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R5 RIC STTv2 Video Protocol Specification







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DOCUMENT CHANGE RECORD

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1 Overview

R5 RIC (Radar interface card) is a Radar Extractor hardware and software solution that takes analogue radar video and converts to digital video that is sent out on broadcast UDP.

This document describes a digital radar video data protocol (STTv2) for digitized data sent from the R5 RIC.

2 Definitions, acronyms and abbreviations

ADC Analogue to Digital Converter

Ethernet Link layer in the internet protocol suite, just above the physical layer.

FPGA Field Programmable Gate Array, Programmable logic.

IΡ Internet Protocol. Internet layer in the internet protocol suite, above

Ethernet.

IPv4 Internet Protocol version 4, see Internet Protocol.

LSB Least Significant Byte or Bit

MSB Most Significant Byte or Bit

Msps Mega samples per seconds

R5 Saab TransponderTech hardware and software platform

RIC Radar Interface Computer

RLE Run-Length Encoding

STT Saab TransponderTech

UDP User Datagram Protocol, Transport layer in the internet protocol

suite, above IP.





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3 A note about video data extraction

3.1 Down sampling the echo

Analogue video is digitized with a 16-bit ADC at 100 Msps. The digitized radar video is fed to the FPGA. The FPGA down samples the data in each echo to the requested data rate. Either the maximum sample or the last sample is picked during down sampling.

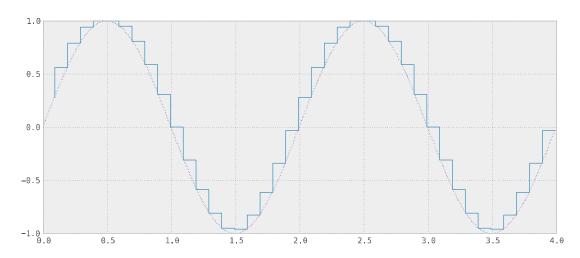


Figure 1: Down sampling at sample level

3.2 Resample a group of echoes into a sector

The output sector count is programmable with parameter 'raiko.sector.downsample.count'. This is done by picking the maximum or latest sample at each sample in time/distance for each echo in a sector. This function is used to reduce the number of strobes per lap. This will also affect the azimuth counter.





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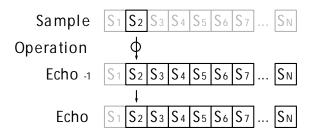


Figure 2: Echo resampling

3.3 Grouping sectors into sector groups

To lessen the overhead of sending low resolution video there is an option to send multiple sectors per package. This means that multiple sectors are sent in order and fields in the header indicates which sectors are sent.

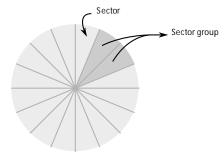


Figure 3: Sector groups

4 Digital video package

4.1 Overview

The digital video package carries the digital video data for a sector. The package also contains additional data about the sector. These additional metrics are called parameters.

The package is sent as UDP. All content is in network byte order (big endian).

4.2 Header

The header begins with the parameter count in a 32-bit field followed by the parameters. Each parameter has a 24-bit value and an 8-bit identifier. The parameter identifier is in the MSB.





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	31: 24	23: 16	15: 8	7: 0
	31. ZT	23. 10	13.0	7.0
0	Parameter count		Versi on	Package mark
32	Parameter 1 Id	Parameter 1 Va	al ue	
64	Parameter 2 Id	Parameter 2 Va	al ue	
	Parameter N Id	Parameter N Va	al ue	
	255	END_OF_HEADER	(zero)	

The first field, Parameter count, describes the number of header fields including Parameter count and END_OF_HEADER (N+2).

4.2.1 Package mark

The package mark is zero for packages without fragmentation. For STTv2 Narrow the package mark is set to 0x56. If the package format is fragmented (described later) the most significant bit (0x80) is set.

4.2.2 Version

The first version was zero (0)

4.2.2.1 Version 1

Following was added in version 1.

- 16-bit checksum
- · Package fragmentation.

4.2.3 Parameters

Following parameters are supported. STT Extensions are appended after id 128 (0x80).

Name	Ιd	Value / Unit	Comment
STREAM	0	0-(2 ²⁴ -1)	Vi deo Stream Name, configurable.
START_BEARI NG	1	0-16384	Bearing at the beginning of the first sector.





