is the Time of Tone Master component. It provides an alternate implementation to the Time at Tone Master component also provided within Adamant. This implementation could potentially provide more accurate time syncing if your system has the ability to accurately determine the time at which the tone is sent outside of this component (ie. the time when the tone leaves the serial port). TaT is a protocol used to sync a slave clock to a master clock. Two messages are sent from the master to the slave component. First a 'tone' message is sent which signals to the slave clock to save its current time. Next, a 'time' message is sent which provides the master time at which the 'tone' was sent. This time combined with the time the slave recorded when the 'tone' was received can be used to calculate a time delta of the slave clock with respect to the master. This component implements the master side of the protocol. This component outputs the time message and the tone as Tick.T send connectors. This design is intended to be generic enough to implement time at tone in many different manners on the other end of these connectors. For instance, you could convert the time message Tick.T to a CCSDS packet and the tone Tick.T to a GPIO pulse.

## 2 Requirements

The requirements for the Time of Tone Master are specified below.

1. The component shall send the time at tone tone message at a compile-time configurable rate.
2. The component shall send the time at tone time message after sending each time at tone tone message.
3. The component shall send a time at tone transaction one time on command.
4. The component shall produce a data product relating the number of time at tone transactions sent since startup.

## 3 Design

### 3.1 At a Glance

Below is a list of useful parameters and statistics that give a quick look into the makeup of the component.

- **Execution - *passive***
- **Number of Connectors - 9**
- **Number of Invokee Connectors - 3**
- **Number of Invoker Connectors - 6**
- **Number of Generic Connectors - *None***
- **Number of Generic Types - *None***

- **Number of Unconstrained Arrayed Connectors** - *None*
- **Number of Commands** - 3
- **Number of Parameters** - *None*
- **Number of Events** - 4
- **Number of Faults** - *None*
- **Number of Data Products** - 3
- **Number of Data Dependencies** - *None*
- **Number of Packets** - *None*

## 3.2 Diagram

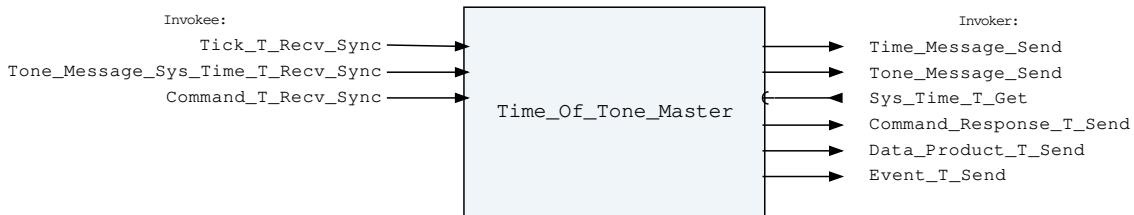


Figure 1: Time Of Tone Master component diagram.

## 3.3 Connectors

Below are tables listing the component's connectors.

### 3.3.1 Invokee Connectors

The following is a list of the component's *invokee* connectors:

Table 1: Time Of Tone Master Invokee Connectors

Name	Kind	Type	Return_Type	Count
Tick_T_Recv_Sync	recv_sync	Tick.T	-	1
Tone_Message_Sys_Time_T_Recv_Sync	recv_sync	Sys_Time.T	-	1
Command_T_Recv_Sync	recv_sync	Command.T	-	1

Connector Descriptions:

- **Tick\_T\_Recv\_Sync** - Tick used to trigger the sending of tone messages.
- **Tone\_Message\_Sys\_Time\_T\_Recv\_Sync** - This connector triggers the sending of the time message. The time received here is assumed to be an accurate time stamp of when the tone message was sent. This time can be provided to this component by a lower level component which actually records the time the tone message leaves the system. If left unconnected, no time messages will be produced by this component. In that case, the slave must use the time passed in the tone message directly, which is a less accurate measure of the master's system time.
- **Command\_T\_Recv\_Sync** - The command receive connector.

