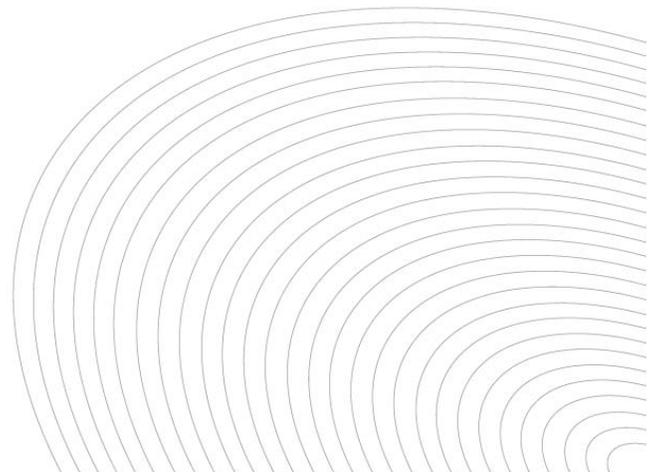




WirelessHD Specification Overview

August 2009



Preface

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WirelessHD Specification Overview

August 2009

1 Introduction

The WirelessHD specification defines a wireless protocol that enables consumer devices to create a wireless video area network (WVAN) with the following characteristics:

- Stream uncompressed audio and video at up to 1080p resolution, 24 bit color at 60 Hz refresh rates
- Deliver compressed A/V streams and data
- Advanced A/V and device control protocol
- Unlicensed operation at 60 GHz with a typical range of at least 10 m for highest resolution HD A/V
- Smart antenna technology to enable non line of sight (NLOS) operation
- Data privacy for user generated content

The requirement for high data throughput at distances of 10 m necessitates a large allocated frequency spectrum. A large amount of spectrum is available on an unlicensed basis in many regulatory domains in the 60 GHz band. In North America, South Korea and Japan, a total of 7 GHz is allocated for use, 5 GHz of which is overlapping. The band 57-64 GHz is allocated in North America and South Korea while 59-66 GHz is allocated in Japan. In addition, the European Union is in the process of creating similar allocations. The regulations allow very high effective transmit power (the combination of transmitter power and antenna gain), greater than 10 W of effective isotropic radiated power (EIRP). High EIRP and wide allocated bandwidth will allow high throughput connections that, however, are very directional.

The WirelessHD specification defines a novel wireless protocol that enables directional connections that adapt very rapidly to changes in the environment. This is accomplished by dynamically steering the antenna beam at the transmitter while at the same time focusing the receiver antenna in the direction of the incoming power from the transmitter.

August 27, 2009

This dynamic beam forming and beam steering not only optimizes the line-of-sight link, it allows the use of reflections and other indirect paths when the line-of-sight connection is lost.

This summary document generally follows the order of the WirelessHD specification, revision 1.0a. The section headings are the same, i.e., section 5 of this document and the WirelessHD specification both discuss the low rate physical layer (LRP). Subsection numbering, however, is not necessarily the same but does follow the same general order as in the WirelessHD specification.

The following abbreviations are used in the specification and this summary

ACK	acknowledgement
ACL	access control list
ATP	association time out period
A/V	audio/video
AWV	antenna weight vector
BER	bit error rate/ratio
BPSK	binary phase-shift keying
CE	consumer electronic
CRC	cyclic redundancy check
CrdID	coordinator identifier
CTB	channel time block
DA	domain authorization
DSC	digital still camera
DM	domain manager
DVC	digital video camera
EEP	equal error protection
FEC	forward error correction
HR	high rate
HRP	high rate physical layer
HRPDU	high rate protocol data unit
LR	low rate
LRP	low rate physical layer
LRPDU	low rate protocol data unit
MAC	medium access control
MLME	medium access control layer management entity
MSC	message sequence chart
NLOS	non line of sight
OFDM	orthogonal frequency domain multiplexing

PER	packet error rate/ratio
PHY	physical layer
PMP	personal media player
PSMA/CA	preamble sense medium access with collision avoidance
PVR	personal video recorder
QAM	quadrature amplitude modulation
QoS	quality of service
QPSK	quadrature phase-shift keying
RATB	random access time block
SIFS	short inter-frame spacing
SM	security manager
STB	set top box
STID	station identifier
TDD	time division duplex
UEP	unequal error protection
WVAN	wireless video area network
WVNID	wireless video area network identifier

2 Use cases

2.1 Applications

The WirelessHD WVAN supports a variety of applications, but is focused foremost on the delivery of high quality, uncompressed A/V content. The applications supported by the WirelessHD specification are listed in Table 1. The data rates in the table are only approximate, exact values are available in EIA/CEA-861D

Table 1: Applications supported by WirelessHD

Application	Data rate	Target latency
Uncompressed 1080p A/V	3.0 Gb/s ¹	2 ms
Uncompressed 1080i A/V	1.5 Gb/s	2 ms
Uncompressed 720p A/V	1.4 Gb/s	2 ms
Uncompressed 480p A/V	0.5 Gb/s	2 ms
Uncompressed 7.1 surround sound audio	40 Mb/s	2 ms
Compressed 1080p A/V ²	20-40 Mb/s	2 ms

¹ Some applications require deep color (> 8 bits/pixel)

Application	Data rate	Target latency
Uncompressed 5.1 surround sound audio	20 Mb/s	2 ms
Compressed 5.1 surround sound audio	1.5 Mb/s	2 ms
File transfer	> 1.0 Gb/s	N/A

The A/V applications are supported with a pixel error ratio of less than 10^{-9} for 24-bit color. This corresponds to an application level bit error rate (BER) of less than 4×10^{-11} .

2.2 Typical devices

Both stationary and mobile devices are supported by the specification. Advanced power management methods are available to enable mobile devices.

In addition, while the WirelessHD radios will typically be embedded, the specification supports the creation of external adapters to enable legacy devices.

2.3 Specific use cases

Using the applications previously defined, a variety of use cases can be defined. To simplify the number of unique use cases, the potential sources and sinks are grouped as follows:

- HD A/V source: set top box (STB), Blu-ray disc (BD) player, BD recorder³, HD DVD player, HD DVD recorder, personal video recorder (PVR), broadcast HD receiver, etc.
- Audio source/server: Any of the HD video sources, stereo tuner, broadcast radio receiver.
- HD A/V sink: flat panel display (including LCD, plasma and projection), BD recorder, HD DVD recorder, PVR, etc.

² This specification does not preclude the use of any codec for compressing A/V data. At a minimum compressed A/V data can be transported as regular data packet.

³ Any device capable of recording HD content will also be capable of sourcing HD content as well.

- HD video sink: Same as HD A/V sink, except in the uses case, the audio is delivered to a different location.
- Compressed A/V sink: PVR, BD recorder, HD DVD recorder.
- Compressed A/V source: Personal media players (PMPs), digital video cameras (DVCs), digital audio players, etc.
- Audio sink: Speakers, audio receiver/amplifier
- Data source/sink: PMP, DVCs, digital still cameras (DSCs), digital audio players

A summary of the uses cases is listed in Table 2. In the use cases listed, the destination of the audio or video is not necessarily the display or the Coordinator of the WVAN. Many of the use cases involve multiple destinations of the isochronous data.

Table 2: Use cases for WirelessHD

UseCase #	Source(s)	Sink(s)	Data rate(s)	Number of streams
1	HD A/V	HD A/V	3.0 Gb/s	1
2	HD A/V	HD video Audio	3.0 Gb/s 40 Mb/s	2
3	HD A/V Compressed A/V	HD A/V Compressed A/V	3.0 Gb/s 24 Mb/s	2
4	HD A/V HD A/V	HD A/V HD A/V	1.5 Gb/s 1.5 Gb/s	2
5	HD A/V Compressed A/V	HD video Compressed A/V Audio	1.5 Gb/s 24 Mb/s 40 Mb/s	3
6	Audio	Audio	30 Mb/s	1
7	HD A/V	HD A/V HD A/V	1.5 Gb/s 1.5 Gb/s	2
8	Data source	Data sink	1.0 Gb/s	1
9	HD A/V HD A/V	HD A/V HD A/V Audio	0.5 Gb/s 0.5 Gb/s 40 Mb/s	3
10	HD A/V HD A/V	HD A/V Audio Audio	1.5 Gb/s 40 Mb/s 40 Mb/s	3
11	HD A/V Audio	HD A/V Audio	3.0 Gb/s 40 Mb/s	2

For all of the use cases listed in Table 2, with the exception of use case #6, the high rate physical layer (HRP) is used for data transfer because it is capable of a throughput well in excess of 3 Gb/s. While the low rate physical layer (LRP) is capable of carrying data, its throughput is less than 40 Mb/s. If no other data transfer is taking place in the network, as in use case #6, the LRP mode may be used for low-rate data streaming of audio. This allows a Station like an FPD that does not have a HRP transmitter to stream audio it receives from over-the air broadcast to remote speakers. Use cases 9 through 11 are not as important as use cases 1 through 8 as they represent usage that are not as likely to occur.

3 WirelessHD Architecture

3.1 Overview

The WVAN consists of one Coordinator and zero or more Stations. The Coordinator is normally, but not always, a device that is a sink for audio or video data, e.g., a display, but also potentially a media storage device like a PVR. A Station, on the other hand, is a device that either has media that it can source and/or sink, potentially at the same time. The device that is the Coordinator also acts as a Station in the WVAN. An example of a WVAN is illustrated in Figure 1.

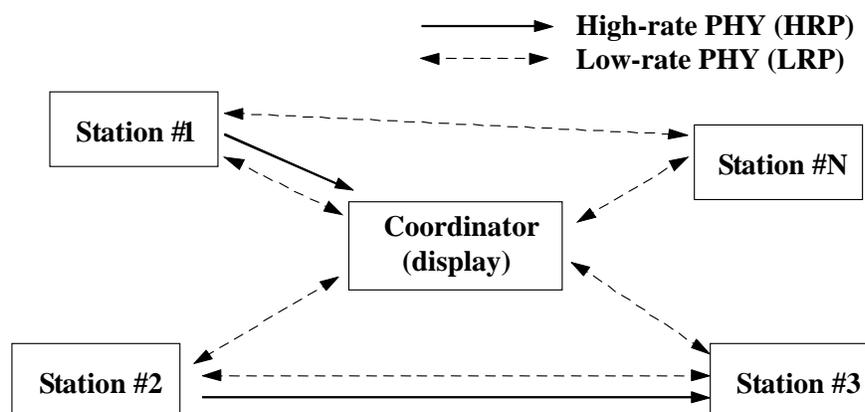


Figure 1: Example of a WVAN

The high-rate PHY (HRP) is a PHY that supports multi-Gb/s throughput at distance of 10 m through adaptive antenna technology. Because of this, the HRP is highly directional and can only be used for unicast connections. The HRP is optimized for the delivery of uncompressed high definition video, other data can be communicated using the HRP. To support multiple video resolutions, the HRP has more than one data rate defined. The HRP carries:

- isochronous data such as audio and video,
- asynchronous data,
- MAC commands,
- antenna steering information, and
- higher layer control data for A/V devices.

The low-rate PHY (LRP) is a multi-Mb/s bidirectional link that also provides a range of 10 m. Multiple data rates are defined for the LRP, with the lower data rates having near omni-directional coverage while the highest data rates are directional. Because the LRP has near omni-directional modes, it can be used for both unicast and broadcast connections. Furthermore, because all Stations support the LRP, it can be used for Station-to-Station links. The LRP supports multiple data rates, including directional modes, and is used to carry:

- low-rate isochronous data such as audio,
- low-rate asynchronous data,
- MAC commands including the beacon,
- acknowledgements for HRP packets,
- antenna beam forming information,
- capabilities information, and
- higher layer control data for A/V devices.

The HRP and LRP operate in overlapping frequency bands and so they are coordinated in a TDMA manner by the MAC.

3.2 Device capabilities

There are two types of devices, based on MAC capabilities, in WirelessHD specification; Coordinator and Station.

The Coordinator:

- controls the timing in the piconet,
- keeps track of the members of the WVAN,
- is able to transmit and receive using the LRP,
- may be able to transmit data using the HRP, and
- may be able to receive data using the HRP.

A Station:

- is able to transmit and receive using the LRP,
- may initiate stream connections,
- may be able to transmit data using the HRP, and
- may be able to receive data using the HRP.

In addition to the two MAC personalities of Coordinator and Station, each device in the WVAN will have one of four different PHY capabilities:

- HR0 - a device that is not able to either receive or transmit using the HRP,
- HRRX - a device that is able to receive in the HRP, but is not able to transmit using the HRP,
- HRTX - a device that is able to transmit in the HRP, but is not able to receive using the HRP, and
- HRTR - a device that is able to both transmit and receive using the HRP.

All compliant WirelessHD devices are able to transmit and receive using the LRP.

The major functions supported by the host/higher layer, MAC and PHY are illustrated in Figure 2.

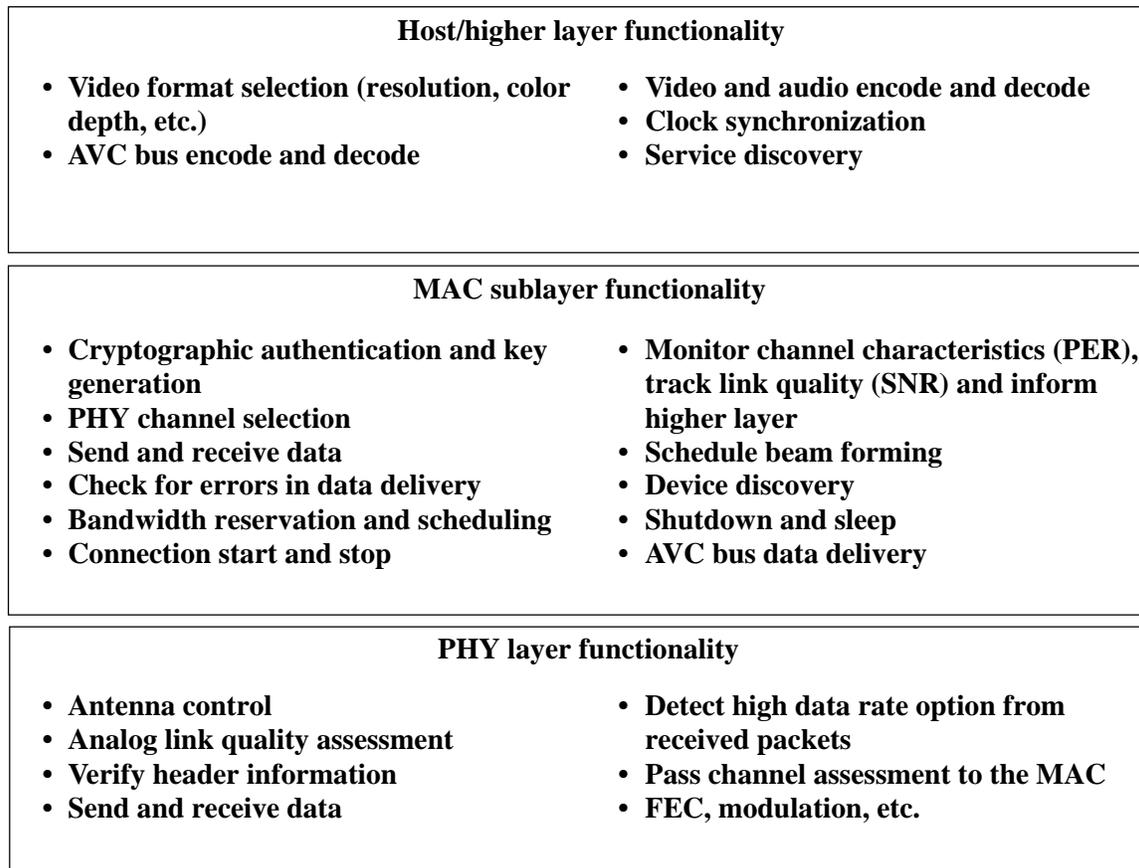


Figure 2: Functional breakdown of the characteristics of a WirelessHD device.

The division of functionality between the layers is used only to properly define the functionality of this specification. Only those items in the MAC and PHY are defined in this document. Furthermore, the division of logical functionality does place any requirements on the organization or division of a particular implementation as long as it adheres to the requirements in this specification.