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END_BEARI NG	2	0-16384	Bearing at the end of the last sector.
START_SECTOR	3	0-(2 ¹⁶ -1)	The first sector. The sector count has been extended to be configurable.
RANGE_SAMPLES	4		Number of samples in the sector.
SWEEP_TIME	5		Configurable (Always zero in RAW)
TRANSMI SSI ON_MODE	6		Configurable (Always zero in RAW)
VIDEO_BEAM_SELECT	7		Configurable (Always zero in RAW)
VI DEO_TYPE_SELECT	8		Configurable (Always zero in RAW)
TX_BEAM_SHAPE	9		Configurable (Always zero in RAW)
ANTENNA ROTATION	10	[Rev/min]	Confi gurabl e
NO_VALI D_VI DEO	11		Always zero
BIN_SIZE	12	[ns] in raw, [100µm] in narrow.	Length of a sample.
RX_BEAM_ELEVATION	13		Configurable (Always zero in RAW)
DATE	14	20YY-MM- DD	(Always zero in Narrow)
TIME	15	HH:MM:SS	(Always zero in Narrow)
MI LLI SECONDS	16		Updated with approximately 4 Hz. (Al ways zero in Narrow)
BLOB_SI ZE	128	0-(2 ²⁴ -1)	Size in bytes of the binary block after the header.





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SAMPLE_SIZE	129	2, 4, 8, 16	Selector for 4, 8 or 16-bit video samples. (8-bit only in Narrow)
COMPRESSI ON	130	0 = None, 1 = RLE	Compression algorithm used in the binary block. Default is None.
END_SECTOR	131	0-(2 ²⁴ -1)	The last sector in this package.
PACKAGE_SEQUENCE	132	$0-(2^{24}-1)$	Package sequence number.
BYTE_OFFSET	133	0-65535	The byte offset of the binary block.
RANGE_OFFSET	134	[m]	Offset of the first sample. (Only used in Narrow)
DIGITAL_IO	144	0-65535	Bitmask for 16-bit digital in. (Only used in RAW)
ANALOG_IO_1	145	0-4095	Value of analogue input 1. (Only used in RAW)
ANALOG_IO_2	146	0-4095	Value of analogue input 2 (Only used in RAW)
ANALOG_IO_3	147	0-4095	Value of analogue input 3 (Only used in RAW)
ANALOG_IO_4	148	0-4095	Value of analogue input 4 (Only used in RAW)
END_OF_HEADER	255	_	Always zero

4.2.4 **Example headers**

Following is an example Narrow header that contains 10 fields.

00 0b 00 56 01 00 2b 84 02 00 36 5c 03 00 01 5c 0000 0010 04 00 02 00 0c 12 4c 42 80 00 40 92 81 00 00 08 82 00 00 01 83 00 01 b2 ff 00 00 00 0020

Name	Val ue
START_BEARING	11140





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END_BEARI NG	13916
START_SECTOR	348
RANGE_SAMPLES	512
BIN_SIZE	1199170
BLOB_SI ZE	16530
SAMPLE_SIZE	8
COMPRESSION	1
END_SECTOR	434
END_OF_HEADER	

Following is an example RAW header that contains 17 fields.

0000	00 13 00 00 00 00 00 03 01 00 39 24 02 00 39 3c
0010	03 00 01 c9 04 00 04 00 05 00 00 01 06 00 00 02
0020	07 00 00 03 08 00 00 04 09 00 00 05 0a 00 00 06
0030	0b 00 00 0c 00 00 07 0d 00 00 08 0e 00 00 00
0040	0f 00 00 00 10 00 00 00 ff 00 00 00

STREAM: 3

START BREARING - END BEARING: 14628 – 14652

START_SECTOR: 457

. ..

4.3 Video data

After the video header a binary block is sent. The size of the binary block is BLOB_SIZE if COMRESSION is set otherwise the size is [RANGE_SAMPLES * SAMPLE_SIZE]. The binary block shall always be 16-bit word aligned in RAW. BLOB_SIZE must be set if COMPRESSION is set and is anything but None (0) in Narrow. If BLOB_SIZE is missing, the byte count can be calculated using the RANGE_SAMPLES, SAMPLE_SIZE, START_SECTOR and END_SECTOR fields. If END_SECTOR is missing the block is assumed to hold one echo. The binary block shall always be 16-bit word aligned.

The Narrow binary block consists of one or more radar echoes. Each echo is preceded with an echo header which consists of following data.





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Name	Si ze	Comment
Index	16-bi t	Sector index for the data
Si ze	16-bi t	Size of the data in bytes

The sample size/compression shall be as described in the package header. Each echo data shall be 16-bit word aligned.

Following is an example with 31 8-bit samples.

0000	01 86 00 1f 8d 8e 90 91 93 95 97 98 9a 9c 9e a0
0010	a2 a4 a6 a9 ab ad af b2 b4 b6 b9 bb be c0 c3 c5
0020	c8 cb cd 00

Name	Val ue
Index	390
Si ze	31

Example of a RAW binary block with 4-bit samples.

	31: 28	27: 24	23: 20	19: 16	15: 12	11: 8	7: 4	3: 0
0	S1	S2	S3	S4	S5	S6	S7	S8
32	S9	S10	S11	S12	S13	S14	S15	S16
64	S17	S18	S19	S20	S21	0	0	0

Following is an example with 1024 4-bit samples.

