



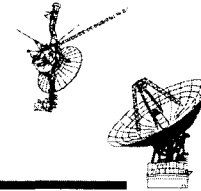
InterPlanetary Network and Information Systems Directorate



Future Capabilities for the Deep Space Network

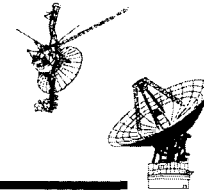
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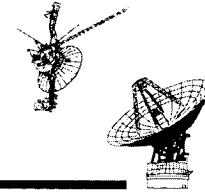
NEW DOWNLINK CHANNEL

- **As part of the Network Simplification Project, the Receiver, Ranging, and Telemetry processing were integrated into a single subsystem**
 - **A Downlink Channel provides all downlink data types (Doppler, Range, and Telemetry)**
- **Ranging was re-implemented as a single VME DSP processor board in the receiver**
 - **Instead of a chassis of custom hardware, ranging is now software running on a commercial board**
- **The telemetry function was implemented in a VME chassis**
 - **Standard (7, 1/2) Convolutional decoding, frame synchronization, de-randomization, and output formatting were reduced to a set of just three VME boards, leaving the majority of the chassis open for new capability**
 - **Two sets of interfaces for symbol data were provided, one for external decoders (such as the current Block III MCDs, which decode (15, 1/6) Convolutional codes), and the other for internal decoders**
 - **Internal interface is an industry standard FPDP interface, with both the symbols and the symbol's time tag**
- **The new Downlink Channels easily support the addition of new functions, three of which are discussed in the following slides**



TURBO CODES

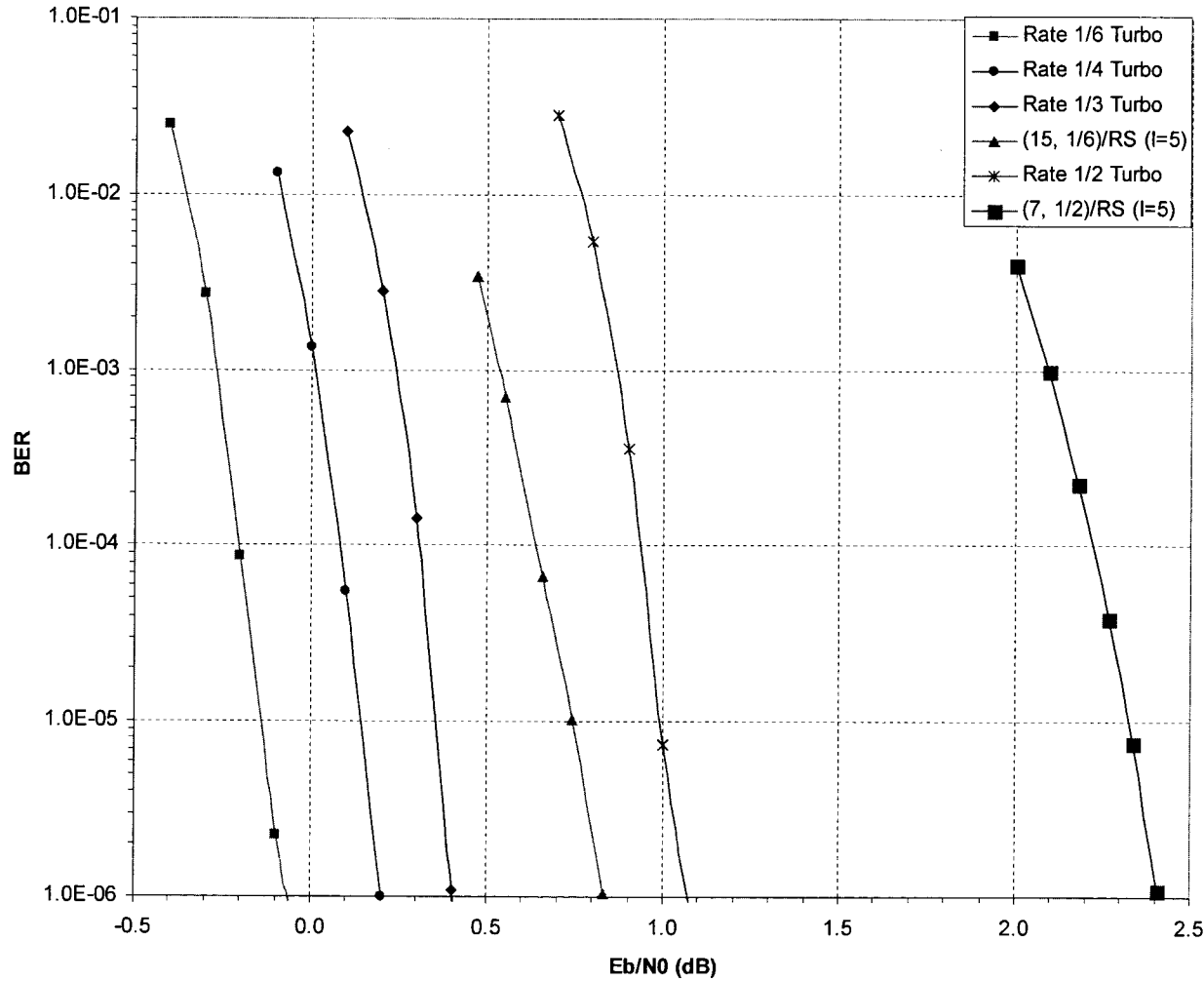
- **What are they?**
 - Turbo codes are a new class of error correcting codes that have been approved by the CCSDS
 - They are block codes that are generated by two constraint length 4 convolutional codes
 - One of the convolutional codes operates on a permuted set of source bits
 - There are four frame sizes currently defined: 1784, 3568, 7136, and 8920 bits
 - There are four coding rates defined: 1/2, 1/3, 1/4, and 1/6
- **Why use them?**
 - Performance gain
 - Rate 1/6 turbo code is 0.8 dB better than (15, 1/6) convolutional code concatenated with Reed-Solomon code
 - Rate 1/3 turbo code is 0.4 dB better
 - Decoder complexity
 - Decoding algorithm for (15, 1/6) code is approximately 10 times more complex
 - Turbo decoding can be implemented in software running on commercial DSPs
 - (15, 1/6) decoder required custom ASIC implementation