3.3 Layering model

There are four functional divisions in the WirelessHD layering model; the PHY layer, the MAC sublayer, the Adaptation sublayer and the Station Management Entity (SME). The relationships of the various parts is illustrated in the Figure . There are two protocols in the adaptation sublayer; the AVC protocol and the A/V packetizer. The AVC protocol

performs the device control, the connection control, the device capability and so on. The role of A/V packetizer is to make the formatted A/V data for the HRP data service.

The four entities provide three types of service: high rate data service, low rate data service, and the management service. The high data rate service supports video, audio and data delivery. The low data rate service supports audio data, MAC commands, and small amounts of asynchronous data. The layering model is defined in the specification only to describe the functionality of the WirelessHD system. It does not describe a required architecture for compliant implementation.

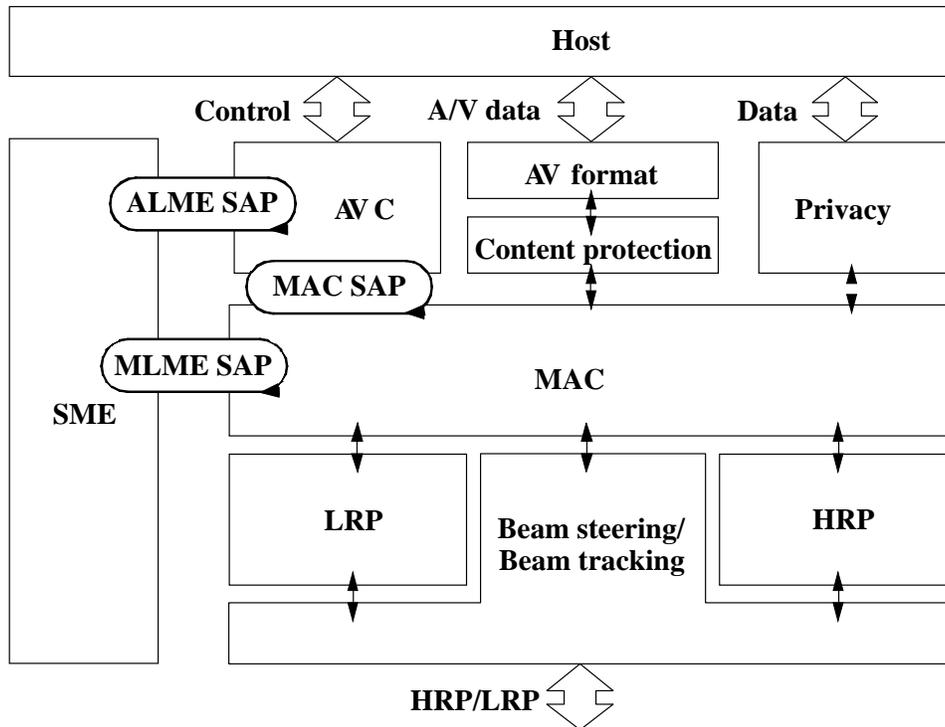


Figure 3: Reference model for WirelessHD specification

4 High rate PHY (HRP)

4.1 Overview

The HRP is designed to provide greater than 3 Gb/s throughput using OFDM modulation and beam steered transmit and receive antennas. Multiple data rates are supported by the HRP with various modulations and coding.

4.2 General requirements of the HRP

The general parameters for the HRP are given in Table 3. Unless otherwise specified, the terms sampling rate or sample are in terms of the reference sampling rate.

Table 3: General parameters of the HRP

Parameter	Value	Symbol
Occupied bandwidth	1.76 GHz	N/A
Reference sampling rate	2.538 Gsamples/s	$f_{s(HR)}$
Number of subcarriers	512	$N_{sc(HR)}$
FFT period	$N_{sc(HR)}/f_{s(HR)} \sim 201.73$ ns	$T_{FFT(HR)}$
Subcarrier spacing	$1/T_{FFT(HR)} \sim 4.957$ MHz	$\Delta f_{sc(HR)}$
Guard interval	$64/f_{sc(HR)} \sim 25.22$ ns	$T_{GI(HR)}$
Symbol duration	$T_{FFT(HR)} + T_{GI(HR)} \sim 226.95$ ns	$T_{S(HR)}$
Number of data subcarriers	336	$N_{dsc(HR)}$
Number of DC subcarriers	3	N/A
Number of pilots	16	N/A
Number of null subcarriers	157	N/A
Modulation	QPSK, 16-QAM	N/A
Outer block code	RS(224,216), rate 0.96	N/A
Inner code	1/3, 2/3 (EEP), 4/5, 4/7 (UEP)	N/A

A total of four channels in the frequency range of 57-66 GHz are defined for the HRP. Due to regulatory restrictions, not all of these channels are available in all geographic regions. The HRP frequency channels are listed in Table 4.

Table 4: HRP frequency plan

Channel index	Start frequency	Center frequency	Stop frequency
1	57.240 GHz	58.320 GHz	59.400 GHz
2	59.400 GHz	60.480 GHz	61.560 GHz
3	62.560 GHz	62.640 GHz	63.720 GHz
4	63.720 GHz	64.800 GHz	65.880 GHz

4.3 HR protocol data unit (HRPDU) format

The HRPDU is formatted as illustrated in Figure 4.

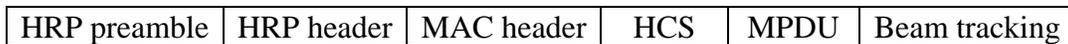


Figure 4: HRPDU packet format

The HRP Header, MAC Header and Header Check Sequence (HCS) fields are sent with at the lowest data rate (still about 1 Gb/s). The MPDU field is made up of up to seven sub-packets to improve the efficiency and the may be sent using any HRP mode that is supported by the source and destination.

The HRP header contains the following information

- Indication if the beam tracking field is present
- Indication if the UEP mode uses coding or mapping
- Initialization for the scrambler
- For each of the seven possible sub-packets
 - The HRP mode index used for the sub-packet
 - The length of the sub-packet

An example of an HRPDU using seven sub-packets is illustrated in Figure 5.

	HRP mode 0			HRP mode 1			HRP mode 5	HRP mode 3		
Preamble	PHY header	MAC header	HCS	SP ₁	SP ₂	SP ₃	SP ₄	SP ₅	SP ₆	SP ₇

Figure 5: Example packet that utilizes multiple HRP modes for sub-packets

In the example, the first three sub-packets are carrying control, data and audio, respectively, and so the HRP mode uses EEP. The fourth sub-packet is contains a retry of video data, using UEP- MSB to improve the delivery probability. The last three sub-packets contain new video data using a UEP HRP mode.

4.4 HRP RF characteristics

The HRP transmit mask is illustrated in Figure 6.

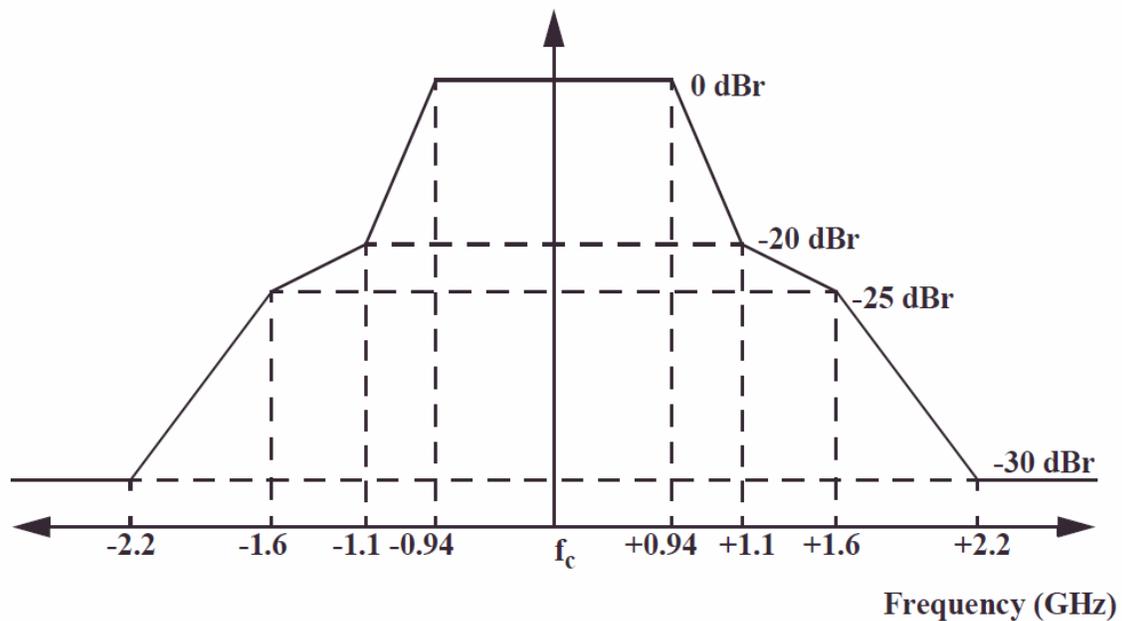


Figure 6: HRP transmit mask

4.5 HRP baseband

The HRP baseband is conceptually composed of the blocks shown in Figure 7.

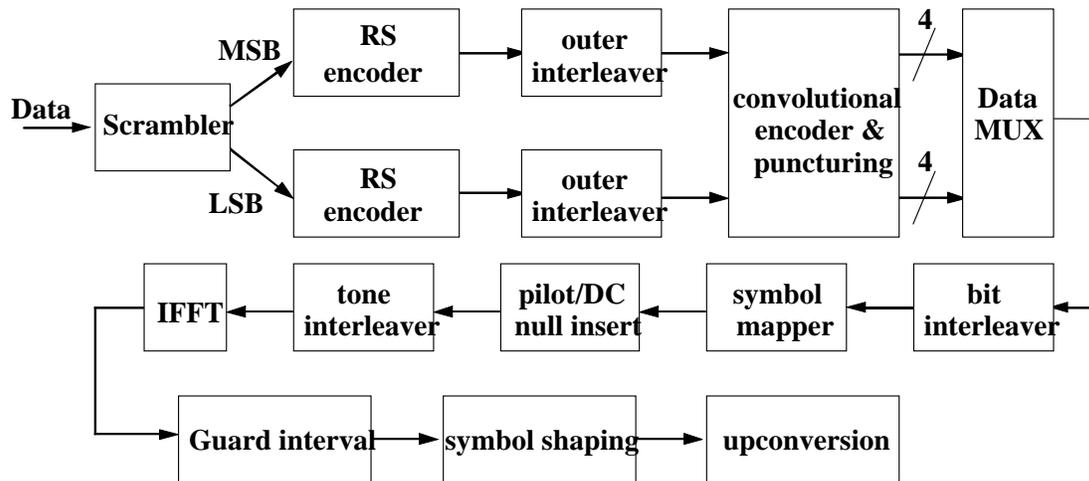


Figure 7: HRP reference implementation block diagram

The key characteristics each of the HRP mode indices are listed in Table 5. If a Station supports the use of the HRP, it is required to support HRP mode index 0 and HRP mode index 1. All other modes are optional.

Table 5: HRP data rates and coding

HRP mode index	Coding mode	Modulation	Code rate								Raw data rate (Gb/s)
			MSB				LSB				
			[7]	[6]	[5]	[4]	[3]	[2]	[1]	[0]	
0	EEP	QPSK	1/3								0.952
1		QPSK	2/3								1.904
2		16-QAM	2/3								3.807
3	UEP	QPSK	4/7				4/5				1.904
4		16-QAM	4/7				4/5				3.807
5	MSB-only retransmission	QPSK	1/3				N/A				0.952
6		QPSK	2/3				N/A				1.904

The QPSK constellation is illustrated in Figure 8.

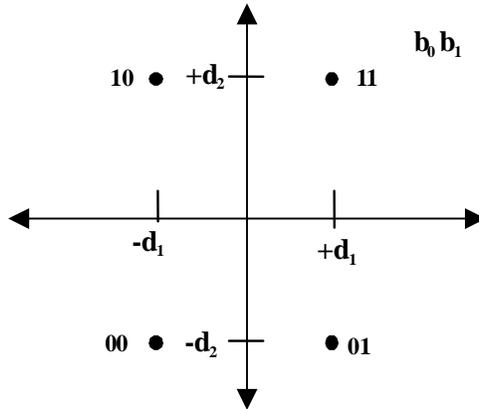


Figure 8: HRP QPSK constellation mapping

The 16-QAM constellation is illustrated in Figure 9.

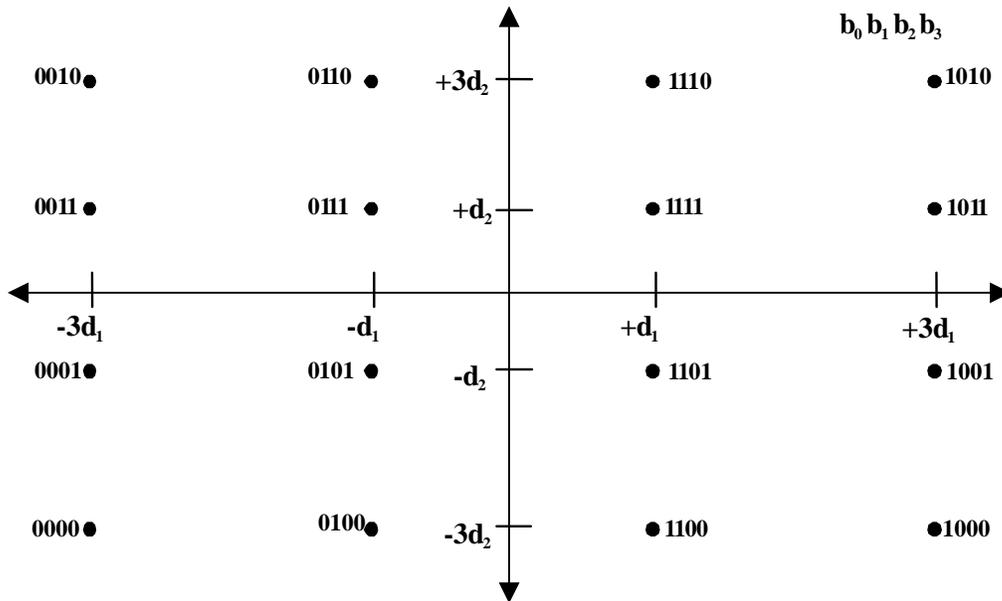


Figure 9: HRP 16-QAM constellation mapping

5 Low-rate PHY (LRP)

5.1 Overview

The LRP uses OFDM and offers omni-directional, directional and beam formed modes. A summary of the LRP modes is given in Table 6.

Table 6: Summary of the LRP modes

LRP mode index	Modulation	FEC	PHY rate (Mb/s)		Repetition	
			omni	beam formed	omni	beam formed
0	BPSK	1/3	2.542	20.337	8x	1x
1		1/2	3.813	30.505	8x	1x
2		2/3	5.084	40.673	8x	1x
3		2/3	10.168	N/A	4x	N/A

5.2 General requirements of the LRP

The general parameters of the LRP are given in Table 7. Unless otherwise specified, the terms sampling rate or sample are in terms of the reference sampling rate.

Table 7: General parameters of the LRP

Parameter	Value	Symbol
Occupied bandwidth	92 MHz	N/A
Reference sampling rate	317.25 Msamples/s	$f_{s(LR)}$
Number of subcarriers	128	$N_{sc(LR)}$
FFT period	$N_{sc(LR)}/f_{s(LR)} \sim 403.47$ ns	$T_{FFT(LR)}$
Subcarrier spacing	$1/T_{FFT(LR)} \sim 2.4785$ MHz	$\Delta f_{sc(LR)}$
Guard interval	$64/f_{sc(LR)} \sim 88.26$ ns	$T_{GI(LR)}$
Symbol duration	$T_{FFT(LR)} + T_{GI(LR)} \sim 491.73$ ns	$T_{S(LR)}$
Number of data subcarriers	30	$N_{dsc(LR)}$
Number of DC subcarriers	3	N/A
Number of pilots	4	N/A
Modulation	BPSK	N/A
Header convolutional code	1/3, 1/2	N/A
Data convolutional code	1/3, 1/2, 2/3	N/A

The LRP uses the same frequency bands as the HRP. In addition, within each of the four HRP channels, three LRP channels are defined. Only one LRP channel is used by a WVAN at a time. This allows multiple WVANs to use the same HRP frequency channel in close proximity while minimizing the interference. Each LRP channel is defined relative to the center frequency of the current HRP channel, $f_{c(HRP)}$. The LRP frequency channels are defined in Table 8.