0000	00 13 00 00 00 00 00 03 01 00 39 24 02 00 39 3c
0010	03 00 01 c9 04 00 04 00 05 00 00 01 06 00 00 02
0020	07 00 00 03 08 00 00 04 09 00 00 05 0a 00 00 06
0030	0b 00 00 0c 00 00 07 0d 00 00 08 0e 00 00 00
0040	0f 00 00 00 10 00 00 00 ff 00 00 00 88 88 88 88
0050	88 88 88 88 89 99 99 99 99 99 99 99 9a
0060	aa aa aa aa aa aa aa aa bb bb bb bb bb
0070	bb bb bb bb cc cc cc cc cc cc cc cc cc c
0800	cc cd dd de





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0090	ee															
00a0	ee	ee	ef	ff												
00b0	ff															
00c0	ff															
00d0	ff															
00e0	ff															
00f0	ee															
0100	ee	ee	ee	dd												
0110	dd	СС	cb	bb	bb											
0120	bb	ba	aa													
0130	aa	aa	aa	99	99	99	99	99	99	99	99	99	99	88	88	88
0140	88	88	88	88	88	88	88	77	77	77	77	77	77	77	77	77
0150	77	66	66	66	66	66	66	66	66	66	66	55	55	55	55	55
0160	55	55	55	55	55	54	44	44	44	44	44	44	44	44	44	44
0170	43	33	33	33	33	33	33	33	33	33	33	33	33	22	22	22
0180	22	22	22	22	22	22	22	22	22	22	22	21	11	11	11	11
0190	11	11	11	11	11	11	11	11	11	11	11	11	11	11	00	00
01a0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
01b0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
01c0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
01d0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
01e0	00	00	00	00	00	00	00	00	01	11	11	11	11	11	11	11
01f0	11	11	11	11	11	11	11	11	11	11	11	22	22	22	22	22
0200	22	22	22	22	22	22	22	22	22	33	33	33	33	33	33	33
0210	33	33	33	33	33	34	44	44	44	44	44	44	44	44	44	44
0220	44	55	55	55	55	55	55	55	55	55	55	56	66	66	66	66
0230	66	66	66	66	66	67	77	77	77	77	77	77	77	77	77	78
0240	88	88	88	88	88	88	88	88	88	89	99	99				

4.4 Checksum (RAW)

At the end of the binary block there is a 16-bit checksum. The checksum is calculated over all the package data. This checksum is calculated in the same way as IPv4 and UDP checksum.





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4.5 Fragmentation (RAW)

The protocol may send the video data in fragments. When fragmentation is used and the package won't fit into an Ethernet frame (1500 bytes) the data will be sent in multiple packages. The first package has the user defined package fields while the subsequent packages have a static set of fields, package sequence and byte offset. Following depicts a fragmented package flow.

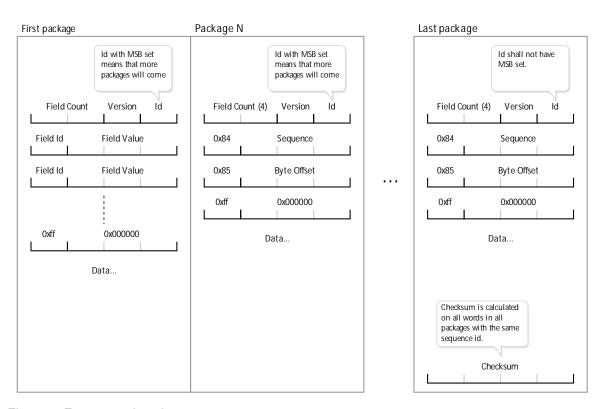


Figure 4: Fragmented packages

When the package fits into an Ethernet frame the package looks as before.





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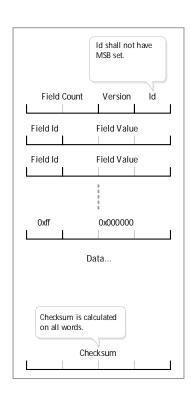


Figure 5: Single package

5 Digital video compression

5.1 Run Length Encoding

NOTE: This only applies to narrow data stream.

This compression has the compression identity (COMPRESSION field) of one (1).

Run length encoding (RLE) encodes the data based on how many samples of the same value that are sent in sequence. If data block has 13 samples of value 63 in sequence this is encoded as 13 samples of 63.

This is encoded in a single byte where the MSB bit denotes if the byte is a counter or a sample. Counters are coded as (n-1) so a counter value of one (1) means that two (2) samples has been encoded. The above data block is encoded as the hexadecimal sequence 8c1f. Since the most significant bit used the sample value is shifted down one bit and becomes a 7-bit value. When decoding an up-shift should be performed. If there are more than 128 samples of the same value in sequence the sequence is encoded into multiple resulting blocks. 200 values of 62 become ff1fc71f.



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Here is an example of a hexadecimal sequence and the resulting encoded sequence.

Resulting encoded data block

00 83 01 82 00 90 02 1e 3f 81 7f