Standard ECMA-340

3rd Edition / June 2013

Near Field Communication - Interface and Protocol (NFCIP-1)

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Introduction

This Standard specifies the interface and protocol for simple wireless communication between close coupled devices. These Near Field Communication (NFC) devices communicate with bit rates of 106, 212, and 424 kbit/s.

This NFC Interface and Protocol (NFCIP-1) standard allows, but does not specify, applications in network products and consumer equipment.

Compared to the 2nd edition of Standard ECMA-340 (published in December 2004), this 3rd edition:

- corrects editorial mistakes;
- enables the use of NFC-SEC (ECMA-385); and
- refers to ISO/IEC 14443 and ISO/IEC 15693.

This 3rd edition is fully aligned with the 2nd edition of ISO/IEC 18092:2013.

This Ecma Standard has been adopted by the General Assembly of June 2013.

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Near Field Communication - Interface and Protocol (NFCIP-1)

1 Scope

This International Standard defines communication modes for Near Field Communication Interface and Protocol (NFCIP-1) using inductive coupled devices operating at the centre frequency of 13,56 MHz for interconnection of computer peripherals. It also defines both the Active and the Passive communication modes of Near Field Communication Interface and Protocol (NFCIP-1) to realize a communication network using Near Field Communication devices for networked products and also for consumer equipment. This Standard specifies, in particular, modulation schemes, codings, transfer speeds, and frame format of the RF interface, as well as initialisation schemes and conditions required for data collision control during initialisation. Furthermore, this Standard defines a transport protocol including protocol activation and data exchange methods.

Information interchange between systems also requires, at a minimum, agreement between the interchange parties upon the interchange codes and the data structure.

2 Conformance

A system implementing the Active and the Passive communication mode shall be in conformance with this Standard if it meets all the mandatory requirements specified herein.

It may also implement the NFC-SEC Option as specified ECMA-385.

3 Normative references

The following referenced documents are indispensable for the application of this document. For dated references, only the edition cited applies. For undated references, the latest edition of the referenced document (including any amendments) applies.

ECMA-385, *NFC-SEC: NFCIP-1 Security Services and Protocol*

ITU-T V.41:1988, *Code-independent error-control system*

ISO/IEC 14443-2:2010, *Identification cards — Contactless integrated circuit cards — Proximity cards — Part 2: Radio frequency power and signal interface*

ISO/IEC 14443-3:2011, *Identification cards — Contactless integrated circuit cards — Proximity cards — Part 3: Initialization and anticollision*

ISO/IEC 14443-4:2008, *Identification cards — Contactless integrated circuit cards — Proximity cards — Part 4: Transmission protocol*

4 Terms and definitions

For the purposes of this document, the following terms and definitions apply.

4.1
active communication mode
mode in which both the Initiator and the Target use their own RF field to enable the communication

4.2
ASK modulation
Amplitude Shift Keying, in which the amplitude of the carrier frequency is modulated according to the logic of the data to be transmitted

4.3
Binary Coded Decimal
BCD
system for representing each of the decimal numbers 0 to 9 by a four-bit binary code

NOTE The bits, from left to right, are worth 8, 4, 2 and 1 respectively in decimal, so for example the number 6 in BCD is 0110.

4.4
collision
transmission by two or more Targets or Initiators during the same time period, such that the Initiator or the Target is unable to distinguish from which Target the data originated

4.5
frame
sequence of data bits and optional error detection bits, with frame delimiters at start and end

4.6
$\boldsymbol{H_{\mathrm{Threshold}}}$
the threshold value to detect an external RF field

4.7
initiator
generator of the RF field and starter of the NFCIP-1 communication

4.8
load modulation
process of amplitude modulating a radio frequency field by varying the properties of a resonant circuit placed within the radio frequency field

4.9
lsb first
least significant bit first, indicating a serial data transmission system that sends lsb before all other bits

4.10
LSB first
Least Significant Byte first, indicating a serial data transmission system that sends LSB before all other bytes

4.11
Manchester coding
method of bit coding whereby a logic level during a bit duration is represented by a sequence of two defined physical states of a communication medium

4.12
modulation index
signal amplitude ratio of [*peak – minimum]* / [*peak* + *minimum*]