Table 8: LRP frequency plan

LRP channel index	Start frequency	Center frequency	Stop frequency
1	$f_{c(HRP)} - 207.625 \text{ MHz}$	$f_{c(HRP)} - 158.625 \text{ MHz}$	$f_{c(HRP)} - 109.625 \text{ MHz}$
2	$f_{c(HRP)} - 49 \text{ MHz}$	$f_{c(HRP)}$	$f_{c(HRP)} + 49 \text{ MHz}$
3	$f_{c(HRP)} + 109.625 \text{ MHz}$	$f_{c(HRP)} + 158.625 \text{ MHz}$	$f_{c(HRP)} + 207.625 \text{ MHz}$

5.3 LR protocol data unit (LRPDU) format

Various LRPDU formats are defined. The omni LRPDU is illustrated in Figure 10. The omni LRPDU is used for broadcast packets, such as the beacon, and for packets for which the timing or direction is not known a-priori.

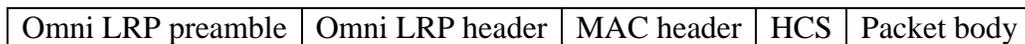


Figure 10: Omni LRPDU packet format

The beam formed LRPDU uses a shorter preamble because the beam forming process allows faster acquisition of the packet. Beam formed LRPDU's provide higher data rates but require that the link between the stations uses the beam forming process. The beam formed LRPDU format is illustrated in Figure 11.

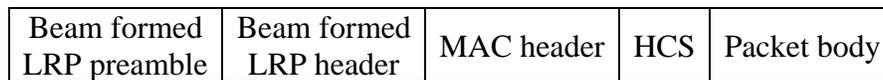


Figure 11: Beam formed LRPDU packet format

The Omni LRP header and the Beam Formed LRP header contain the LRP mode, the MPDU length and the scrambler initialization.

The directional LRPDU is used for acknowledging HRP packets and for small amounts of data. The format of this packet is illustrated in Figure 12.



Figure 12: Directional LRPDU packet format

5.4 LRP RF characteristics

5.4.1 LRP transmitter requirements

The LRP transmitter spectral mask is shown in Figure 13.

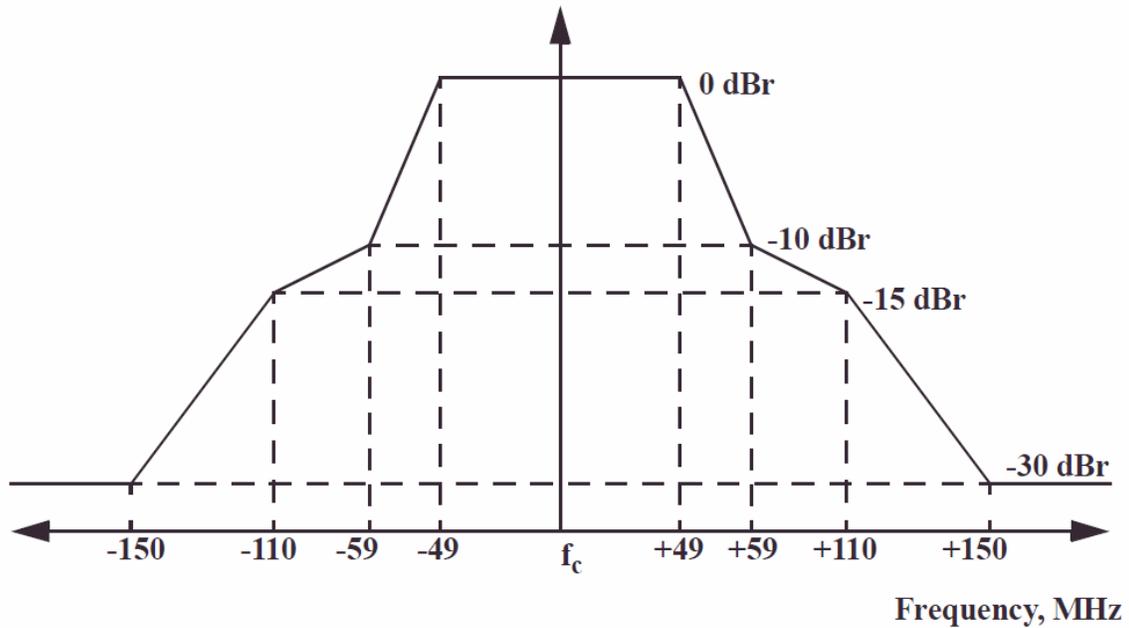


Figure 13: LRP TX mask

5.5 LRP baseband

The LRP baseband reference architecture is the same as for the HRP, as is illustrated in Figure 7.

6 Beam forming

Two different methods for beam forming are defined in the specification. The first, explicit feedback beam forming, is a method that supports all types of WirelessHD devices, HR0, HRRX, HRTX and HRTR. There is no requirement that the transmitter and receiver for a station are the same and no calibration is required. The second, implicit feedback beam forming, can only be used when both the source and destination are HRTR capable.

6.1 *Explicit feedback beam forming*

In order to provide Gb/s data rates at 10 m, high gain antenna networks are required in the 60 GHz band. While these arrays are small, it is important that the beam that is created can be steered around obstacles to find the best path from transmitter to receiver. Figure 14 shows the arrangement of a typical phased array system.

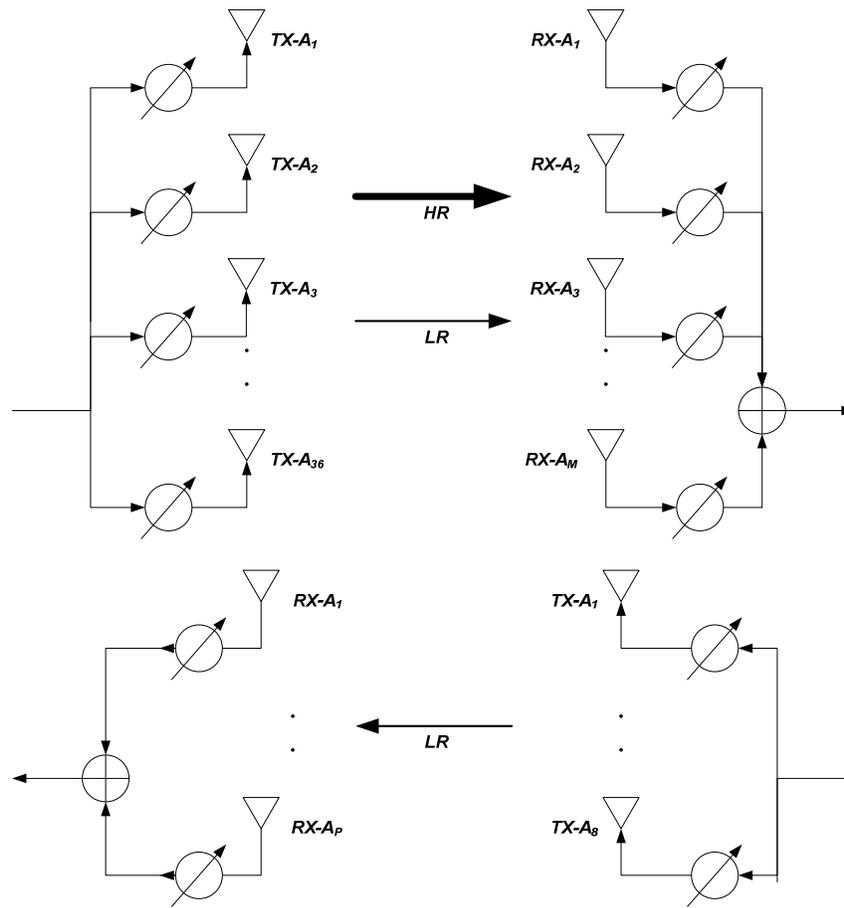


Figure 14: General WirelessHD antenna array configuration

This process consists of beam search and beam tracking. Beam search is the process of estimating the transmitter and receiver antenna-array weight vectors (AWVs) that result in the optimum (highest gain or highest SNR) beam over the channel between the beam-forming transmitter and receiver. Beam tracking is the process of tracking transmitter and receiver AWVs that correspond to the existing beam over time due to small perturbations of the channel. While beam search is a stand-alone process using a dedicated time-interval, beam tracking takes place during the data transfer and is appended to existing HRP, or beam-formed LRP, packets and corresponding ACK packets.

The state transitions for adaptive beam forming are illustrated in Figure 15.

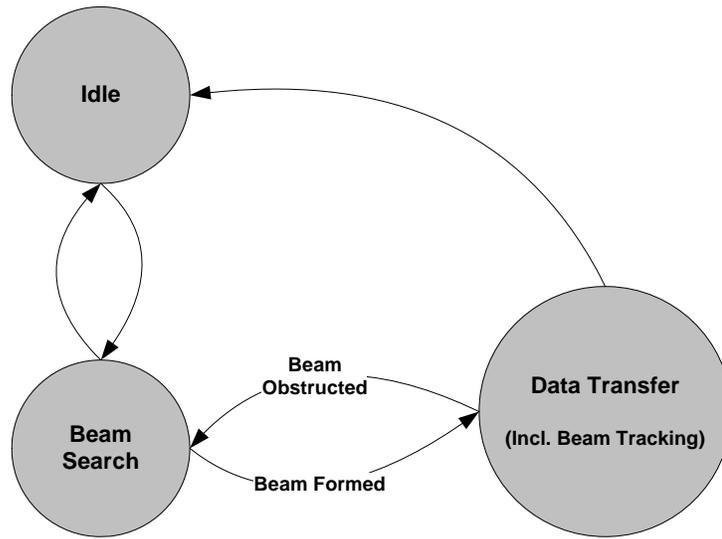


Figure 15: Overall adaptive beam-forming state transition

6.2 Implicit feedback beam forming

The implicit feedback approach to beam forming requires that a pool of candidate beam vectors, called a beam book, for the transmitter and receiver. This beam book is maintained at both the transmitter and receiver. A possible architecture for an implicit feedback beam forming system is illustrated in Figure 16.

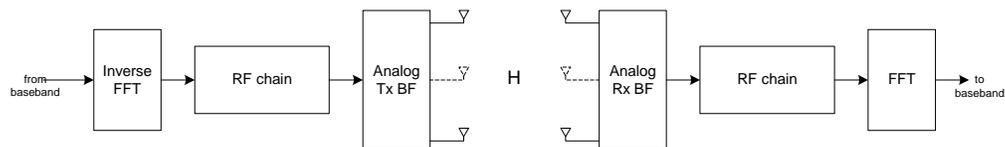


Figure 16: Example architecture for beam book beam forming system.

The state transitions for the implicit feedback beam forming method are illustrated in Figure 17.

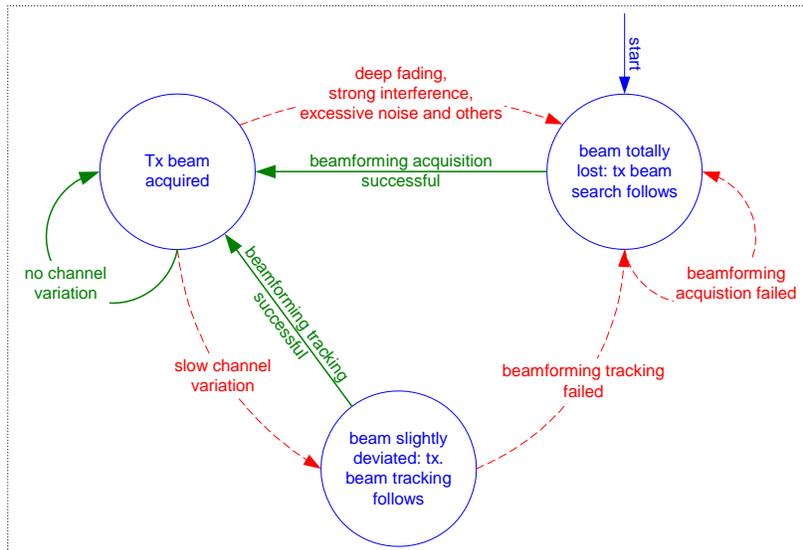


Figure 17: Illustration of the beam book beam forming state transition

7 MAC specification

7.1 MAC overview

The basic timing of the WVAN is based on a superframe, the duration of which is set by the coordinator. Note that the superframe is not necessarily associated with a video frame. Each superframe begins with a beacon sent by the Coordinator. The start of the superframe and all subsequent timing is measured from the first symbol of the PHY preamble of the beacon.

The superframe may have zero or more contention periods, called random access time blocks (RATBs) that are used by Stations to send packets if they do not have time allocated to communicate with the desired destination.

The superframe may contain zero or more channel time blocks (CTBs) that are assigned to a specific source identifier (SrcID) and destination identifier (DestID). CTBs are used to send data, both asynchronous and isochronous, between two or more Stations and/or the Coordinator. Either the HRP or LRP can be used in a CTB, however in most cases

the HRP is used to send data to avoid taking up too much of the time resources in the network.

The number, length and position of the CTBs and any contention periods are determined by the Coordinator based on requests from the Stations and is communicated in the beacon.

7.2 *Start, maintain and shutdown WVANs*

7.2.1 Beacon announcements

The Coordinator may place some information elements (IEs) in the beacons to inform the Stations in the WVAN. Some IEs are typically sent in every beacon, such as the Schedule IE or the RATB Allocation IE, while others are only sent if certain operations are in use, such as SLEEP mode. Other IEs are only sent as an indicate a change in the condition of the WVAN. IEs that are announced are placed in consecutive beacons at least the number of times required, unless the Coordinator has run out of room in the beacon.

7.2.2 Channel scanning and selection

Before starting a WVAN, the Station shall scan a specified set of LRP channels and corresponding HRP channels before starting a new WVAN. The Coordinator will pick the HRP channel and an LRP channel within that HRP channel that has the lowest level of interference based on a passive scan of the channels. The method for selecting the channel is implementation dependent.

Once the WVAN is operating, the Coordinator is able to use the current channel assessment procedure to estimate the current channel status by collecting information from other Stations in the WVAN. The Coordinator is also able to request that the Stations in the WVAN search other HRP channels to see if they are available using the new channel searching procedure.

7.2.3 Starting a WVAN

A WVAN begins when a Station takes on the responsibility of being the Coordinator. The Station will start the new WVAN in the ‘best’ LRP and HRP channel pair that was found during the scanning process. Once the Station has selected a channel, it listens to the selected LRP channel to see if it is still clear. If at the end of this listening period the channel is clear, the Station, now the Coordinator, begins broadcasting its beacon once every superframe. When the WVAN begins, the Coordinator allocates an additional Station ID (STID) to itself for the purposes of exchanging data with other Stations that become members of the WVAN.

7.2.4 Changing WVAN configuration

The Coordinator may change some of the key characteristics of the WVAN. In particular, the Coordinator may change the following characteristics:

- WVAN identifier (WVNID)
- Beacon position
- Superframe duration
- Channel index

When one of the parameters needs to be changed, the Coordinator announces the change in the beacon and the number of the beacon for which the change will take effect.

7.2.5 Coordinator handover

The first coordinator capable station that turns on will become the Coordinator of the WVAN. However, the current Coordinator may need to handover Coordinator responsibility to another Station in the WVAN. In addition, in the case that the Coordinator suddenly ceases operation, it is important that another Station takes over Coordinator responsibilities as fast as possible. There are three entities involved in the Coordinator handover process:

- Current Coordinator – The Station currently acting as Coordinator

- New Coordinator – The Station that has been selected to take over as Coordinator in an active handover process.
- Next Coordinator – The Station that has been selected by the Current Coordinator to take over in the event that the Current Coordinator ceases operation without handing over.

Three types of Coordinator handover processes are defined in this specification:

- Regular handover – The Coordinator will transfer the required information to the New Coordinator prior to handing over control of the WVAN.
- Fast handover – The Coordinator has previously passed the required information to the New Coordinator via the Preliminary Handover process, as defined in , and so the handover proceeds without sending any additional information.
- Implicit handover – The Next Coordinator loses contact with the Coordinator and takes over as the Coordinator of the WVAN.

The information required by either the Next Coordinator or New Coordinator to take over as Coordinator of the WVAN is called the Coordinator relevant information and includes the following information:

- Information about the Stations that are currently associated in the WVAN (i.e., MAC address, MAC capabilities, PHY capabilities, STID, etc.).
- The current requests from stations for CTBs.
- The power save status of Stations in the WVAN.

