



OpenLCB Technical Note	
OpenLCB-CAN Datagram Transport	
Jan 25, 2013	Preliminary

1 Introduction

This Technical Note contains informative discussion and background for the corresponding “OpenLCB Datagram Transport Specification”. This explanation is not normative in any way.

5 Some wire protocols can support only very short packets/frames, e.g. CAN with a limited header and data payload. OpenLCB needs to be able to move larger chunks of data than that. OpenLCB streaming provides a very large payload, at some cost in setup time and complexity. “Datagrams” move an amount of data in-between “small enough to always be atomic” and “large enough to justify streaming overhead”.

10 The datagram protocol on CAN links uses the same structure as the common protocol, except for the need to split the message into frames.

A node may only send one datagram at a time to any given destination node. A node may interleave transmission of datagrams to separate nodes, but this is not recommended because the longer transmission window increases the probability of buffer collisions in recipient nodes.

2 Annotations to the Specification

15 This section provides background information on corresponding sections of the Specification document. ~~It is~~ expected that two documents will be read together.

2.1 Introduction

2.2 Intended Use

2.3 References and Context

20 For more information on format and presentation, see:

- OpenLCB Common Information Technical Note

2.4 Message Formats

2.4.1 Datagram Content

25 The datagram length is coded by the transport medium: There is no separate length field in the datagram content itself.

Note that zero-length datagrams are valid.

For CAN, the general Datagram message is broken into a First frame, one or more Middle-frames, and a Last frame. In the degenerate case of a very short message that can fit into one

~~frame, there is also an Only-frame. These are described in more detail below. The CAN header values are chosen to prevent CAN priority from reordering frames in a way that would damage the transmission.~~

~~CAN-Datagram-Content-Single-Frame~~

~~Note that zero-length datagrams are valid.~~

2.4.1.1 CAN-Datagram-Content-First-Frame

~~Note that there's no requirement that this contain 8 bytes.~~

2.4.1.2 CAN-Datagram-Content-Middle-Frame

~~Note that there's no requirement that this contain 8 bytes. It cannot be empty, though.~~

2.4.1.3 CAN-Datagram-Content-Last-Frame

~~Note that this frame can be zero length.~~

2.4.2 Datagram Received OK

This is an addressed message. The destination address (full Node ID or alias) can be taken directly from the received Datagram Content message.

2.4.3 Datagram Rejected

2.4.3.1 Error Codes

~~(These aren't the same as the Standard)~~

“Permanent error” — This node does not process datagrams, will not accept a datagram from this source, or for some other reason will not ever be able to accept this particular datagram. The datagram should not be retransmitted.

“Resend OK” — In contrast to the error above, the problem accepting the datagram is of a transient nature, and the sending node should attempt retransmission at its discretion at some point in the immediate to near future.

“Transport Error” — Something appears to have gone wrong between the sender and the recipient, perhaps because the recipient received datagram fragments out of order, or a sequence of datagrams was received out of order (at the application layer). This error flag does not by itself imply that the sender should retransmit; rather, this flag should be combined with the “Resend OK” flag to explicitly request retransmission.

Optionally, the node can mark the reply with one or more of several conditions:

~~“Invalid-Datagram” — “Source not permitted” — something made the datagram improper, such as longer than the max permitted length. Proper datagrams might be acceptable.~~

~~“Source not permitted” – d~~Datagrams from this source will never be accepted. Generally, this flag is only meaningful in conjunction with the “Permanent Error” flag, as there is no sense in retransmission in this context. This flag might be used to indicate that a receiving node is only willing to establish a connection with an exclusive set of nodes.

- 65 “Datagrams not accepted” ~~– t~~This node will not accept datagrams under any circumstance. A node can also reject the interaction with an Optional Interaction Rejected message (see “OpenLCB Message Network Standard”) instead of sending Datagram Rejected with this code.