TURBO CODE BIT ERROR RATE

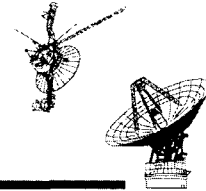
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8920 Bit Frame





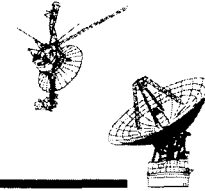
TURBO DECODER IMPLEMENTATION



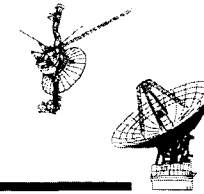
- The Turbo Decoder is implemented as software running on Texas Instruments Digital Signal Processors (DSPs)
 - Pentek Octal DSP boards are installed in the TLP
 - Additional decoder speed is obtained by adding a second Octal board
- Quantized 8-bit symbols, along with a 24-bit time tag, are sent to the Octal board via an industry standard FPDP (Front Panel Data Port) interface
 - Allows for microsecond time tagging of decoded data
- Control software is integrated into the standard TLP software
 - Decoded data sent across the VME backplane to the output data formatting card



TURBO DECODER STATUS

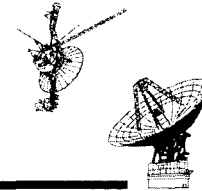


- **First delivery of Turbo Decoder has been accomplished**
 - Provides support for Messenger bit rates (104 kbps)
 - Subset of code rates and frame sizes
- **Next delivery will be in 2004**
 - Will support STEREO data rates (up to 720 kbps)
 - All code rates and frame sizes
- **Final delivery will be in 2005**
 - Second Octal board will be added
 - Supports MRO data rate of 1.6 Mbps



PN RANGING

- **What is PN ranging?**
 - **Pseudo Noise (PN) ranging involves creating a ranging signal from a set of short PN sequences, logically combined to provide a longer, unambiguous signal**
 - **Current ranging (Sequential Ranging) sends tones of different frequencies to set the precision and to resolve the range ambiguity (the highest frequency sets the precision, the lowest sets the ambiguity)**
 - **PN ranging sets the precision by the chip rate of the modulation and the ambiguity resolution by the length of the combined sequence**
- **Why use PN ranging?**
 - **Operationally, PN ranging is more robust in the presence of link changes**
 - **Integration time on the downlink can be changed in real time, without changing the uplink (and waiting an RTLT); Sequential ranging requires changing the uplink**
 - **Short code periods (one second or less) remove the need to know the RTLT for sequencing**
 - **PN ranging allows for straight forward regenerative ranging on the spacecraft**
 - **Can improve the downlink ranging SNR by up to 30 dB**