Regular handover begins when the Current Coordinator notifies a Station in the WVAN that it has been selected to be the New Coordinator. After all of the current Coordinator relevant information has been sent to the New Coordinator, the Current Coordinator begins a countdown of the superframes until the superframe in which the New Coordinator will take over as the Coordinator of the WVAN.

When a new Station joins the WVAN, the current Coordinator will compare the Order ID of the new Station with its own Order ID. The priority order, type of device and Order ID are listed in Table 9. If the Order ID of the new Station is higher than the priority order of the Coordinator, the Coordinator will handover to the new Station. On the other hand, if the Order ID of the new Station is the same as that of the Current Coordinator, then the Current Coordinator may handover control to the new Station.

Table 9: Comparison order of fields for Coordinator handover

Priority order	Devices	Order ID
Top	DTV	0
Primary	STB	1
	DVD/BD/HD-DVD player	2
	DVD/BD/HD-DVD recorder	3
	A/V receiver	4
	Personal computer	5
	Video projector	6
Non-primary	Game console	7
	Digital video camera	8
	Digital still camera	9
	PDA	10
	PMP	11
	MP3 player	12
	Cell phones	13
	Others	14

To enable fast handover and implicit handover, the Coordinator will transfer the Coordinator relevant information to the Next Coordinator as that information changes. If none of this information has changed when the Current Coordinator begins handover, then the fast handover method can be used.

Implicit handover is used to handle the case when the Coordinator suddenly goes away, e.g., the Coordinator is powered off in such a way that handover is not performed or when the Coordinator moves out of range of the rest of the Stations in the WVAN, or vice versa.

If the Next Coordinator fails to receive a specified number of beacons from the Coordinator, it will send a Probe Request command to the Current Coordinator to attempt to determine if the Current Coordinator is still operating. If the Next Coordinator fails to receive an acknowledgement to this packet, it will assume that the Current Coordinator has ceased operation. The Next Coordinator will then take over as the Coordinator of the WVAN by sending a beacon at the next scheduled superframe start.

7.2.6 WVAN shutdown

The Coordinator shuts down the WVAN by notifying the Stations in the WVAN via the beacon of the beacon number of the last beacon that it will send.

7.3 *Device and service discovery*

A Station requests that the Coordinator sends information about either a single Station or a group of Stations or all Stations in the WVAN by sending a WVAN Information Request command to the Coordinator. The coordinator responds with the WVAN Information response command with the requested information if the Station is a member of the WVAN.

Using the Probe Request command, the Station can request information elements (IEs) from a target Station. The target Station upon receiving the Probe Request command responds to the originator Station with the requested IEs using the Probe Response command.

Using the Announce command, a Station sends unrequested IEs to a target Station. This command will have one or more IEs that the originator Station is sending to the target Station.

7.4 *Association and disassociation with a WVAN*

7.4.1 Association

An unassociated Station initiates the association process by sending an Association Request command to the coordinator. Upon receiving the Association Request command, the coordinator sends an Association Response command indicating either that

- The Station has been associated and the STID has been assigned, or
- The request has been rejected with the reason for the rejection

If Coordinator lacks the resources to support adding a new Station, it will send an Association Response command with the reason code set to indicating the reason why it

cannot support the requesting Station. If the coordinator finds that the Station was previously associated on its WVAN, the Coordinator updates the information for the Station. If sufficient resources are available, the coordinator sends an Association Response command with the reason code set to Success.

After the Station associates with the WVAN, the Coordinator announces the new Station in the beacon to enable other Stations in the WVAN to initiate connections, if desired, with the new Station.

The coordinator ensures that one STID is associated with one device at any given time within the WVAN. The only exception to this is the Coordinator itself. The Station serving as the Coordinator has two values of STID associated with it, one for the coordinator function and the other for all of the non-coordinator traffic. Hence the coordinator is seen as two logical operational entities within the same Station.

7.4.2 Disassociation

Either the Coordinator or the Station initiates the disassociation process. The coordinator removes a Station from the WVAN by sending a Disassociation Request command with an appropriate reason code to the Station. Similarly a Station may disassociate from the WVAN by sending a Disassociation Request command to the coordinator with an appropriate reason code.

All Disassociation Request commands, when received correctly, are acknowledged by the intended recipient. Even if the Coordinator does not receive the acknowledgement, the Coordinator will consider the Station disassociated. Similarly, after sending the Disassociation Request command, the Station will consider itself disassociated, even if the acknowledgement is not received from the coordinator.

For each Station in the WVAN, the coordinator maintains timer, called the association timeout period (ATP) timer. If the coordinator does not receive any packet originating

from an associated Station within the ATP duration, it will disassociate the Station from the WVAN.

If the Station does not receive the beacons from the Coordinator longer than the ATP, the Station will consider itself disassociated from the WVAN and may try to associate again.

When a Station is disassociated for any reason, the Coordinator announces this via the beacon to other Stations in the WVAN.

7.5 Multiple WVAN management

7.5.1 Drone WVAN

A Drone WVAN (D-WVAN) is a WVAN temporarily formed under an established WVAN but in the different frequency channel (either HRP, LRP or both) to accommodate more connections. The original WVAN then becomes the “home” WVAN (H-WVAN). The D-WVAN functionality is useful for accommodate more AV connections when there is no more time available in the H-WVAN.

The D-WVAN acts as an autonomous WVAN except it uses a distinct D-WVAN ID that indicates its hierarchical position (i.e. it is not H-WVAN). All new Stations associate first with the H-WVAN before attempting to associate with the D-WVAN.

The Drone Coordinator (D-Coordinator) also acts as autonomously as the original Home coordinator in the D-WVAN. The Stations in the D-WVAN are also members of the H-WVAN and the membership is always maintained even though they are temporarily staying in the D-WVAN. However, SLEEP mode is not supported in the D-WVAN and the D-Coordinator will reject all SLEEP requests.

Stations will typically start a D-WVAN when no more bandwidth reservation is possible because the network resources are completely occupied by other connections. The Station that was to be the source of the stream, the originator, will begin the process by sending the D-WVAN IE in an Announce Request command to the Station that was to be the

destination of the stream, the target. If the target Station does not accept the request or does not support D-WVAN operation, it will respond with an Announce Response command with the Reason Code set to request refused or unsupported IE, respectively.

If the target Station accepts the request, it shall request to enter SLEEP mode and then begin to search for an appropriate channel on which to become the D-WVAN coordinator. When the target Station finishes the channel search process, sends a response to the originator Station with the result of the search. If the search was successful, then the response contains the new channel information and the DWVNID that will be used in the D-WVAN. If the search failed or the target Station wants to cancel the process, the Reason Code shall be set to indicate the reason for failure.

The target Station will then request to enter DRONE mode and if successful, will change to the selected channel and begin sending beacons as the D-Coordinator of the D-WVAN. When the originator Station sees that the target Station has entered DRONE mode, it may change to the new channel and attempt to associate with the D-WVAN, using the regular association protocol. The H-Coordinator may refuse the request to allow a Station to enter DRONE mode.

A Station leaves a D-WVAN and returns to the H-WVAN by first disassociating with the DWVAN and then changing back to the H-WVAN channel.

D-WVAN message link may be used by Stations that need the link time between H-WVAN and D-WVAN to maintain AVC control message link or to update their ATP and is optional for all other Stations. To maintain the control message link, any stations in D-WVAN may stay in the H-WVAN for a certain duration in a superframe periodically.

The Stations that use this feature keep the timing of the H-WVAN's beacon when the station leaves the H-WVAN to decide when to switch to the H-WVAN, which is called dropping in to the H-WVAN. The frequency with which a Station returns to the H-WVAN to listen to the beacon and RATB is related to the control latency and other implementation concerns. Stations dropping in to the H-WVAN stay in the H-WVAN at

least as long as the H-WVAN’s beacon duration plus the RATB following the beacon, if present. The Station may also decide stay in the H-WVAN as long as necessary. The arrangement of dropping in time with respect to the H-WVAN timing is illustrated in Figure 18.

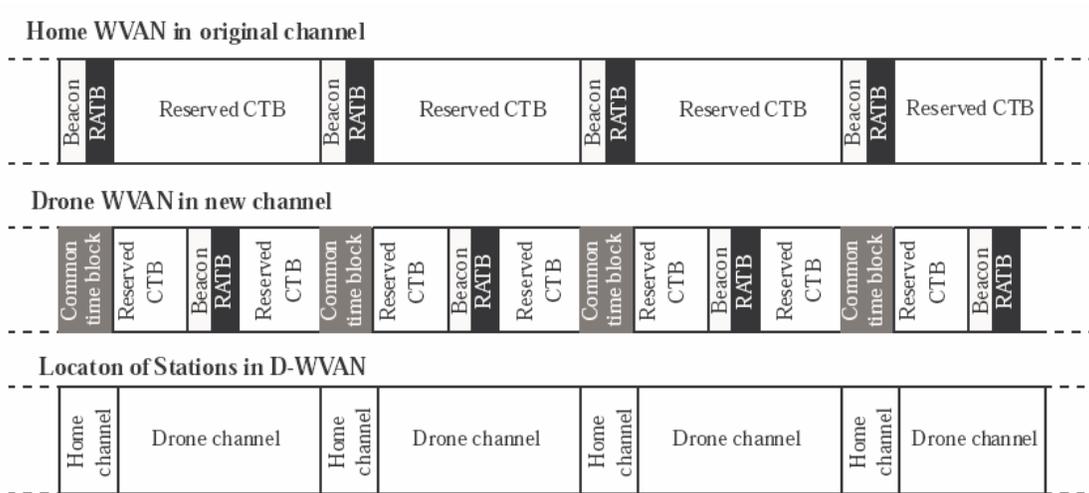


Figure 18: Common time block allocation in D-WVAN

7.5.2 Concurrent association

On power-up a device may be able to receive beacon frames from multiple Coordinators, with each Coordinator running their own WVAN network. A Station is allowed to establish an association for each WVAN it detects. No special coordination of the WVAN’s is required to support concurrent association.

After successful association with each WVAN, the device sets itself into SLEEP mode operation. The duration of sleep has to be such that, the device is able to operate in the unsynchronized WVANs.

If the application layer on the device initiates or is the target of an isochronous stream connection, the MAC layer changes its power management mode and disassociates with each of the other WVANs with which it is associated.

7.6 Channel access

7.6.1 Superframe structure

Time division, multiple access (TDMA) is used to coordinate all transmissions in the WVAN, including HRP and LRP. At any one time one of the two PHYs is used for transmission. The beacon packet is transmitted periodically to identify the start of the superframe and to communicate management information for the WirelessHD WVAN.

CTBs are allocated in groups called a schedule. In each superframe, a schedule has one or more CTBs associated with it. For a given schedule, the CTBs are all the same size. Multiple schedules may be allocated for one stream or an asynchronous allocation. Multiple streams belonging to the same Station may also be transmitted during the CTBs of a single schedule. One or more packets may be sent in each CTB.

The Schedule IEs and RATB Allocation IEs in the beacon apply to the following superframe. That is, the timing information in beacon number N applies to the superframe that begins with beacon number N+1. This allows sufficient time for the Stations to process the timing information in the beacon before they are required to use the information for channel access.

RATBs are used to allow Stations to transmit without the need to request channel time. A superframe may contain one or more RATBs. RATBs may be allocated in one of the following manner by the coordinator:

- as a contention period (SrcID = BcstID, DestID = BcstID),
- for Coordinator Receive (SrcID = STIDn, DestID = CrdId),
- for Coordinator Transmit (SrcID = CrdId, DestID = STIDn), or
- for a Station pair (SrcID = STIDx, DestID = STIDy).

The Coordinator may allocate RATBs in the superframe for specific purposes, such as bandwidth reservation.

7.6.2 Contention periods

A contention period is defined to be a RATB with the SrcID field set to BcstID. Stations use PSMA/CA to access the medium during a contention period using the LRP.

Each contention period has N backoff slots which translates to N+1 transmit opportunities. N is currently set to 4. A backoff slot is composed of the time to detect the channel as clear and the receive to transmit turnaround time, called the short inter-frame spacing (SIFS). The backoff procedure uses the truncated binary exponential backoff mechanism.

7.6.3 Dynamic CTB extension

Dynamic CTB extension is an optional feature to provide flexible channel time allocation. During one reserved CTB, if more channel time is required immediately after the current CTB the unallocated channel time following the current reserved CTB can be used as extension of current reserved CTB. This extension is communicated to the Stations in the WVAN with a broadcast CTB Extension Announcement command from the Coordinator. A Station uses the CTB Extension request command to ask the Coordinator to send the CTB Extension Announcement command.

7.6.4 Dynamic CTB Truncation

Dynamic CTB truncation is an optional feature that allows a Station that does not have any more data to send during a CTB to release the unused channel time. The Coordinator releases its time by broadcasting a CTB truncation announcement command with the LRP. A Station first sends a CTB truncation request command to the Coordinator, who will then broadcast a CTB truncation announcement. Other Stations that receive this announcement may then contend for the remaining time in the CTB using the LRP.

7.7 *Bandwidth reservation*

Bandwidth reservation enables Stations to reserve time in the superframe to communicate with another Station.

When Coordinator allocates bandwidth to a Station, different type of schedules, static or dynamic, can be given depending on the request. A static schedule has the same allocation in the following superframes, i.e., the Coordinator will not change it from superframe to superframe. On the other hand, a dynamic schedule may be different from superframe to superframe.

A Station shall not transmit during a dynamic schedule unless it has correctly received the beacon for that superframe. A Station may continue to transmit during a static schedule for up to $mMax\text{-}LostBeacons$ superframes since the last beacon that was correctly received with the Stations static schedule.

To change a static schedule the Coordinator places an IE in the beacon that indicates a change in the beacon position with, no offset to the beacon start time. Stations that receive this IE will be informed that the Coordinator will be changing the some or all of the static schedules to new locations beginning with the indicated superframe.

A normal schedule allows only one Station to initiate transmission during the schedule. A paired allocation, however, alternately allows two Stations to initiate transmission during CTBs in a schedule. The first CTB in a superframe for the stream has the Station that is the SrcID as the source of the packets, continuing for every other CTB assigned to that stream in the superframe. The second CTB in the superframe for the stream has the Station that is the DestID as the source of the packets, also continuing for every other CTB assigned to that stream in the superframe.

For isochronous streams, the Coordinator ensures CTBs are allocated in every superframe, and tries to satisfy the additional requirements such as the minimum required number of CTBs per superframe, and the minimum interval between CTBs. For asynchronous streams, the Coordinator allocate CTBs in each superframe according to resource availability, and may even allocate zero CTBs for the stream in a superframe .

For isochronous streams, the originating Station may request either a fixed number of time block or a range of time blocks, from minimum to maximum. If the Coordinator

accepts the request, it allocates at least the minimum number of time blocks in every superframe. The Coordinator may also allocate up to the maximum number, if the time is available. Any additional time blocks beyond the minimum are be allocated as a dynamic schedule.

7.7.1 Isochronous traffic stream addition

A Station requests the allocation of channel time by sending the Bandwidth Request command to the Coordinator. The Coordinator responds with a Bandwidth Response command indicating either that the time has been allocated or that the request has been refused and the reason why it the request was refused.

7.7.2 Isochronous traffic stream change

The stream owner, that is, the originating Station or the Coordinator may change an established reservation for isochronous stream. The originating Station requests a change to the time allocation by sending a Bandwidth Request command to the Coordinator with the new parameters. The Coordinator responds with Bandwidth Response command indicating either that the time has been allocated or that the request has been refused and the reason why it the request was refused.

7.7.3 Isochronous traffic stream deletion

The Coordinator, the source Station or the destination Station may delete a stream. If the source or destination Station initiates stream deletion, it sends a Bandwidth Request command to the Coordinator indicate that the stream should be deleted. The Coordinator responds to the request with a Bandwidth Response command. If the Coordinator deletes the stream, it will inform the source Station why the stream was deleted by sending a Bandwidth Response command with the reason why the stream was deleted. In all cases, the Coordinator informs all other devices of the deletion of the stream by placing a null CTB in the beacon for a specified period of time.