~~“Buffer shortage, resend” – The node wasn't able to receive the datagram because of a shortage of buffers. The sending node should resend at its convenience.~~

- 70 ~~“Datagram rejected, out of order” – Should not happen, but an internal inconsistency was found in the CAN frames making up a datagram. Sender can try again if desired.~~

2.5 States (Normative)

2.6 Interactions (Normative)

2.6.1 Normal Transmission

- 75 In the base protocol a datagram is just a single message containing the Datagram MTI and the data byte(s). There is a convention for a data format indicator at the start of the data bytes for use with application layer protocols transported over datagrams, see §3.4 below.

- Once the datagram has been successfully received, the receiving node replies to the original source node with a “Datagram Received OK” message. Note that the node is not required to examine or
80 process the datagram before replying; execution errors that happen later must be signaled using another protocol.

2.6.1.1 CAN Protocol

- 85 ~~The sender breaks the datagram content into one or more frames. The source NodeID alias and destination NodeID alias are contained in the header as usual. Format indicators are used to mark the segmentation into frames. The data part of the CAN frame can carry from zero to eight data bytes.~~

~~If there are more than eight bytes to the datagram, the rest are send as consecutive frames. Because CAN transmission retains frame order between sender and receiver, no order information is added to the frames. The first/middle/last frame is marked b in the CAN header.~~

- 90 ~~There's nothing in the Standard that says that CAN frames have to be maximal size. A 9-byte datagram can be frames of 8 and 1, or 1 and 8. This is helpful for handling e.g. buffering and creation of dynamic content in the source node.~~

- 95 ~~The receiving node receives the frames into a buffer. The frames from more than one datagram may arrive in interleaved order, in which case the receiving node can tell them apart using their source NodeID alias and store them in separate buffers. (Any given source node can only send a single datagram at a time to a single destination node) If sufficient buffers are not available, the receiving node rejects the datagram and it will be resent. That reject can be sent early, so that buffer space to accumulate the datagram or even state bits to remember there is a data need not be allocated. Once the~~

“datagram complete” indicator is received for a datagram, the node replies to the original source node with a “Datagram Received OK” or “Datagram Rejected” message.

100 The state machine for assembling datagram frames needs to know when e.g. the lower levels reset, so that it knows to abandon a partially received datagram. It can also recover upon seeing the next start/only frame.

105 An interface or gateway onto a CAN link must do the datagram fragmentation and defragmentation locally. Buffer retries may be either done locally by the gateway, or by reflecting the response back to the original sender.

2.6.2 Rejected Transmission

Instead of “Datagram Received OK”, the receiving node may return a “Datagram Rejected” message with an error code that represents the reason(s) and possible reaction(s).

2.6.2.1 CAN Protocol

110 There's no requirement for to a specific response to out-of-spec transmissions. If a node receives out-of-spec datagram fragments, what it does is up to it. This is because it's neither necessary nor practical to specify a unique set of logic for dealing with the semi-infinite number of possible out-of-spec transmissions. Nodes can use the various error replies to indicate whatever they know, but they don't have to.

115 So, a node that gets a middle-segment without a first-segment can react in various ways. It might send various replies (but it doesn't have to). It might ignore it. Etc.

There's an important thing to realize about that behaviour, though:

120 Getting another valid datagram sequence while receiving one (or more) that fills the local buffers is not an out-of-spec condition, and the protocol defines exactly how the node is to react. There's no flexibility therein this case.

2.7 Adaptation to CAN Transport

125 For CAN, the Datagram Content message is broken into a First frame, one or more Middle frames, and a Last frame. In the degenerate case of a very short message that can fit into one frame, there is also an Only frame. These are described in more detail below. The CAN header values are chosen to prevent CAN priority from reordering frames in a way that would damage the transmission.

CAN-Datagram Content Single Frame — Note that zero-length datagrams are valid.

CAN-Datagram Content First Frame — Note that there's no requirement that this contain 8 bytes.