### 3.3.2 Invoker Connectors

The following is a list of the component's *invoker* connectors:

Table 2: Time Of Tone Master Invoker Connectors

Name	Kind	Type	Return_Type	Count
Time_Message_Send	send	Tick.T	-	1
Tone_Message_Send	send	Tick.T	-	1
Sys_Time_T_Get	get	-	Sys_Time.T	1
Command_Response_T_Send	send	Command_Response.T	-	1
Data_Product_T_Send	send	Data_Product.T	-	1
Event_T_Send	send	Event.T	-	1

Connector Descriptions:

- **Time\_Message\_Send** - Time message send connector, sends a message with the time the tone message will be sent.
- **Tone\_Message\_Send** - Tone message send connector.
- **Sys\_Time\_T\_Get** - Used to get system time, used by the master version of the component to get the current time.
- **Command\_Response\_T\_Send** - This connector is used to register the components commands with the command router component.
- **Data\_Product\_T\_Send** - The data product invoker connector
- **Event\_T\_Send** - The event send connector

### 3.4 Interrupts

This component contains no interrupts.

### 3.5 Initialization

Below are details on how the component should be initialized in an assembly.

#### 3.5.1 Component Instantiation

This component contains no instantiation parameters in its discriminant.

#### 3.5.2 Component Base Initialization

This component contains no base class initialization, meaning there is no `init_Base` subprogram for this component.

#### 3.5.3 Component Set ID Bases

This component contains commands, events, packets, faults, or data products that require a base identifier to be set at initialization. The `set_Id_Bases` procedure must be called with the following parameters:

Table 3: Time Of Tone Master Set Id Bases Parameters

Name	Type
Command_Id_Base	Command_Types.Command_Id_Base

Data_Product_Id_Base	Data_Product_Types.Data_Product_Id_Base
Event_Id_Base	Event_Types.Event_Id_Base

Parameter Descriptions:

- **Command\_Id\_Base** - The value at which the component's command identifiers begin.
- **Data\_Product\_Id\_Base** - The value at which the component's data product identifiers begin.
- **Event\_Id\_Base** - The value at which the component's event identifiers begin.

### 3.5.4 Component Map Data Dependencies

This component contains no data dependencies.

### 3.5.5 Component Implementation Initialization

The calling of this implementation class initialization procedure is mandatory. The component achieves implementation class initialization using the init subprogram. The init subprogram requires the following parameters:

Table 4: Time Of Tone Master Implementation Initialization Parameters

Name	Type	Default Value
Sync_Period	Positive	1
Enabled_State	Tat_State.Tat_State_Type	Tat_State.Enabled

Parameter Descriptions:

- **Sync\_Period** - The number of ticks between sending clock sync messages.
- **Enabled\_State** - Is time at tone enabled or disabled by default at startup.

## 3.6 Commands

Commands for the Time of Tone Master component.

Table 5: Time Of Tone Master Commands

Local ID	Command Name	Argument Type
0	Enable_Time_At_Tone	-
1	Disable_Time_At_Tone	-
2	Sync_Once	-

Command Descriptions:

- **Enable\_Time\_At\_Tone** - This enables the sending of time at tone messages.
- **Disable\_Time\_At\_Tone** - This disables the sending of time at tone messages.
- **Sync\_Once** - This sends a time at tone message followed by a tone message at the next tick, regardless of the current sync period. This is useful during testing to send a sync one time.

## 3.7 Parameters

The Time Of Tone Master component has no parameters.

### 3.8 Events

Events for the Time of Tone Master component.

Table 6: Time Of Tone Master Events

Local ID	Event Name	Parameter Type
0	Time_At_Tone_Enabled	-
1	Time_At_Tone_Disabled	-
2	Sending_Sync_Once	-
3	Invalid_Command_Received	Invalid_Command_Info.T

Event Descriptions:

- **Time\_At\_Tone\_Enabled** - The time at tone has been enabled by command.
- **Time\_At\_Tone\_Disabled** - The time at tone has been disabled by command.
- **Sending\_Sync\_Once** - The component will send the time at tone message and tone message at the next received tick.
- **Invalid\_Command\_Received** - A command was received with invalid parameters.

### 3.9 Data Products

Data products for the Time of Tone Master component.

Table 7: Time Of Tone Master Data Products

Local ID	Data Product Name	Type
0x0000 (0)	Tone_Messages_Sent	Packed_U32.T
0x0001 (1)	Time_Messages_Sent	Packed_U32.T
0x0002 (2)	Time_At_Tone_State	Tat_State.T

Data Product Descriptions:

- **Tone\_Messages\_Sent** - The number of tone messages sent.
- **Time\_Messages\_Sent** - The number of time messages sent.
- **Time\_At\_Tone\_State** - The disable/enable state of the time at tone component.

### 3.10 Packets

The Time Of Tone Master component has no packets.

## 4 Unit Tests

The following section describes the unit test suites written to test the component.