7.7.4 Asynchronous traffic reservation

Asynchronous stream reservation uses the same process as for isochronous stream creation. However, an asynchronous request is not for an allocation that repeats in every superframe until canceled. Instead it is a request for a finite amount of time on the medium. Once the Coordinator has allocated all of the requested time, it will not allocate channel time for that request again. A request for an asynchronous stream replaces the previous request for that target Station and unallocated time from the previous request is replaced by the current request.

The Coordinator may place the CTBs for an asynchronous allocation anywhere in the superframe or spread them over multiple, non-contiguous superframes.

7.7.5 Asynchronous traffic termination

The asynchronous termination process is essentially the same as for isochronous stream termination, except that:

- Only the Coordinator or the originating Station are allowed to terminate the allocation.
- The termination is not announced in the beacon.

7.8 *Link assessment and adaptation*

The transmitter may request that the receiver provides detailed information such as the channel status, received signal quality, etc.

Link Adaptation uses three steps;

- Link assessment – determining the link quality
- Link recommendation – the destination communicates its recommendation to the source
- Link adjustment – the source may adjust the transmit mode to improve the link quality.

Link assessment is the method that the Stations use to evaluate the quality of the channel and the signals. Both the source and destination can perform link assessment.

There are two types of messages that can be used to communicate the link recommendation. One, referred to as normal link recommendation, uses two MAC command packet, Link Recommendation Request command and Link Recommendation Response commands. The second, referred to as fast link recommendation, uses additional fields in the MAC header of a data packet and the Imm-ACK packet to send the request and response data.

Regardless of the message format used, there are also two modes for link recommendation, an active mode and a passive mode are available. In the active mode the transmitter requests the information whereas in the passive mode the receiver sends the information without prompting by the transmitter.

Based on the source Station's assessment of the link and the information from the destination Station, the source Station may choose to adjust the link parameters to improve the link quality. Options for adjusting the link include:

- Beam Steering
- HRP mode and LRP mode adjustment
- UEP (unequal error protection)

7.9 Data delivery

The data delivery specification has a close relationship with the MAC schedule, A/V composite packet format and Beam-Search operation. The beacon specifies the MAC schedule at the CTB level, but there may be multiple packets within one CTB.

All CTBs allocated for beam-formed PHY modes use inter-packet period (IPP) timing for sending packets. CTBs used for omni LRP packets may use IPP timing for sending packets. IPP timing, if used, is determined by the source Station which then sends the Stream Characteristics IE to the destination in an Announce Request command.

The IPP includes the time for the transmission of the longest packet for the stream, two SIFS durations and time for ACK packet. In a typical case, the CTB may be sized to be multiple IPPs. When IPP timing is used, the end of the ACK packet always occurs one SIFS before the end of the IPP duration. The start of any data packet from the source will be aligned to the beginning of an IPP.

When beam-tracking information needs to be transmitted, the ACK packets will be longer to transmit this data and the data packets will have additional information to be transmitted as well. In this case, the source needs to shorten the data portion of the packet to allow time for the transmission of the additional beam tracking data.

If the source has nothing to send, there are two options:

- not send anything for the particular packet time, or
- send just a packet header in which zero packet length is noted.

If the source sends a zero length packet, it will expect to receive the ACK packet, if requested, at the same time as if the packet was the size of the longest packet.

7.10 Retry and recovery

7.10.1 ACK policies

The WirelessHD specification supports two types of ACK policies, immediate acknowledgement (Imm-ACK) and no acknowledgement (no-ACK). The Imm-ACK policy allows the acknowledgement of parts of the packet in a fashion similar to block acknowledgement policies in other standards and specifications. The Imm-ACK packet indicates which of the sub-packets were received correctly by the destination. When the no-ACK policy is used, the destination does not send an Imm-ACK in response, regardless of whether it received the packet or sub-packets correctly.

In all cases, the source of the packet determines the ACK policy that will be used for the packet by setting the appropriate value of the ACK Policy field in the Packet Control field. The ACK policy may be changed by the source on a packet-by-packet basis.

7.10.2 Reliable broadcast or multicast (ReBoM)

ReBoM is used only by the Coordinator to allow multiple destinations to ACK a broadcast or multicast packet. The ReBoM process takes place within a single CTB. The packet from the Coordinator includes a bitmap of Stations indicating that these Stations will send an ACK to the Coordinator in a scheduled manner. The Stations wait for $N * SIFS + (N - 1) * AckDuration$ time units from the end of the packet transmission before transmitting the ACK, where, N represents the total number of 1's starting from the LSB till the bit position corresponding to the Station's STID in the bitmap.

7.10.3 Packet retry

If there are errors when a sub-packet is received, the transmitter has the option of retransmitting the sub-packet. (In this context, the term sub-packet includes the case where a packet contains only one sub-packet.) The source device determines if a sub-packet is retried and the number of times that it is retried. The source device maintains the order of data sub-packets as they are retried. The delivery of audio and video sub-packets may be out of order if it is supported by the destination..

7.11 Power management

A Station that is a member of the WVAN is in one of two power management (PM) modes at all times. The possible modes are:

- AWAKE - The Station is participating in every superframe.
- SLEEP - The Station is only listening to the beacons and not necessarily to every beacon.

When a Station is in either of the PM modes, it will be in one of two states, either active or inactive. When a station is in the active state it transmitting, receiving or preparing to

transmit or receive. In inactive state, the Station will have portions of its radio turned off to save power.

In the AWAKE mode, a Station is in the active state during the following time periods:

- Every expected beacon arrival time
- The entire duration of the RATB
- Any CTB for which the Station is either the source or destination, including those where the source or destination is the BestID.

At all other times, the Station may be in inactive state to save power.

7.11.1 Power save modes

To save additional power, a Station may request to enter SLEEP mode. To enter SLEEP mode, the Station sends the PM Request command to the Coordinator with the PM Mode field set to "SLEEP." The Coordinator responds to a correctly received PM Request command with the PM Response command. If the Coordinator allows the Station to enter SLEEP mode, the Coordinator may terminate all allocations for which the Station is either the source or destination. The Station enters SLEEP mode when it receives a beacon from the Coordinator with the bit for its STID set in the PM Mode IE.

A Station in SLEEP mode returns to AWAKE mode by sending the PM Request command to the Coordinator with the PM Mode field set to "AWAKE." The Station will consider itself in AWAKE mode as soon as it attempts to send the command.

If any Station in the WVAN is in SLEEP mode, the Coordinator includes the PM Mode IE in the beacon so that all other Stations in the WVAN will know the mode of all Stations in the WVAN.

While the Station is in SLEEP mode, it is not required to be in active mode for every beacon. Instead, the Station may skip beacons to save power. The number of beacons that the Station skips is based on its application requirements for latency.

7.11.2 Communicating with Stations in SLEEP mode

In order for another Station, the originator, to communicate with a Station in SLEEP mode, the target, the Station in SLEEP mode needs to change to AWAKE mode. There are two methods that may be used wake a sleeping Station

- Sending the PM Mode Request command to the Coordinator with the TargetID set to the STID of the sleeping Station
- Requesting an allocation with the sleeping Station with the Bandwidth Request command.

In either case, the Coordinator will then place the PM Wake IE in the beacon with the STID of the target Station. When a Station in SLEEP mode sees its STID in a PM Wake IE will switch to AWAKE mode.

A Station may also wake up another Station for communications during the RATB only by using the appropriate settings in the Bandwidth Request command. In this instance, the Coordinator will indicate that the Station is being requested to wake up only for the beacon and RATB.

7.11.3 Transmit power control

The devices in WirelessHD are able to control the transmit power to reduce power consumption and still ensure reliable transmissions. The transmitter requests a transmit power control (TPC) report from the receiver using the Probe Request command. The receiver sends back the TPC report in the Probe Response command after it receives the request. The receiver uses the Transmit Power Change command to ask the transmitter to increase or decrease its transmit power as appropriate. The transmitter may adjust its transmit power accordingly after receives the Transmit Power Change command.

8 MAC packet formats

8.1 Packet conventions

Unless otherwise specified, the figures illustrating the packet, sub-packet and field formats are all displayed with the least significant bit (lsb) and least significant octet on the left and the most significant bit (msb) and most significant octet on the right.

The transmission order shall be the lsb of the least significant octet first over the air with the most significant bit of the most significant octet last. The only exceptions to this are any CRCs, such as the HCS and PCS, which are sent msb first over the air, lsb last.

The Station ID (STID) is a 6 bit number. Unless otherwise specified, when the STID is placed in a 1 octet field, the STID is placed in the 6 lsbs and the 2 msbs are set to 0b00.

8.2 General packet format

The general packet format is illustrated in Figure 19.

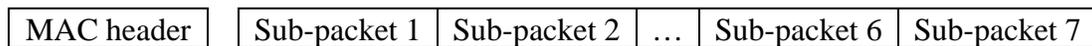


Figure 19: General packet format

The gap between the MAC header and the first sub-packet is filled with the HCS that is calculated and inserted by the PHY. A MAC packet may have one to seven sub-packets of varying sizes.

8.2.1 MAC header format

The HRP MAC header is formatted as illustrated in Figure 20.

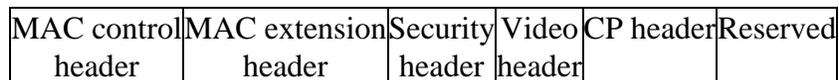


Figure 20: HRP MAC header format

The LRP MAC header is formatted as illustrated in Figure 21.

MAC control header	MAC extension header	Security header	ReBoM header	CP header
--------------------	----------------------	-----------------	--------------	-----------

Figure 21: LRP MAC header format

The MAC control header contains:

- Protocol version
- Packet class (normal, composite, omni ACK or beacon)
- ACK policy
- Indications for which of the other headers are present
- Retry indication
- Beam tracking request information
- Packet type (control, data, audio, RTT)
- Source and destination ID
- WVNID
- Stream index

The MAC extension header contains:

- Fast link mode, recommended HRP and LRP modes
- Sub-packet types for each of the sub-packets
- LRP antenna feedback
- Identify the sub-packets that are a part of each ACK group
- Indicate if the lsb CRC is to be used in determining if an ACK is sent. (this applies only to sub-packets using UEP HRP mode).
- Pixel clock, audio clock and 27 MHz clock fields containing the respective clock information for synchronizing playback.

The Security header contains information for user data security. The information included is:

- Key identifier (SECID)
- Cipher type
- Indication of the security applied (no security, integrity code only, or encryption and integrity code) for each sub-packet
- Secure packet counter for key freshness

The Video header contains control information for up to 4 video sub-packets and the playback time, relative to the pixel clock, of the indicated video sub-packet. The control information for each sub-packet includes:

- Partition index
- Interlace field indication (i.e., if it is the top or bottom field)
- Video frame number
- H-position of the first pixel
- V-position of the first pixel
- Frame start adjust

The ReBoM header contains a bitmap of the Stations that are being requested to participate in the ReBoM process.

The CP header contains content protection information for the packet and is defined by the content protection method that is being used for the data.

8.2.2 Sub-packet format

The sub-packets, with the exception of the LRP data sub-packets, are formatted as illustrated in Figure 22.

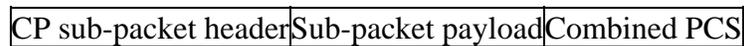


Figure 22: Sub-packet format

The CP sub-packet header contains information for content protection of that sub-packet.

The combined PCS field contains the msb PCS in the msbs and lsb PCS in lsbs.

The LRP data sub-packets, are formatted as illustrated in Figure 23.

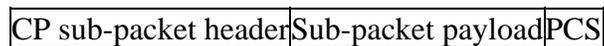


Figure 23: LRP data sub-packet format

The sub-packet payload field for packets with user data privacy applied contains a message integrity code at the end of the payload.

In addition, data sub-packets with packet type data support the aggregation of MSDUs or the fragmentation of MSDUs in their payloads.

8.3 Packet formats

Various packet formats are defined to support the different types of messages in the WVAN.

The beacon is a broadcast packet used to synchronize the WVAN and announce changes.

The beacon contains:

- Various control bits
- Superframe duration
- Superframe number
- IEs containing the schedule of CTBs in the superframe
- Other IEs that contain information relevant to the WVAN

The composite packet contains up to seven sub-packets, each of which may contain data, commands, audio and/or video.

The Normal packet is used to send a single sub-packet of information.

The directional ACK packet is used to acknowledge HRP packets and beam formed LRP packets.

The omni ACK packet is used to acknowledge omni LRP packets.

8.4 Information elements

Information elements (IEs) are used in packets and MAC commands to transfer information. The IEs, are formatted as illustrated in Figure 24.

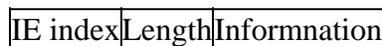


Figure 24: General format of information elements

The IE index field is used to identify the type of IE.

8.5 MAC commands

Each MAC command sub-packet contains one or more MAC commands, as illustrated in Figure 25.

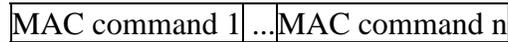


Figure 25: General format of MAC command sub-packet

The format of a MAC command is illustrated in Figure 26.

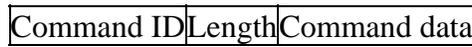


Figure 26: General format of MAC commands

9 MAC interface

9.1 MAC interface overview

A summary of the MLME primitives that are defined is given in Table 10. The number in the column indicates the sub-section of the WirelessHD specification that defines the primitive.

Table 10: List of interface primitives

Name	Request	Indication	Response	Confirm
MLME-SCAN	9.2.1.1	–	–	9.2.1.2
MLME-START	9.2.2.1	–	–	9.2.2.2
MLME-STOP	9.2.3.1	9.2.3.2	–	9.2.3.3
MLME-HANDOVER	–	9.2.4.1	9.2.4.2	–
MLME-NEW-COORDINATOR	–	9.2.4.3	–	–
MLME-WVAN-PARM-CHANGE	–	9.2.4.4	–	–
MLME-ASSOCIATE	9.3.1.1.	9.3.1.2	–	9.3.1.3
MLME-DISASSOCIATE	9.3.2.1	9.3.2.2	–	9.3.2.3
MLME-INFO	9.3.3.1	–	–	9.3.3.2
MLME-PARAMETER-GET	9.3.4.1	–	–	9.3.4.2
MLME-LINK-QUALITY	9.4.1.1	9.4.1.2	–	9.4.1.3
MLME-ADD-STREAM	9.4.2.1	–	–	9.4.2.2
MLME-NEW-STREAM	–	9.4.2.3	–	–
MLME-CHANGE-STREAM	9.4.2.4	–	–	9.4.2.5
MLME-END-STREAM	9.4.2.6	9.4.2.7	–	9.4.2.8
MLME-PM-MODE	9.5.1.1	9.5.1.2	–	9.5.1.3
MLME-MEASURE-RTT	9.6.1.1	–	–	9.6.1.2
MLME-SET-RTT-REPL	9.6.2.1	–	–	9.6.2.2
MAC-ISOCH-DATA	9.7.1.1	9.7.1.2	–	9.7.1.3
MAC-ASYNC-DATA	9.7.2.1	9.7.2.2	–	9.7.2.3

A request primitive is used to initiate an action, e.g., MLME-ASSOCIATE.request starts the association process for a Station.

An indication primitive is used to report the reception of an unsolicited information, e.g., the MLME-WVAN-PARM-CHANGE.indication reports that the Coordinator is in the process of changing one of the WVAN parameters.

A response primitive asks the MAC to send a reply to a previously received request, e.g., the MLME-HANDOVER.response is sent in response to the MLME-HANDOVER.indication.

A confirm primitive reports the result of a request to the upper layer. Thus, the MLME-CHANGE-STREAM.confirm reports the result of the request via the MLME-CHANGE-STREAM.request primitive to modify the characteristics of an existing stream.

9.2 *WVAN management*

9.2.1 Scanning for WVANs

9.2.1.1 MLME-SCAN.request

This primitive is used to request that the MAC sublayer perform a passive scan of one or more HRP channels for WVANs.

Upon receipt of this primitive, the MAC scans all of the LRP channels in the specified HRP channels for beacons from WVANs and reports the result in MLME-SCAN.confirm.

9.2.1.2 MLME-SCAN.confirm

This primitive is used to report the result of a MAC sublayer scan for WVANs.

If the request succeeds, then zero or more sets of information for the WVANs that were found will be returned in the confirmation. If the request fails, the confirmation will be indicate the reason for the failure.

9.2.2 Starting a WVAN

9.2.2.1 MLME-START.request

This primitive is used to request that the MAC sublayer start a new WVAN.