CAN-Datagram Content Middle Frame — Note that there's no requirement that this contain 8 bytes. It cannot be empty, though.

130 CAN Datagram Content Last Frame — Note that this frame can be zero length.

2.7.1 Interactions

2.7.1.1 Normal Transmission

135 The sender breaks the datagram content into one or more frames. The source NodeID alias and destination NodeID alias are, unlike other addressed messages, both contained in the header. Format indicators are used to mark the segmentation into frames. The data part of the CAN frame can carry from zero to eight data bytes.

140 If there are more than eight bytes to the datagram, the rest are sent as consecutive frames. Because CAN transmission retains frame order between sender and receiver, no order information is added to the frames. The first/middle/last frame is marked in the CAN header to aid in reconstruction of the full datagram in the buffer.

There's nothing in the Standard that says that CAN frames have to be maximal size. A 9-byte datagram can be frames of 8 and 1, or 1 and 8. This is helpful for handling, e.g., buffering and creation of dynamic content in the source node.

145 The receiving node receives the frames into a buffer. The frames from more than one datagram may arrive in interleaved order, in which case the receiving node can tell them apart using their source NodeID alias and store them in separate buffers. (Any given source node can only send a single datagram at a time to a single destination node.) If sufficient buffers are not available, the receiving node rejects the second datagram with a “Resend OK”-flagged error code. The reject message can be sent early, so that buffer space to accumulate the datagram or even state bits to remember there is a data need not be allocated. Once the “datagram complete” indicator (i.e., an Only datagram or Last datagram message) is received for a datagram, the node replies to the original source node with a “Datagram Received OK” or “Datagram Rejected” message.

155 The state machine for assembling datagram frames needs to know when, e.g., the lower levels reset, so that it knows to abandon a partially received datagram. It can also recover upon seeing the next start/only frame.

An interface or gateway onto a CAN link must do the datagram fragmentation and defragmentation locally. Buffer retries may be either done locally by the gateway, or by reflecting the response back to the original sender.

2.7.1.2 Rejected Transmission

160 There's no requirement for a specific response to out-of-spec transmissions. If a node receives out-of-spec datagram fragments, what it does is up to the receiving node. This is because it is neither necessary nor practical to specify a unique set of logic for dealing with the semi-infinite number of possible out-of-spec transmissions. Nodes can use the various error replies to indicate whatever they know, but they don't have to.

165 For example, a node that receives a Middle datagram without a First datagram can react in various ways. It might send “Resend OK”, “Transport error”, both combined together, or simply ignore the message entirely.

Notice, however, that receiving a second valid datagram sequence while receiving one (or more) that fills the local buffers is *not* an out-of-spec condition, and the protocol defines exactly how the node is

170 | to react. There's no flexibility in this case. The receiving node must send a Datagram Rejected message usually (but not necessarily) with the "Resend OK" error code.

3 Background Information

3.1 Use Cases

Here are some example application-level protocols that are or might be transported using datagrams.

175 | Memory configuration: Simple one-value reads and writes of configuration data are one-to-one operations that need to exchange 4-8-16-32 bytes of data.

External-network control: If ~~the an~~ OpenLCB ~~segment~~net is attached to single external networks, e.g. a DCC or LocoNet system, one-to-one transmission can be used to exchange native commands. E.g. "Send the following LocoNet message" may need to be up to 18 bytes long with current LocoNet definitions. ~~Communication~~Communication to LocoNet/DCC/etc. can be one-to-one to insure communications; return messages can be many one-to-one to listeners, but there's also a need for one-to-many or broadcast which is not addressed by the datagram transport~~here~~.

185 | RFID tags carry 40 bits (vs 64, and need to plan for future growth) bits of payload. Adding in some status and location information, reporting a RFID tag requires a 8-16 byte payload, and that's likely to grow in the future.