### 4.1 *Time\_Of\_Tone\_Master\_Tests* Test Suite

This is a unit test suite for the Time of Tone Master component.

Test Descriptions:

- **Test\_Tone\_Message** - This test ensures that tone messages are sent out appropriately when Ticks are sent to the component.
- **Test\_Time\_Message** - This test ensures that time messages are sent out appropriately when tone timestamps are sent to the component.
- **Test\_Enable\_Disabled** - This test ensures that enable and disable commands work.
- **Test\_Sync\_Once** - This test ensures that the Sync\_Once command works.
- **Test\_Invalid\_Command** - This test ensures that an invalid command is rejected and reported.

## 5 Appendix

### 5.1 Preamble

This component contains no preamble code.

### 5.2 Packed Types

The following section outlines any complex data types used in the component in alphabetical order. This includes packed records and packed arrays that might be used as connector types, command arguments, event parameters, etc..

#### Command.T:

Generic command packet for holding arbitrary commands

Table 8: Command Packed Record : 2080 bits (*maximum*)

Name	Type	Range	Size (Bits)	Start Bit	End Bit	Variable Length
Header	Command_Header.T	-	40	0	39	-
Arg_Buffer	Command_Types.Command_Arg_Buffer_Type	-	2040	40	2079	Header.Arg_Buffer_Length

Field Descriptions:

- **Header** - The command header
- **Arg\_Buffer** - A buffer that contains the command arguments

#### Command\_Header.T:

Generic command header for holding arbitrary commands

Table 9: Command\_Header Packed Record : 40 bits

Name	Type	Range	Size (Bits)	Start Bit	End Bit
Source_Id	Command_Types.Command_Source_Id	0 to 65535	16	0	15
Id	Command_Types.Command_Id	0 to 65535	16	16	31

Arg_Buffer_Length	Command_Types. Command_Arg_Buffer_ Length_Type	0 to 255	8	32	39
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Field Descriptions:

- **Source\_Id** - The source ID. An ID assigned to a command sending component.
- **Id** - The command identifier
- **Arg\_Buffer\_Length** - The number of bytes used in the command argument buffer

### **Command\_Response.T:**

Record for holding command response data.

Table 10: Command\_Response Packed Record : 56 bits

Name	Type	Range	Size (Bits)	Start Bit	End Bit
Source_Id	Command_Types.Command_Source_Id	0 to 65535	16	0	15
Registration_Id	Command_Types.Command_Registration_Id	0 to 65535	16	16	31
Command_Id	Command_Types.Command_Id	0 to 65535	16	32	47
Status	Command.Enums.Command_Response_Status.E	0 => Success 1 => Failure 2 => Id_Error 3 => Validation_Error 4 => Length_Error 5 => Dropped 6 => Register 7 => Register_Source	8	48	55

Field Descriptions:

- **Source\_Id** - The source ID. An ID assigned to a command sending component.
- **Registration\_Id** - The registration ID. An ID assigned to each registered component at initialization.
- **Command\_Id** - The command ID for the command response.
- **Status** - The command execution status.

### **Data\_Product.T:**

Generic data product packet for holding arbitrary data types

Table 11: Data\_Product Packed Record : 344 bits (*maximum*)

Name	Type	Range	Size (Bits)	Start Bit	End Bit	Variable Length
Header	Data_Product_Header.T	-	88	0	87	-

Buffer	Data_Product_Types.Data_Product_Buffer_Type	-	256	88	343	Header.Buffer_Length
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Field Descriptions:

- **Header** - The data product header
- **Buffer** - A buffer that contains the data product type

### **Data\_Product\_Header.T:**

Generic data\_product packet for holding arbitrary data\_product types

Table 12: Data\_Product\_Header Packed Record : 88 bits

Name	Type	Range	Size (Bits)	Start Bit	End Bit
Time	Sys_Time.T	-	64	0	63
Id	Data_Product_Types.Data_Product_Id	0 to 65535	16	64	79
Buffer_Length	Data_Product_Types.Data_Product_Buffer_Length_Type	0 to 32	8	80	87

Field Descriptions:

- **Time** - The timestamp for the data product item.
- **Id** - The data product identifier
- **Buffer\_Length** - The number of bytes used in the data product buffer

### **Event.T:**

Generic event packet for holding arbitrary events

Table 13: Event Packed Record : 344 bits (*maximum*)