Upon receipt of this primitive, the MAC will attempt to start a new WVAN as the coordinator and report the result in MLME-START.confirm.

9.2.2.2 MLME-START.confirm

This primitive is used to report the result of the MAC sublayer attempting to start a new WVAN.

If the attempt to start the WVAN was successful, then the confirmation will contain the identifier for the WVAN that was started. If the attempt to start the WVAN failed, then confirmation will indicate the reason for the failure.

9.2.3 Stopping a WVAN

These primitives support the process of stopping operations as a Coordinator. The process may result in the shutdown of WVAN operations or the handover of Coordinator operations to another Station in the WVAN.

9.2.3.1 MLME-STOP.request

This primitive initiates the WVAN shutdown procedure or the WVAN handover procedure.

In response to this primitive, the MAC will either begin the handover process or shutdown the WVAN, as indicated in the request. If the request is for shutdown, the MAC will initiate the WVAN shutdown process. If the request is for handover the Coordinator will attempt to handover control to another Station in the WVAN.

9.2.3.2 MLME-STOP.indication

This primitive reports that the Coordinator is shutting down the WVAN.

9.2.3.3 MLME-STOP.confirm

This primitive reports the results of the request to stop operations as a Coordinator.

The confirmation will indicate if the request was successful or the reason why it failed.

9.2.4 Coordinator handover and configuration change

These primitives are used as part of the handover process where the current Coordinator's responsibilities are transferred to another Station in the WVAN as well as to inform the SME of changes to the WVAN.

9.2.4.1 MLME-HANDOVER.indication

This primitive indicates the reception by the MAC of a Handover Request command.

9.2.4.2 MLME-HANDOVER.response

This primitive indicates that SME of the Station targeted for Coordinator handover is ready to act as Coordinator.

In response to this primitive, the MAC will send the Handover Response command to the Coordinator.

9.2.4.3 MLME-NEW-COORDINATOR.indication

This primitive indicates that the role of the Coordinator has been assumed by a different Station in the WVAN.

9.2.4.4 MLME-WVAN-PARAM-CHANGE.indication

This primitive indicates that either the channel or WVNID has changed in the WVAN.

9.3 Station configuration

9.3.1 Association

These primitives deal with Stations associating with a WVAN.

9.3.1.1 MLME-ASSOCIATE.request

This primitive is used to request that the Station attempt to associate with a specific WVAN.

Upon receipt of this primitive, the MAC attempts to associate with the WVAN that is most closely described by the request and reports the result of the attempt with an MLME-ASSOCIATE.confirm.

9.3.1.2 MLME-ASSOCIATE.indication

This primitive is used to inform the SME that a Station has associated with the WVAN.

9.3.1.3 MLME-ASSOCIATE.confirm

This primitive is used to report the result of the Station attempting to associate with a specific WVAN.

If the attempt to associate succeeds, the confirmation will contain the information regarding the WVAN that was joined and the STID parameter will contain the ID assigned by the Coordinator.

If attempt fails, confirmation will indicate the reason for the failure.

9.3.2 Disassociation

These primitives deal with Stations disassociating with a WVAN.

9.3.2.1 MLME-DISASSOCIATE.request

This primitive is used to request that the Station disassociate from a specific WVAN.

Upon receipt of this primitive, the MAC will disassociate from the WVAN.

9.3.2.2 MLME-DISASSOCIATE.indication

This primitive is used to inform the SME either that a Station has disassociated from the WVAN or that the Station has been disassociated from the WVAN.

If the Station has been disassociated by the Coordinator, then the indication contains Station address and STID for the Station that was disassociated. The indication will also contain the reason why the Station was disassociated, it was given by the Coordinator.

9.3.2.3 MLME-DISASSOCIATE.confirm

This primitive is used to report the result of the Station disassociating from the WVAN.

The request to disassociate is always successful.

9.3.3 WVAN information

These primitives are used request information about a single Station or all of the Stations in the WVAN.

9.3.3.1 MLME-INFO.request

This primitive is used by the AVC layer to request the device list from the MAC sublayer.

When the MAC sublayer receives this primitive, it first checks to see if it has the requested information. If not, the MAC will attempt to retrieve the requested information from the Coordinator. In all cases, the MAC responds with an MLME-INFO.confirm.

9.3.3.2 MLME-INFO.confirm

This primitive is used to notify the AVC layer of a result of an MLME-INFO.request message.

If the request is successful, the confirmation will include the information about the requested Stations. If the request fails, then the confirmation will include the reason for the failure.

9.3.4 MAC information

These primitives are used to get information about the current MAC sublayer status.

9.3.4.1 MLME-PARAMETER-GET.request

This primitive is used by the AVC layer to get parameters from the MAC sublayer.

When the MAC sublayer receives this primitive, it retrieves the current value of the parameter and responds with an MLME-PARAMETER-GET.confirm.

9.3.4.2 MLME-PARAMETER-GET.confirm

This primitive is used by the MAC sublayer to report the value of parameter requested by an MLME-PARAMETER-GET.request.

9.4 Data connections

9.4.1 Link quality

These primitives are used to find and monitor the link quality of a connection.

9.4.1.1 MLME-LINK-QUALITY.request

This primitive is used by the AVC layer to request the MAC sublayer to report the current link quality.

When the MAC sublayer receives this primitive it estimates the link quality with the Station specified in the DestID.

9.4.1.2 MLME-LINK-QUALITY.indication

This primitive is used by the MAC sublayer to inform the AVC layer that the link quality has changed.

1.1.2.2. MLME-LINK-QUALITY.confirm

This primitive is used to notify the AVC layer of a result of an MLME-LINK-QUALITY.request primitive.

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If the request is successful, the confirmation contains the PER and RSSI parameters measured for the link. If the request fails, the confirmation will contain the reason for the failure.

9.4.2 Stream management

These primitives are used to add, change and end stream connections.

9.4.2.1 MLME-ADD-STREAM.request

This primitive is used by the AVC layer to request the MAC sublayer to reserve channel time.

When the MAC sublayer receives this primitive it performs the stream reservation process.

9.4.2.2 MLME-ADD-STREAM.confirm

This primitive is used to notify the AVC layer of a result of an MLME-ADD-STREAM.request.

9.4.2.3 MLME-NEW-STREAM.indication

This primitive is used to inform the AVC layer that another Station has created a stream to the Station.

9.4.2.4 MLME-CHANGE-STREAM.request

This primitive is used by the AVC layer to request that MAC sublayer change the reserved channel time.

When the MAC sublayer receives this primitive it performs the stream modification process.

9.4.2.5 MLME-CHANGE-STREAM.confirm

This primitive is used by the MAC sublayer to inform the AVC layer of the result of an attempt to change the channel time.

9.4.2.6 MLME-END-STREAM.request

This primitive is used by the AVC layer to request that the MAC sublayer releases previously allocated channel time.

The MAC sublayer performs stream termination process when it receives this primitive.

9.4.2.7 MLME-END-STREAM.indication

This primitive notifies the AVC layer that a previously allocated stream has ended.

9.4.2.8 MLME-END-STREAM.confirm

This primitive is used to notify the AVC layer of the result of an MLME-END-STREAM.request.

9.5 Power management

9.5.1 PM mode change

These primitives support the process of changing the power management mode of a Station.

9.5.1.1 MLME-PM-MODE.request

This primitive initiates a request to change the current PM mode.

When the MAC receives this primitive, it initiates the PM Mode change process. If the Station is already in the requested PM mode, the MAC will respond with the MLME-PM-MODE.confirm primitive indicating success without taking any further action.

9.5.1.2 MLME-PM-MODE.indication

This primitive indicates that the Station changed its current PM mode that was not in response to a request by the higher layers.

The MAC will change its PM Mode in response to requests from other Stations, particularly from SLEEP to AWAKE.

9.5.1.3 MLME-PM-MODE.confirm

This primitive reports the results of the request to change the Station's PM mode.

9.6 Round trip time measurements

These primitives are used to measure round trip time (RTT) between the MAC sublayer of the RTT initiator and the RTT acceptor.

9.6.1 RTT initiator side

These primitives are used by RTT initiator to measure RTT with the RTT acceptor.

9.6.1.1 MLME-MEASURE-RTT.request

This primitive is used to initiate the measurement of RTT by the MAC of RTT initiator.

When the MAC of RTT initiator receives this primitive, the MAC initiates reservation of a CTB (bi-directional reservation) for RTT test and its response, and then sends the RTT test request command using the reserved CTB allocated for the RTT initiator.

9.6.1.2 MLME-MEASURE-RTT.confirm

This primitive is used by the MAC sublayer to inform the AVC layer of the result of an attempt to measure RTT.

9.6.2 RTT acceptor side

These primitives are used by an RTT acceptor to respond the RTT request sent by an RTT initiator within the MAC of an RTT acceptor.

9.6.2.1 MLME-SET-RTT-REPLY.request

This primitive is used to set the MAC sublayer of RTT acceptor to be able to respond a request from an RTT initiator.

When the MAC of RTT acceptor receives this primitive, and when the MAC receives RTT test request command from the RTT initiator, the MAC sends RTT test response command using the reserved CTB allocated for the RTT acceptor.

9.6.2.2 MLME-SET-RTT-REPLY.confirm

This primitive is used by the MAC sublayer to inform the AVC layer of the result of an attempt to respond to an RTT request from an RTT initiator.

9.7 Data interface

These primitives are used to transfer MAC service data units (MSDUs) to other MAC entities.

9.7.1 Isochronous data

These primitives are used to transfer isochronous data.

9.7.1.1 MAC-ISOCH-DATA.request

This primitive is used to initiate the transfer of an isochronous MSDU to another MAC entity.

9.7.1.2 MAC-ISOCH-DATA.indication

This primitive indicates the reception of an isochronous MSDU.

9.7.1.3 MAC-ISOCH-DATA.confirm

This primitive reports the results of the attempt to deliver the MSDU.

9.7.2 Asynchronous data

These primitives are used to transfer asynchronous data.

9.7.2.1 MAC-ASYNC-DATA.request

This primitive is used to initiate the transfer of an asynchronous MSDU to another MAC entity.

9.7.2.2 MAC-ASYNC-DATA.indication

This primitive indicates the reception of an asynchronous MSDU.

9.7.2.3 MAC-ASYNC-DATA.confirm

This primitive reports the results of the attempt to deliver the MSDU.

10 Audio video control (AV/C) specification

10.1 Overview

The AV/C includes the following functions;

- Device capability exchange – In this function, a device discovers other devices and exchanges device information (e.g. device category, device name) with other devices.
- Connection control – In this function, a device establishes or releases the AV stream connection between a Source and a Sink by using AVC messages.
- Device control – In this function, a device controls other device by using AVC messages (e.g. power on/off, play/stop etc.).

10.2 Device model

Figure 27 shows the device model used in this specification. A device has multiple logical input and output ports, SinkPort[0-63] and SrcPort[0-63], respectively, for video and audio data.

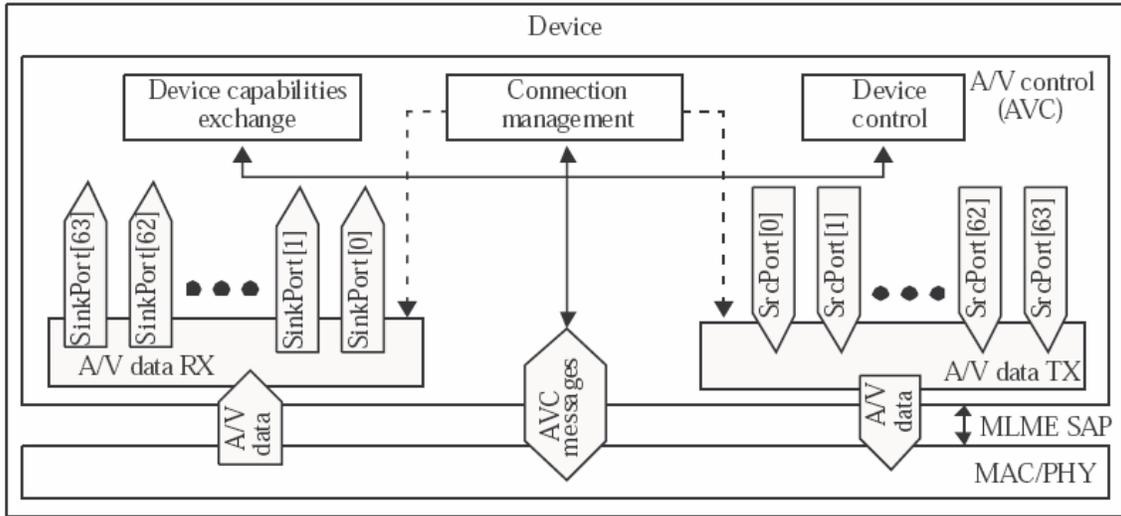


Figure 27: Device model used for AV/C specification

10.3 AV/C messages

The AV/C messages are used for connection establishment and control of other devices (e.g. power on/off, play/stop etc). The AV/C message packet format is illustrated in Figure 28.

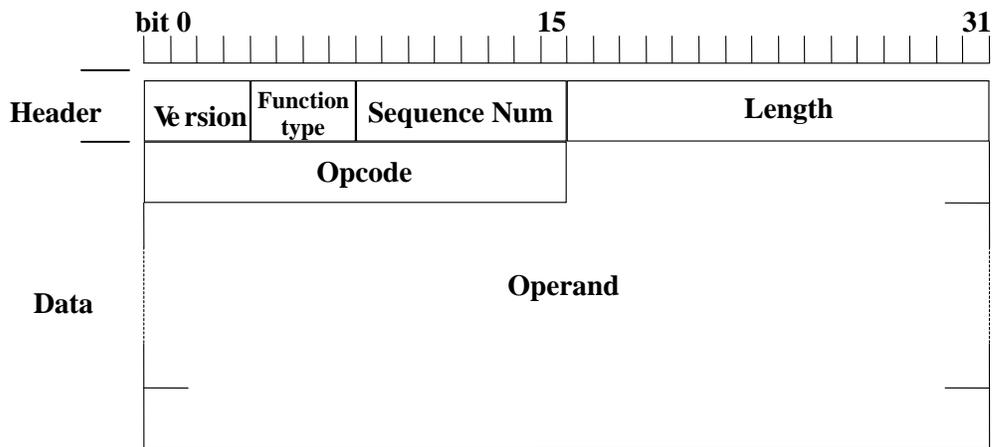


Figure 28: AV/C message packet format

The function types in the AVC message are listed in Table 11.

Table 11: Function type

Function type
Connection management
Device control
A/V clock regeneration
Content protection
HDMI pass through
Reserved

The messages used for AV/C are listed in Table 12.

Table 12: Connection control opcodes

Operation code type
DEVICE_CAPABILITY_REQUEST
DEVICE_CAPABILITY_RESPONSE
CONNECT_REQUEST
CONNECT_RESPONSE
DISCONNECT_NOTIFY
STREAM_START_NOTIFY
OUTPUT_FORMAT_NOTIFY
FAST_FORMAT_ADAPATATION_REQUEST
FAST_FORMAT_ADAPTATION_RESPONSE
Reserved

10.4 AV stream control sequence

10.4.1 Overview

Figure 29 shows a basic sequence between a Station (Source) and a Coordinator (Sink) after the Station is associated in a WVAN until it starts transmission of AV data in case that a Station (Sink) initiates connection process.