3.2 Discussion

190 | Datagrams are a one-to-one connection between nodes. They have a single source address and a single destination address, and only have to be delivered to that single destination. Delivery is guaranteed if the destination node is active, initialized and reachable, but ~~it's it is~~ not possible to guarantee in advance that a buffer is available in the destination to receive and assemble the datagram.

195 | At the high end, what's the maximum size for a datagram, beyond which it makes sense to move to a stream? The stream startup overhead is small, so that streams can be used for even small amounts of data. The maximum datagram size must be short enough that nodes can afford to have a fixed receive-and-process buffer for datagrams allocated, unlike streams that can be too large to buffer as a whole. As a balance between these, and to optimize certain layouts on CAN links, a size of 72 bytes has been selected.

At the low end, datagrams should go all the way down to zero bytes, because they are distinct from Events (which have a fixed 8-byte payload).

200 | The datagram protocol ~~doesn't need~~does not require error correction, because OpenLCB is based only on reliable links (that is, links that guarantee no content or order errors; but not necessarily a guarantee that messages always end up effective at the remote destination). CAN, TCP/IP, etc., handle their own error ~~conditions~~correction. The datagram protocol needs flow control and synchronization, however, as a small node might not have resources to accumulate a large number of datagrams that are arriving in an interleaved order. The "Received OK" message is to inform small-capacity~~In order for the~~ sending nodes to know~~that~~ it can free its buffer holding the transmitted message. ~~there needs to be an~~ "received OK, acknowledged" reply. ~~In this case, "reliable transport" just refers to a lack of content and order errors, not that messages always end up effective at the remote destination.~~

On CAN links, the datagram protocol is constrained by the need the limited frame size. Datagrams must be broken into multiple frames for transfer. The protocol must allow for the possibility that datagrams to a particular node can be interleaved if several nodes are transmitting at the same time.

210 Note that a node can control what it sends, so it is possible to ensure that only one datagram is being sent from a node at one time, just not that only one is being received.

~~We're relying on~~The datagram content formats rely on CAN not reordering frames, even in the presence of error recovery. That's needed in any case for streams, which are so large that complete internal buffering cannot be assumed.

215 3.3 Examples

3.3.1 Normal CAN case

220 _____ Datagram First Frame →
 _____ Datagram Middle Frame →
 _____ Datagram Middle Frame →
 _____ Datagram Last Frame →
 _____ ← Datagram Received OK

3.3.2 Short CAN datagram case

225 _____ Datagram Only Frame →
 _____ ← Datagram Received OK

3.3.3 Rejected short CAN datagram case

Even a short datagram can be rejected with a “~~Temporarily unable to receive~~Resend OK” if there's, e.g. a shortage of buffers:

230 _____ Datagram Only Frame →
 _____ ← Datagram Rejected, ~~Buffer shortage, Resend~~Resend OK

3.3.4 Rejected interleaved CAN datagram case:

Accidental interleave, at a node that can't handle that:

235 _____
 _____ Datagram First Frame from A →
 _____ Datagram First Frame from B →
 _____ ← Datagram Rejected, ~~Buffer shortage, Resend~~Resend OK to B
 _____ Datagram Middle Frame from A →
 240 _____ Datagram Last Frame from A →⇒
 _____ ← Datagram Received OK to A
 _____ Datagram First Frame from B →
 _____ Datagram Final Frame from B →⇒
 _____ ← Datagram Received OK to B

245 3.3.5 Command/Reply Example

```

_____ Command Datagram →
_____ ← Datagram Received OK
_____ ← Reply Datagram
_____ Datagram Received OK →

```

250 3.3.6 Back and Forth Datagram Protocol

Small nodes may have only one datagram receive buffer and one datagram transmit buffer. In that case, sending multiple commands can result in poor performance if the replies go after the next request, e.g.:

```

_____ Command Datagram →
_____ ← Datagram Received OK
255 _____ ← Reply Datagram
_____ Command Datagram →
_____ Datagram Received OK →
_____ ← Datagram Received OK
_____ ← Reply Datagram
260 _____ Datagram Received OK →