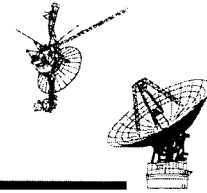


PN RANGING IMPLEMENTATION

- **Unlike the previous ranging implementation, the new implementation generates the ranging modulation in software (running on Digital Signal Processors or DSPs)**
 - **No new hardware is needed; only the software needs to be modified**
- **Implementing PN ranging involves accepting the subsequence definitions and the logical combinations for each one**
 - **Correlation is done after the received signal is accumulated for the necessary integration time**
 - **Since the final sequence is a combination of smaller sequences, the accumulation is done on each of the component PN sequences; thus the position in a million chip sequence can be resolved with only 77 correlations**
- **Control of the ranging type selection and configuration needs to be integrated into the higher level ranging software**



PN RANGING STATUS

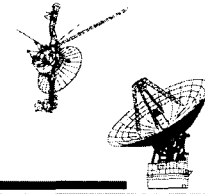


- A set of PN sequences has been selected that provide equivalent or better performance than the sequential tones
- Implementation is planned for 2005
- Ranging regeneration is included on the New Horizons transceiver (launch in 2006)

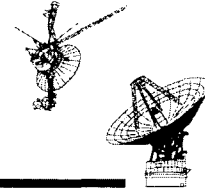


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LOW DENSITY PARITY CHECK CODING



- **What are they?**
 - **Low Density Parity Check (LDPC) codes are the second generation of “modern” codes, following turbo codes.**
 - **They were first defined by Gallager in 1962, but were not practical at that time**
 - **Rediscovered after the turbo code revolution in 1994**
 - **Many improvements have been made in the last few years through extensive research**
 - **LDPC codes are block codes defined implicitly by a sparse parity check matrix:**
 - **The goal is to design the parity check matrix to optimize performance and complexity**
 - **Performance is similar to turbo codes**
 - **Threshold is typically about 0.5 dB from channel capacity**
 - **An error floor constrains the minimum achievable bit and frame error rates**
- **Why use them?**
 - **Decoding is iterative, like turbo codes**
 - **Uses soft input symbols**
 - **Decoder structure is regular and highly parallel, allowing fast decoders**
 - **Stops when a codeword is found, or after a maximum number of iterations**
 - **LDPC codes meet or exceed turbo code SNR performance, with decoders that are 3 (software implementation) to 30 (hardware implementation) times faster**
 - **This allows decoding of higher data rates than turbo codes**



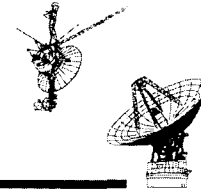
LDPC IMPLEMENTATION

- LDPC codes would only be used in a high data rate scenario
 - 2 Mbps and greater
- High speed implies that the implementation would need to be in hardware, instead of software
 - Frame synchronization must be done at the symbol rate, not the codeword rate
- Integration into the TLP would be very similar to the Turbo Decoder
 - The decoder board would be a VME card
 - The symbols and time tag would be delivered via the FPDP interface
 - Decoded frames would be passed to the formatter processor
 - High level control software would be integrated into the TLP software



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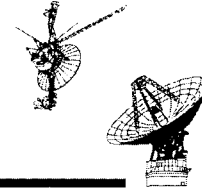
LDPC STATUS



- **At this time, LDPC codes are not yet funded for implementation in the DSN; however:**
 - **They are an extremely active research area**
 - **Over 100 papers/year are published on LDPC codes**
 - **Many of these investigate tradeoffs between desirable characteristics**
 - **Threshold: required E_b/N_0 before code begins to work**
 - **Error floor: minimum bit and frame error rates at practical SNR values**
 - **Decoding and encoding complexity**
 - **Hardware LDPC decoders on FPGAs and ASICs have been built for research purposes, including at JPL**
 - **Standardization is underway**
 - **Several LDPC codes have been proposed at CCSDS panel meetings**
 - **Proof-of-concept deep space experiments are being considered at JPL**
 - **Draft standard has been written for Digital Video Broadcast (DVB) use**
 - **Encoded block lengths 16200 and 64800**
 - **Code rates from 1/2 to 9/10**
 - **No commercial applications yet, but expect them soon**



CONCLUSION



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- **The new downlink architecture allows for the addition of new capabilities into the DSN**
 - Turbo decoding has already been implemented
 - PN ranging is planned to be implemented
 - Low Density Parity Check codes are being considered for implementation