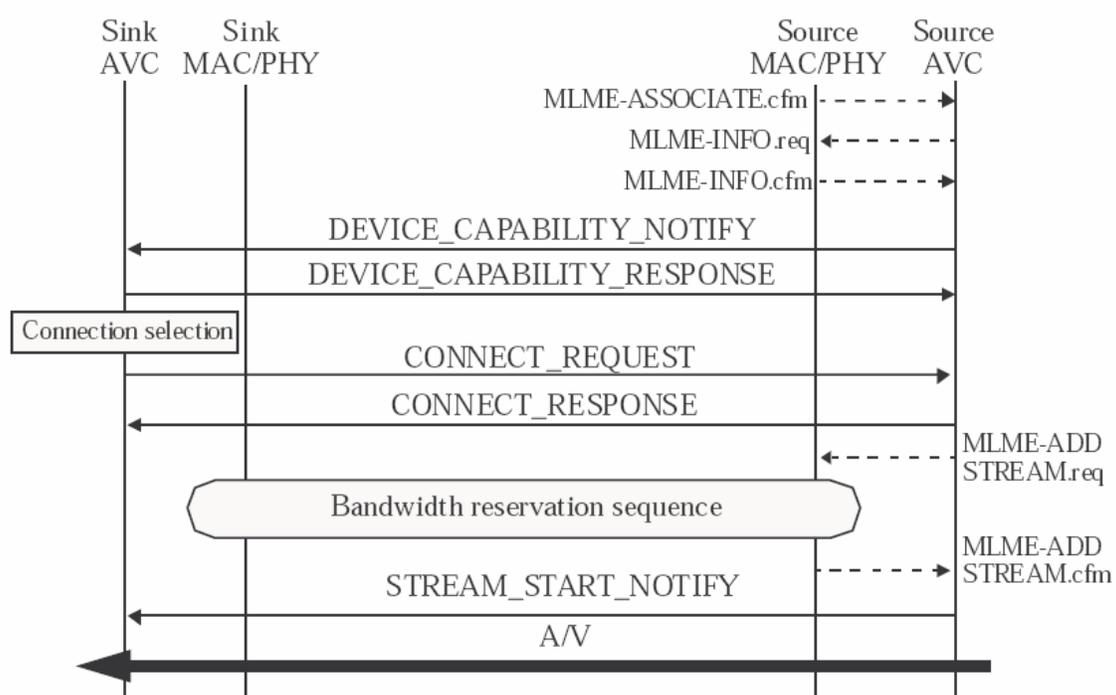


Figure 29: Connection control basic sequence

10.4.2 Device capability definition

The device capabilities contain the following information:

- Wireless type – one of HRRX, HRTX, HRTR or HR0
- Device category – for example, DTV, DVD player, STB, etc.
- Manufacturer name
- Device name – used to identify devices for the user in the WVAN
- Version of the specification
- Video source and/or sink capabilities
- Audio source and/or sink capabilities
- AVC capabilities – fast connect, HDMI pass through, fast video format adaptation, and fast audio format adaptation
- Supported video and/or audio formats

10.4.3 Device capability request procedure

A Device in the WVAN may request that other Devices notify of it of their capabilities.

All Devices have device capabilities such as wireless type (HRRX, HRTX, HRTR, HR0).

The types of capabilities that can be requested are:

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- Device info
- Device name
- MAC address
- Supported format
- Vendor dependent information

The supported format information may contain one or more of the following types of format information:

- Video format information
- Audio format information
- Speaker allocation, i.e., the positions of the speakers in a multi-channel system
- Detailed timing information – specific information for video formats
- Maximum video buffer
- Maximum audio buffer

This message exchange for device capabilities is illustrated in Figure 30.

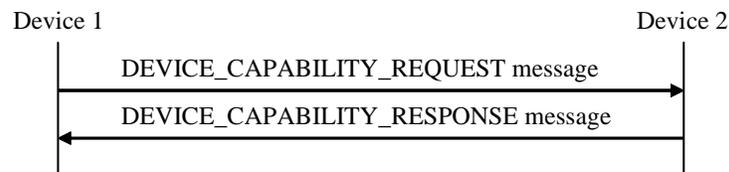


Figure 30: Message sequence for device capability request procedure

10.4.4 Connection procedure

Before starting the transmission of A/V data between a Source and a Sink, the Source reserves the bandwidth required for A/V data transmission and reserves ports between the Source and the Sink for A/V data transmission.

If the source initiates the connection procedure, it sends the `CONNECT_REQUEST` message to the Sink to confirm whether send A/V data to the Sink. When the Sink receives the `CONNECT_REQUEST` message, the Sink sends a `CONNECT_RESPONSE` message which includes the result of the request. The Sink may also respond with its supported formats in the response message.

If the Sink initiates the connection, it sends the CONNECT_REQUEST message to the Source with the SinkPort and to reserve the SrcPort. If supported, the Sink may also include its supported formats in the request message. After the Source receives the CONNECT_REQUEST message, the Source reserves the SrcPort for A/V data transmission with the SinkPort. After the Source completes the SrcPort reservation, the Source sends a CONNECT_RESPONSE message and performs the bandwidth reservation process.

The Source may also request the supported format of the Sink. In that case, the Sink will respond with a DEVICE_CAPABILITY_RESPONSE message.

Both the Source and the Sink may disconnect a stream. In either case, the Source will be responsible for ending the stream allocation using the stream termination procedure.

Figure 31 illustrates a source initiated connection sequence.

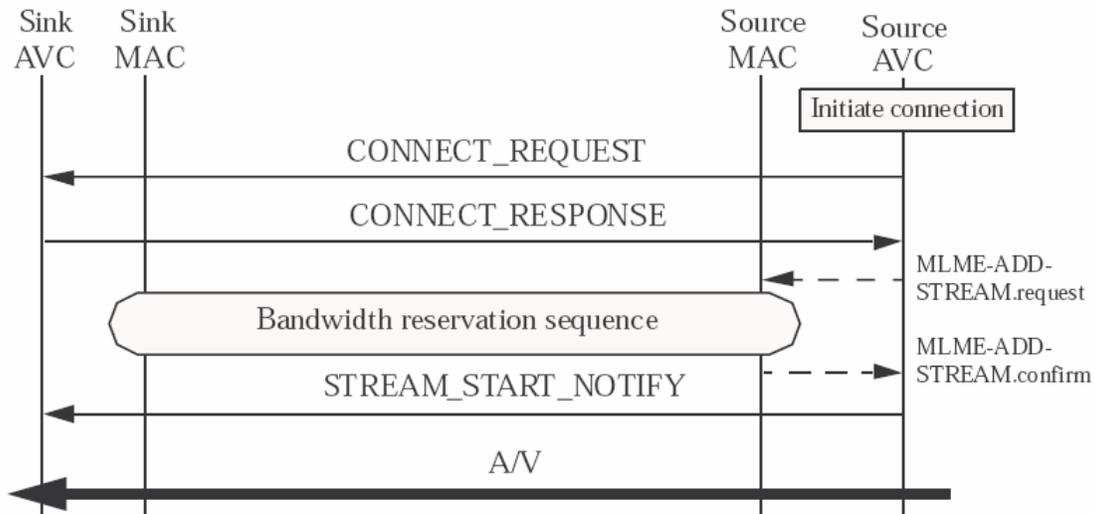


Figure 31: Message sequence for source initiated connection

Figure 32 shows the sequence of messages for a source initiated connection when the source is not requesting format information from the sink.

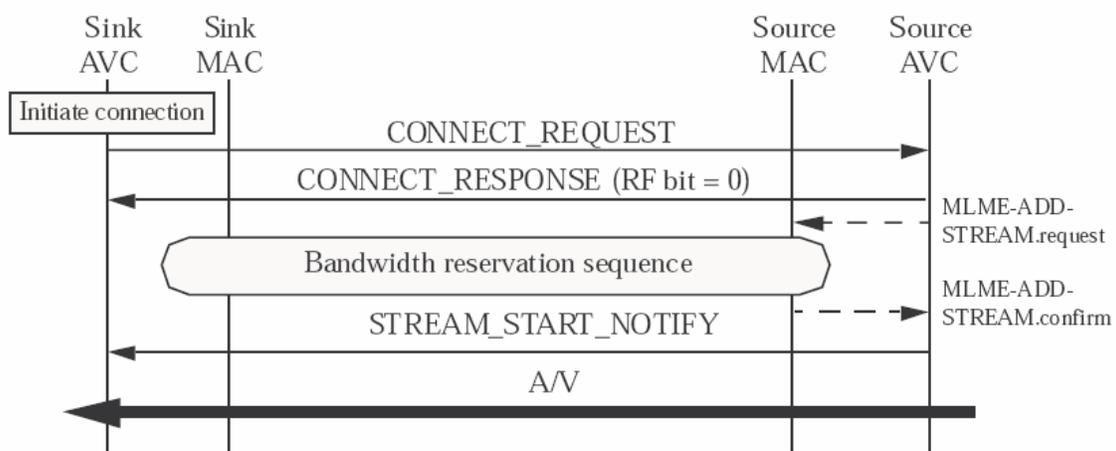


Figure 32: Message sequence for sink initiated connection with the source not requesting format information from the sink

Figure 33 shows the sequence of messages for a source initiated connection when the source is requesting format information from the sink.

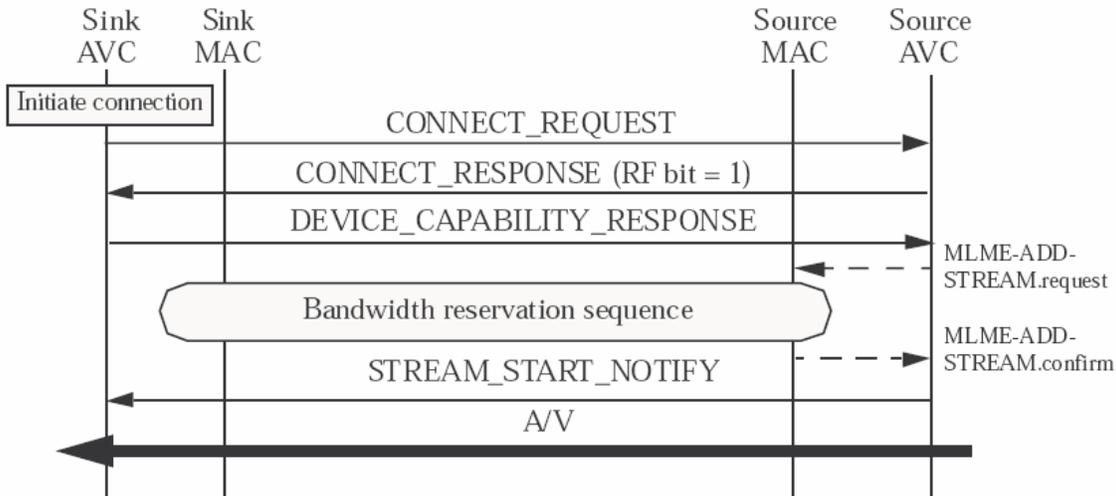


Figure 33: Message sequence for sink initiated connection with the source requesting format information from the sink

Figure 34 illustrates the message sequence for a Source initiated disconnection procedure

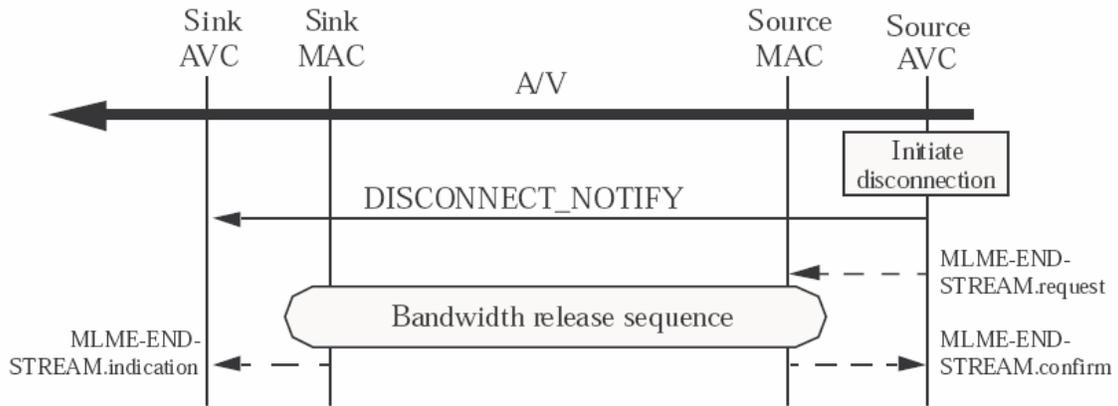


Figure 34: Message sequence for a Source initiated disconnection procedure

Figure 35 illustrates the message sequence for a Sink initiated disconnection procedure.

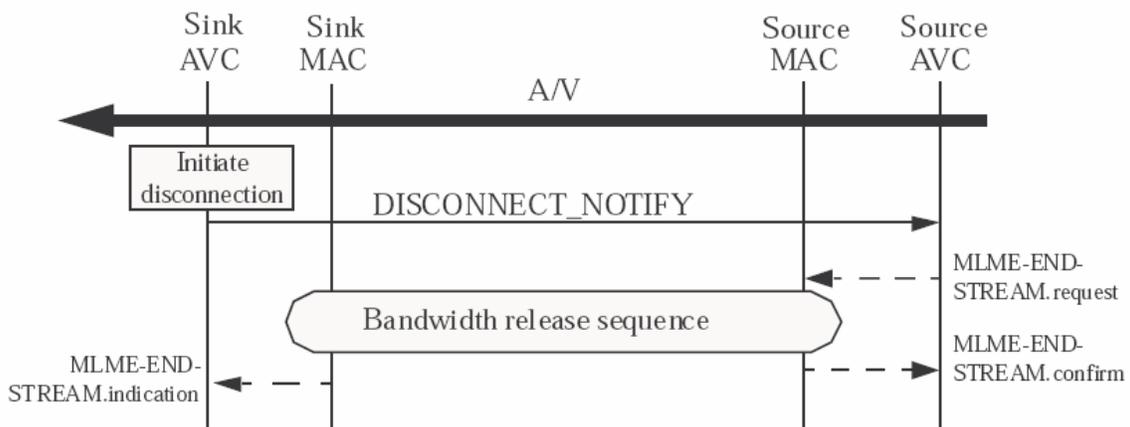


Figure 35: Message sequence for Sink initiated disconnection

10.4.5 Output format data transmission procedure

Before a Source starts the transmission of A/V data, the Source may send output format data which includes the video format and audio format to the Sink. This process is illustrated in Figure 36.



Figure 36: Message sequence for output format data transmission procedure

10.4.6 A/V stream transmission procedure

In the connection procedures, a SrcPort of a Source is linked to a SinkPort of a Sink. The Source sends the A/V stream data input through its SrcPort to the SinkPort of the Sink device which is linked to the SrcPort. Figure 37 shows an example of A/V transmission procedure. In this example, when audio and video data in input to SrcPort 0, destination STID of audio and video data is set to one and destination port of audio and video data is set to SinkPort 0.

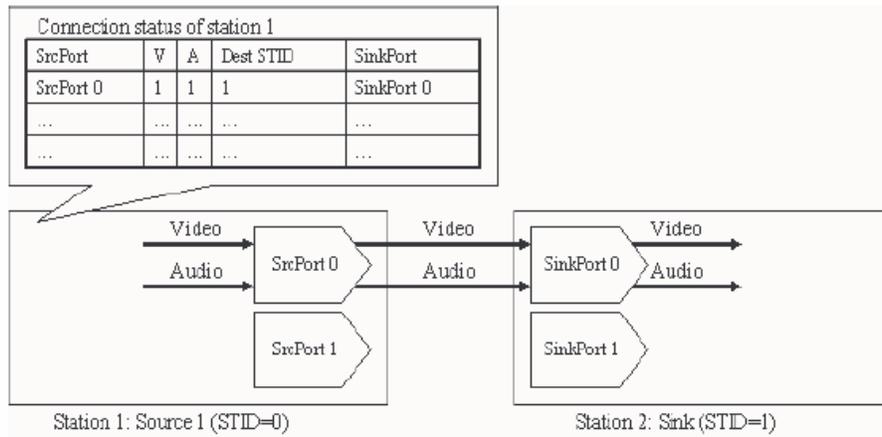


Figure 37: Example of A/V transmission procedure

10.4.7 Output format switching procedure

Figure 38 shows a sample sequence of the output format switching procedure. For A/V transmission, if link quality degraded, the MAC layer informs the AVC of the degradation of link quality by MLME-LINK-QUALITY-CHANGE.indication. If needed, the AVC stops the video streaming. The AVC determines the change of transmission

video format requiring lower data rate. Then AVC sends MLME-CHANGE-STREAM.request to request the MAC layer to change the parameters of the lower layer. Before the Source restarts video data transmission, it sends the OUTPUT_FORMAT_NOTIFY message which includes AVI InfoFrame to the Sink.