```

Note that the 2nd command was sent before the reply datagram was sent. This is valid, but nodes with only one buffer may not be able to handle that. Read until the transmit buffer has been emptied by an acknowledgement. In that case, the sequence may become, e.g.:

```

_____ Command Datagram →
265 _____ ← Datagram Received OK
_____ ← Reply Datagram
_____ Command Datagram →
_____ ← Datagram Rejected, Resend OK (reject, no buffer, please resend)
_____ Datagram Received OK →
270 _____ Command Datagram (retransmit) →
_____ ← Datagram Received OK
_____ ← Reply Datagram
_____ Datagram Received OK →

```

275 which is significantly less efficient. Better to send the positive acknowledgement to the read reply datagram before sending the next read command.

3.4 Datagram Content

280 There needs to be a method for identifying the content of a general datagram. OpenLCB is meant to be used with both very simple, low-end nodes, and high-end computers with multiple programs. In both those environments, it is inconvenient to have constraints like “the next datagram will carry ...” because there might be more than one thing going on, and it is hard to write code that knows about lots of global state information. It must be possible to interleave, e.g., configuration datagrams (messages) with datagrams that are displaying messages. Therefore, most datagrams will must carry information about which conversation they are part of. We call that information “datagram content identification”.

285 | We also want ~~those~~ “datagram content IDs” to be small, unique, unambiguous, easily assigned, etc. To do that, there are two basic approaches:

- ~~We define a~~ ~~small~~ (one-byte) ID field with a central sequential method of assignment. ~~It's~~ It is called the “Datagram Protocol ID”. This is small, so doesn't use much space on CAN, but requires central recording of IDs.
- ~~We considered using a~~ ~~6-~~byte field assigned the same way that node unique identifiers are. The protocol designer(s) uses a unique ID they control to identify the new protocol they are defining. This takes significantly more space, particularly on CAN, but is simple to maintain and requires no central registration.

290 | The plan is to use both. There will be a one-byte field, with certain values to escape to a two-byte field (reserved for future use), and to a six-byte fully-unique field. A separate spreadsheet is accumulating values.-

3.5 Numerology

300 | This section discusses how big the maximum datagram payload can be. This is a decision that must balance buffer size versus utility of the protocol. Memory is scarce in a small node. Although ~~it's~~ it is possible to incrementally process parts of a datagram as they arrive, in general it will be necessary to have a buffer of the maximum possible size available when a datagram is arriving. (That same buffer can be used to send datagrams, if needed) At the same time, datagrams that are too small to contain a useful atomic message, ~~causing~~ causing requiring a lot of extra coding work.

305 | If one byte is used for the datagram ~~format~~ content ID field (see §3.4), the first CAN-link datagram contains 7 payload bytes (the following datagrams can contain 8). The datagram format field counts as part of the information that the datagram is transporting, though. We could make the maximum datagram size nine segments, $(9 \times 8) = 72 - 1$ data bytes, to ensure that even with a little bit of ~~higher~~ additional overhead from an application-layer protocol, say up to 6 bytes, 64 bytes of actual data can be delivered at a shot.

310 | Alternately, because of the binary nature of addressing, a 64-byte buffer size might be more convenient than a 72-byte one, even at the cost of some lost possible capacity in the last frame.

315 | For external protocols, e.g. support for Loconet, XpressNet, DCC, etc., ~~it's~~ it is a great simplification if the datagrams can carry any basic message of the external protocol in a single datagram. Is 64 data bytes then enough? The evidence at hand suggests that 64 data bytes is more than sufficient. NMRA-DCC is up to 5 bytes, including addressing, so it's It is clearly OK even in a 1st CAN frame. Others?

~~Our notion~~ Thus the decision ~~is for~~ is for nine segments, 72 bytes, ~~but~~ and developers should code this as a constant to the extent possible.