Name	Type	Range	Size (Bits)	Start Bit	End Bit	Variable Length
Header	Event_Header.T	-	88	0	87	-
Param_Buffer	Event_Types.Parameter_Buffer_Type	-	256	88	343	Header.Param_Buffer_Length

Field Descriptions:

- **Header** - The event header
- **Param\_Buffer** - A buffer that contains the event parameters

### **Event\_Header.T:**

Generic event packet for holding arbitrary events

Table 14: Event\_Header Packed Record : 88 bits

Name	Type	Range	Size (Bits)	Start Bit	End Bit
Time	Sys_Time.T	-	64	0	63
Id	Event_Types.Event_Id	0 to 65535	16	64	79
Param_Buffer_Length	Event_Types.Parameter_Buffer_Length_Type	0 to 32	8	80	87

Field Descriptions:

- **Time** - The timestamp for the event.
- **Id** - The event identifier
- **Param\_Buffer\_Length** - The number of bytes used in the param buffer

### Invalid\_Command\_Info.T:

Record for holding information about an invalid command

Table 15: Invalid\_Command\_Info Packed Record : 112 bits

Name	Type	Range	Size (Bits)	Start Bit	End Bit
Id	Command_Types.Command_Id	0 to 65535	16	0	15
Errant_Field_Number	Interfaces.Unsigned_32	0 to 4294967295	32	16	47
Errant_Field	Basic_Types.Poly_Type	-	64	48	111

Field Descriptions:

- **Id** - The command Id received.
- **Errant\_Field\_Number** - The field that was invalid. 1 is the first field, 0 means unknown field,  $2^{**}32$  means that the length field of the command was invalid.
- **Errant\_Field** - A polymorphic type containing the bad field data, or length when Errant\_Field\_Number is  $2^{**}32$ .

### Packed\_U32.T:

Single component record for holding packed unsigned 32-bit value.

Table 16: Packed\_U32 Packed Record : 32 bits

Name	Type	Range	Size (Bits)	Start Bit	End Bit
Value	Interfaces.Unsigned_32	0 to 4294967295	32	0	31

Field Descriptions:

- **Value** - The 32-bit unsigned integer.

### Sys\_Time.T:

A record which holds a time stamp using GPS format including seconds and subseconds since epoch (1-5-1980 to 1-6-1980 midnight).

Table 17: Sys\_Time Packed Record : 64 bits

Name	Type	Range	Size (Bits)	Start Bit	End Bit
Seconds	Interfaces. Unsigned_32	0 to 4294967295	32	0	31
Subseconds	Interfaces. Unsigned_32	0 to 4294967295	32	32	63

Field Descriptions:

- **Seconds** - The number of seconds elapsed since epoch.
- **Subseconds** - The number of  $1/(2^{32})$  sub-seconds.

### Tat\_State.T:

The time at tone disable/enable state. *Preamble (inline Ada definitions):*

```
1 type Tat_State_Type is (Disabled, Enabled);
2 for Tat_State_Type use (Disabled => 0, Enabled => 1);
```

Table 18: Tat\_State Packed Record : 8 bits

Name	Type	Range	Size (Bits)	Start Bit	End Bit
State	Tat_State_Type	0 => Disabled 1 => Enabled	8	0	7

Field Descriptions:

- **State** - Is time at tone enabled or disabled.

### Tick.T:

The tick datatype used for periodic scheduling. Included in this type is the Time associated with a tick and a count.

Table 19: Tick Packed Record : 96 bits

Name	Type	Range	Size (Bits)	Start Bit	End Bit
Time	Sys_Time.T	-	64	0	63
Count	Interfaces. Unsigned_32	0 to 4294967295	32	64	95

Field Descriptions:

- **Time** - The timestamp associated with the tick.
- **Count** - The cycle number of the tick.

### 5.3 Enumerations

The following section outlines any enumerations used in the component.

#### **Command\_Enums.Command\_Response\_Status.E:**

This status enumeration provides information on the success/failure of a command through the command response connector.

Table 20: Command\_Response\_Status Literals:

Name	Value	Description
Success	0	Command was passed to the handler and successfully executed.
Failure	1	Command was passed to the handler not successfully executed.
Id_Error	2	Command id was not valid.
Validation_Error	3	Command parameters were not successfully validated.
Length_Error	4	Command length was not correct.
Dropped	5	Command overflowed a component queue and was dropped.
Register	6	This status is used to register a command with the command routing system.
Register_Source	7	This status is used to register command sender's source id with the command router for command response forwarding.