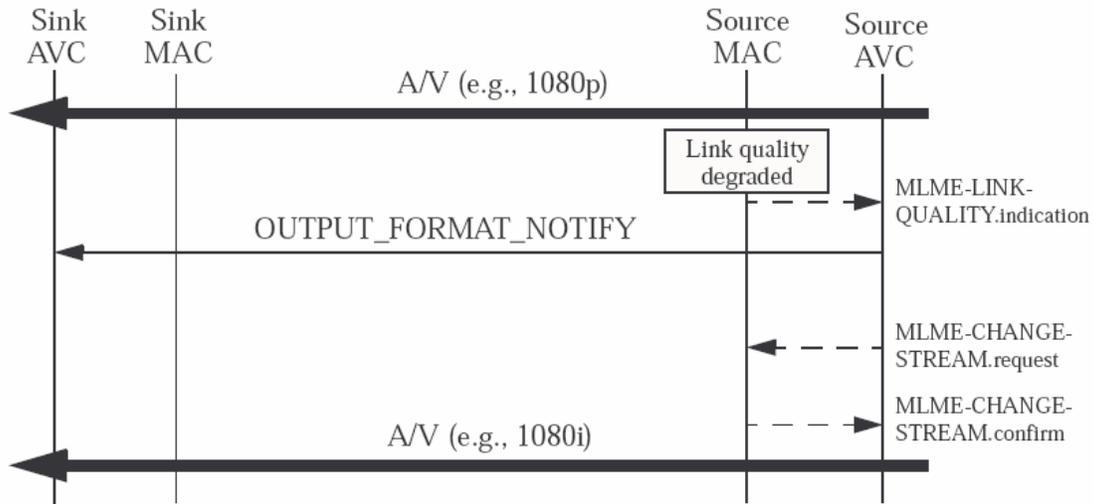


Figure 38: Example output format switching procedure

10.5 Device control (DEVCTL)

10.5.1 Overview

DEVCTL is a protocol that provides high-level control functions between all of the various audiovisual products in a user's environment. End user features include:

- **One Touch Play** – Allows a device to be played and become the active source with a single button press.
- **System Standby** – Enables the user to switch all devices to standby with one button press.
- **One Touch Record** – Offers a What You See Is What You Record (WYSIWYR) facility, meaning that whatever is shown on the display is recorded on a selected recording device.
- **Timer programming** – Allows the user to program the timers in a Recording Device from an EPG running on a TV or STB.
- **Deck Control** – Enables a device to control (e.g. play, fast forward etc.) and interrogate a playback device (a deck).

- **Tuner Control** – Allows a device to control the tuner of another device.
- **Device Menu Control** – Enables a device to control the menu of another device by passing through user interface commands.
- **Remote Control Pass Through** – Enables remote control commands to be passed through to other devices within the system.
- **Audio Amplifier Control** – Enables a device to control the audio configuration of another device.

Supporting Features

- **Device OSD Name Transfer** – Enables devices to upload their preferred OSD name to the display. The display can then use this name in any menus associated with that device.
- **Device Power Status** – Allows the current power status of a device to be discovered.
- **OSD Display** – Enables a device to use the on-screen display of the display to display text strings.
- **System Information** – Queries the system to determine device addresses and language.
- **Vendor Specific Commands** – Allows a set of vendor-defined commands to be used between devices of that vendor.
- **Audio rate control** – Allows an Audio amplifier to fractionally increase or decrease the playback rate of an audio source.

10.6 Content protection message communication function

In general, content protection specifications include the authentication, key exchange for encryption, and other messages exchange. Two messages are provided to provide a means of message transaction between content protection entities of devices, CP_CONTROL_COMMAND and CP_CONTROL_RESPONSE.

10.7 HDMI pass through mode

HDMI pass through mode is an optional feature that allows a WirelessHD device, referred to as a pass through (PT) WirelessHD device, to send HDMI messages to another PT WirelessHD device. The messages and opcodes used for HDMI passthrough mode are listed in Table 13.

Table 13: HDMI pass through opcodes

Operation code type
PASS_THROUGH_REQUEST
PASS_THROUGH_RESPONSE
EDID_REQUEST
EDID_RESPONSE
DATA_ISLAND_NOTIFY
CEC_NOTIFY
CEC_NACK
LOG_ADDR_TABLE_NOTIFY
HPD_NOTIFY
Reserved

The message formats for the HDMI pass through mode are defined as optional features, while the use of these messages is described in the informative appendix.

11 Audio and video formats

11.1 Video format requirements

All WirelessHD systems support a common set of video modes to ensure a basic level of interoperability. The requirements are:

- A WirelessHD Source that accepts 60Hz video formats supports the 720x480p @ 59.94/60Hz video format.
- A WirelessHD Source that accepts 50Hz video formats supports the 720x576p @ 50Hz video format.
- A WirelessHD Sink that accepts 60Hz video formats supports the 720x480p @ 59.94/60Hz video format.
- A WirelessHD Sink that accepts 50Hz video formats supports the 720x576p @ 50Hz video format.
- A WirelessHD Sink that accepts 60Hz video formats, and that supports HDTV capability, supports 1280x720p @ 59.94/60Hz or 1920x1080i @ 59.94/60Hz video format.
- A WirelessHD Sink that accepts 50Hz video formats, and that supports HDTV capability, supports 1280x720p @ 50Hz or 1920x1080i @ 50Hz video format.
- A compliant WirelessHD implementation that supports a video mode on any of its outputs supports that video mode across the WirelessHD interface.

- A compliant WirelessHD device supports RGB 4:4:4, YCbCr 4:2:2 and YCbCr 4:4:4 colorspace in all of the resolutions that it supports. Compliant WirelessHD devices may support color depths of 24, 30, 36 and/or 48 bits per pixel. All WirelessHD devices support 24 bits per pixel.

11.2 Audio format requirements

A compliant WirelessHD implementation that supports audio source or sink functionality at a minimum supports linear PCM format with 16 bits per sample at sampling frequencies of 32 kHz, 44.1 kHz, and 48 kHz.

Each audio sub-packet contains the playback time for the samples to enable synchronized playback. Audio sub-packet formats are defined for IEC 60958-1, One Bit Audio and DST Audio.

11.3 Source processor subsystem

The source processor subsystem formats the A/V data prior to transferring it to the MAC in order to enhance the quality of the A/V data that is transmitted. The reference model of the A/V packetizer is illustrate in Figure 39

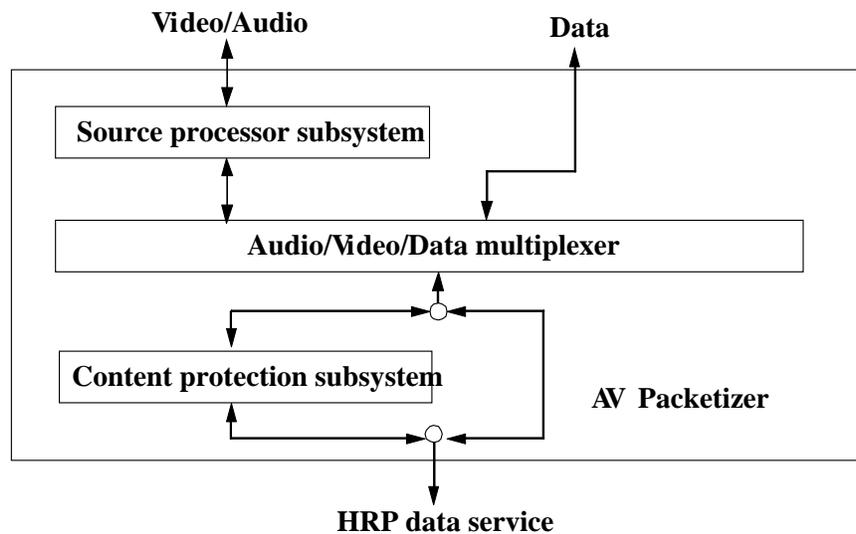


Figure 39: Reference model of A/V packetizer

11.4 Clock synchronization

The purpose of the clock synchronization is to synchronize video clock and audio clock between devices in WVAN are described. The media can be regenerated by precisely maintaining the relation of A/V clock timing between the source device and the sink device. Clock synchronization provides the following capabilities:

- Pixel clock regeneration
- Audio clock regeneration
- AV synchronization (Lipsync)

11.4.1 Pixel clock regeneration

The pixel clock regeneration is provided by inserting a time stamp into the each packet.

11.4.2 Audio clock regeneration

In many video source devices, the audio clock and pixel clock are generated from a common clock, for example 27 MHz. In this case, because these two clocks have synchronized, the audio clock is generable from the pixel clock. However, if the audio clock and the video clock are asynchronous, it is possible to regenerate it by using the time stamp that works with the audio clock.

11.4.3 AV synchronization (lipsync)

Some common home theater device configurations will render the audio in a device other than the TV. In these configurations, the video processing latency of the TV may cause perceptible lipsync issues to the user. These issues can be corrected by delaying the audio to compensate for the video processing latency.

12 Security

12.1 User data privacy (informative)

In order to ensure the privacy of data owned by users of WirelessHD implementations, a security suite is defined in this specification that provides the following security services:

- Authentication and key establishment – The identity of both Stations is mutually assured using public-key cryptography and a secret key is established between the Stations.
- Beacon protection – The beacon contents are cryptographically authenticated.
- Command protection – Each command is encrypted and its contents are cryptographically authenticated (except for the association commands).
- Key distribution – A secure method for updating the data keys between devices.
- Freshness protection – A strictly increasing secure frame counter is used to prevent the replay of old messages.
- Data privacy – Data is encrypted to prevent unauthorized users from viewing the data
- Data integrity – The integrity of the data is cryptographically authenticated for both the source and content.

These privacy methods are achieved using three main functions:

- A four-pass public key exchange
- An encryption algorithm
- A cryptographic integrity calculation

The public key, encryption and integrity calculations are specified by the security suite. This specification supports the use of one or more security suites, but only one is defined for this revision of the specification.

There are three roles in the security process, domain manager (DM), security manager (SM) and Station. The DM is selected by the user to authorize all Stations in the secure WVAN. The security manager role is provided by the Coordinator.

A secure WVAN is one in which the Coordinator requires that all Stations that join the WVAN successfully authenticate with the Coordinator. In addition, all Stations in the

WVAN have a common symmetric group key that is used for encryption and data integrity.

12.2 Content protection

Content Protection capability is recommended for all WirelessHD compliant devices, and its implementations using Digital Transmission Content Protection (DTCP) are authorized by WirelessHD in the form expected to be specified by the Digital Transmission License Administrator, LLC (DTLA).

13 Appendix

13.1 HDMI pass through mode (informative)

The HDMI pass through mode is available in an HDMI pass through WirelessHD (PT WirelessHD) device. In HDMI pass through mode, EDID, some Data Island Packets and CEC messages are passed through the WirelessHD link.

In HDMI pass through mode, a single PT WirelessHD device is connected to another single PT WirelessHD device with a proprietary connection. HDMI pass through mode does not connect with normal mode.

Figure 401 shows an example of communication between HDMI devices via WirelessHD.

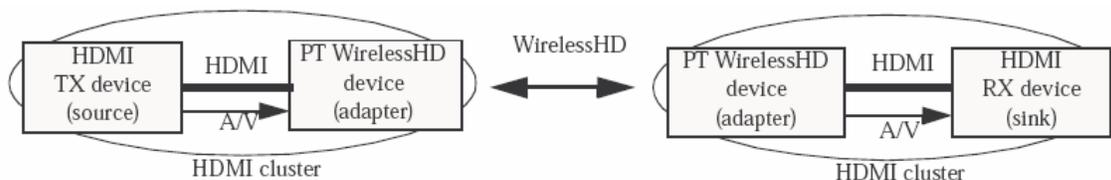


Figure 40: Example of communication between HDMI devices via WirelessHD

13.1.1 Pass through connection establishment/cancellation

When a PT WirelessHD Device, the originator, requests that another PT WirelessHD Device, the target, establish or cancel a pass through connection, the originator sends a PASS_THROUGH_REQUEST message to the target. When the target receives the PASS_THROUGH_REQUEST message, the target sends the PASS_THROUGH_RESPONSE message which includes the result of the request. If the target accepts the request, the target sets the Result Code field to "success". Otherwise, the target sets the Result Code field to "failure".

If PT WirelessHD Device has disassociated from WVAN, the passthrough connection is cancelled.

13.1.2 Address assignment

PT WirelessHD devices and HDMI devices communicate with each other using logical addresses. Logical addresses are updated with the LOG_ADDR_TABLE_NOTIFY message. Figure 41 shows an example of logical address (LA) assignment.

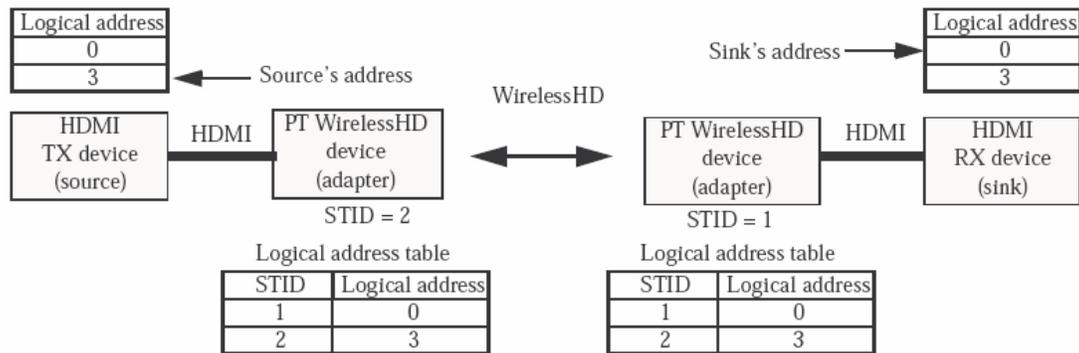


Figure 41: Example of logical address assignment

13.1.3 EDID transmission

When a PT WirelessHD Device, the originator, has read the EDID, the originator sends the HPD_NOTIFY message to the other PT WirelessHD Device, the target, to indicate that a pass through connection has established. When the target receives the

HPD_NOTIFY message, the target sends the EDID_REQUEST message to the originator. When the originator receives the EDID_REQUEST message, the originator sends the EDID_RESPONSE message. When the target receives the EDID_RESPONSE message and its EDID is available for reading, the target asserts high voltage level on its Hot Plug Detect pin.

When a PT WirelessHD Device, the originator, detects HPD deassertion, the originator sends the HPD_NOTIFY message to the other PT WirelessHD Device, the target, with which it has established a pass through connection. When the target receives the HPD_NOTIFY message the originator deasserts low voltage level on its Hot Plug Detect pin.

13.1.4 TMDS Data Island packet transmission

When an PT WirelessHD Device receives the TMDS signal from the Source, it retrieves the Data Island Packets from the Data Island. If the information included in AVI InfoFrame or Audio InfoFrame is different from the previous one, the PT WirelessHD Device sends the DATA_ISLAND_NOTIFY message including the AVI InfoFrame and the Audio InfoFrame to the PT WirelessHD Device with which the pass through connection was established.

When the PT WirelessHD Device receives other Data Island Packet, it sends the DATA_ISLAND_NOTIFY message including the received Data Island Packet.

13.1.5 Command pass through

All PT WirelessHD devices have the following functions:

- Message fragment – A PT WirelessHD device fragments a CEC message on the CEC bus into CEC_NOTIFY messages. It also defragments CEC_NOTIFY messages that it receives into a CEC message on the CEC bus.
- Proxy ACK – A PT WirelessHD device acknowledges to the CEC message instead of destination device.
- CEC Routing – A PT WirelessHD device delivers a CEC unicast message to a destination device by unicast transmission.

13.1.6 CEC message transmission

When an PT WirelessHD device receives the CEC message whose length is greater than 7 octets on CEC bus, the PT WirelessHD device fragments the received CEC message to several CEC_NOTIFY messages.

13.1.7 Proxy ACK

When an PT WirelessHD device receives a CEC message from a device which exists in same HDMI cluster, the PT WirelessHD device checks whether the destination address of the CEC message exists in same HDMI cluster (i.e., that the wired flag is set to one) and whether the destination address of the CEC message exists in the logical address table. If the destination address of the CEC message does not exist in same HDMI cluster (i.e., the wired flag is zero) and it exists in the logical address table, the PT WirelessHD device acknowledges the CEC message instead of the destination device. Otherwise the PT WirelessHD device does not acknowledge the CEC message.

13.1.8 CEC Routing

When the destination device is connected to same HDMI cluster, the PT WirelessHD device does not send the CEC message from a device which is connected to same HDMI cluster to the wireless interface. When the PT WirelessHD device receives a CEC message from wireless interface and destination device does not exist in the same HDMI cluster and the destination address is not broadcast, it will output the CEC message to HDMI cluster.