3.6 Future Extensions

320 | In this version of the datagram protocol, there is no provision for multiple recipients of a single message. Transmission is strictly one-to-one. This constraint is ~~not~~ not because of addressing addressed nature of datagrams (making the ~~m~~ messages globally visible ~~isn't~~ not hard), but rather the need for guaranteed buffering at the receiving node. In the future, we may want to provide one-to-many datagrams.

325 For this to work, the recipient ~~will~~ needs to have a buffer into which any datagram in flight can be received. On a tiny node, those might be a scarce resource. But, without any protocol support, e.g. if datagrams were “fire and forget” like event notifications, you might need to have a very large number of those buffers. There's nothing in the protocol that prevents nodes A, B, C and D from firing off a datagram at node X at the same time, and having their CAN frames be interleaved when they arrive at X. (The stream protocol negotiates this in advance, but that requires time and resources only appropriate to large transfers) To properly receive them, X needs $N=4$ buffers to reassemble them in this case. But 330 how big an N is really required? ~~The recipient cannot~~ ~~It's not possible to~~ know, so instead we add protocol support: X can tell nodes sending it datagrams to repeat them. That way X can accept as many datagrams as it has buffers (at least one), while telling the others to “say that again, please, I wasn't paying attention the first time”.

335 A sending node knows that it has to hang onto the datagram until it ~~gets~~receives a “acknowledgedReceived OK” message, because if ~~it~~the sender ~~gets~~receives a “say that—againRejected, Resend OK” it needs to still have the content to resend it. The “acknowledgedReceived OK” and “say that againRejected, Resend OK” are not about data loss on a link, but about buffer management in tiny nodes. A one-to-many protocol could also do something 340 like that, because the transmitter still knows how many “many” is. Global broadcast, like events, is hard because the transmitter's buffer management gets complicated unless it knows how many nodes are listening for ~~it's~~its reply.

~~Bosch is proposing a new standard called CAN-FD with increased bit-rate over the data portion—allowing up to 64 bytes! http://www.semiconductors.bosch.de/media/pdf/canliteratur/can_fd.pdf~~

345 ~~Although Bosch has proposed a new standard called CAN-FD¹, which permits frames as large as 64 bytes, ~~we~~ have decided not to reduce maximum size of a datagram—data length to fit easily within this frame size ~~for in order to~~ ease ~~of~~ migration in the long-term. There are good reasons to retain the possibility of larger-than-64-byte datagrams, e.g. so you can have a header of N bytes on the front of 64 data bytes. All that's ~~is~~ needed is to ensure the datagram spec can work with larger frames of any~~ 350 length.

3.7 Implementation Notes

A resource-constrained node can get along with a single datagram buffer for both sending and receiving, but this may require that the node be able to abandon and recreate a datagram that it is trying to transmit. This can happen when, e.g.:

- 355 • Node A creates a datagram for node B in its buffer and starts to send it.
- Before starting to receive the datagram from A, node B creates a datagram for Node A in its buffer and starts to send it.

Both datagrams now need a place to put the incoming datagram, but only have one buffer in this example. They can both send “~~Datagram rejected; buffer shortage~~Rejected, Resend OK”, but then their 360 peer will just repeat the attempt to send. At least one has to drop the content from its datagram buffer and receive the datagram to avoid deadly embrace. This can also happen in other contexts too, but only when sharing a buffer between transmit and reception. ~~It's~~It is therefore easiest for an implementation to provide for two buffers if ~~it's~~it is likely to send and receive datagrams asynchronously.

¹http://www.bosch-semiconductors.de/media/pdf_1/canliteratur/can_fd.pdf

365

The datagram protocol allows all nodes to reject a datagram when **it's it has** been totally received. CAN and other wire protocols also allow an early rejection to help keep buffers clear. **It's It is** not required that CAN implementations use that, though.

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