4.13
msb first
most significant bit indicating a serial data transmission system that sends the msb before all other bits

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4.14
MSB first
Most Significant Byte indicating a serial data transmission system that sends the MSB before all other bytes

4.15
NFCIP-1 device
entity

4.16
NFC Identifier
NFCID*n*
a randomly generated number used by the RF Collision Avoidance and Single Device Detection sequence for both the Active and the Passive communication modes

4.17
NFC-SEC
NFCIP-1 Security Services and Protocol as specified in ECMA-385

4.18
passive communication mode
when the Initiator is generating the RF field and the Target responds to an Initiator command in a load modulation scheme

4.19
RF Collision Avoidance
RFCA
method to detect the presence of a RF field based on the carrier frequency and method to detect and resolve collisions on protocol level

4.20
SAK
select acknowledge [ISO/IEC 14443-3]

NOTE SAK replaces the SEL_RES [ECMA-340 2nd edition].

4.21
sensing
NFCIP-1 device in the Active communication mode expecting a Response to a Request it has sent on the RF field to detect the start of communication to receive the Request

4.22
Single Device Detection
SDD
algorithm used by the Initiator to detect one out of several Targets in its RF field (anti-collision [ISO/IEC 14443-3])

4.23
target
responds to Initiator command either using load modulation scheme (RF field generated by Initiator) or using modulation of self generated RF field

4.24
time period
defines the number of slots used for RF Collision Avoidance

4.25
time slot
method of preparing a time window when a Target answers, and assigning and identifying two or more logic channels

4.26
transaction
initialisation, data exchange and device de-selection

5.1 Representation of numbers

The following conventions and notations apply in this document unless otherwise stated.

- Letters and digits in single quotation mark represent numbers in hexadecimal notation.
- The setting of bits is denoted by ZERO or ONE.
- Numbers in binary notation and bit patterns are represented by strings of digits 0 and 1 shown with the most significant bit to the left. Within such strings, X may be used to indicate that the setting of a bit is not specified within the string. For example (XXXX)b.

5.2 Names

The names of basic elements, e.g. specific fields, are written with a capital initial letter.

6 Abbreviated terms

ALL_REQ	Wake up ALL Request
ASK	Amplitude Shift Keying
ATR	Attribute Request and Attribute Response
ATR_REQ	Attribute Request
ATR_RES	Attribute Response
BCD	Binary Code Decimal
BRi	Receiving bit duration supported by Initiator
BRt	Receiving bit duration supported by Target
BSi	Sending bit duration supported by Initiator
BSt	Sending bit duration supported by Target
CMD	Command
CRC	Cyclic Redundancy Check
D	Divisor
DEP	Data Exchange Protocol Request and Data Exchange Protocol Response
DEP_REQ	Data Exchange Protocol Request
DEP_RES	Data Exchange Protocol Response
DIDi	Initiator Device ID
DIDt	Target Device ID
DRi	Data rate Received by Initiator
DRt	Data rate Received by Initiator
DSi	Data rate Send by Initiator
DSL	Deselect Request and Deselect Response
DSL_REQ	Deselect Request
DSL_RES	Deselect Response
DSt	Data rate Send by Target
etu	elementary time unit
fc	Frequency of operating field (carrier frequency)
fd	Baseband frequency of Manchester coding
fs [ISO/IEC 14443-2]	Subcarrier
FRT	Frame Response Time
Gi	Optional information field for Initiator
Gt	Optional information field for Target
HLTA [ISO/IEC 14443-3]	HaLT command, Type A
ID	Identification number
lsb	least significant bit

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LSB	Least Significant Byte
MI	Multiple Information link for Data Exchange Protocol
msb	most significant bit
MSB	Most Significant Byte
NAD	Node Address
NFCID1	*fc*/128 UID
nfcid1*n*	Byte number *n* of NFCID1
NFCID2	Random ID for SDD in Passive communication mode at *fc*/64 and *fc*/32 bit rates
nfcid2*n*	Byte number n of the Random Identifier NFCID2
NFCID3	Random ID for transport protocol activation
nfcid3*n*	Byte number n of the Random Identifier NFCID3
P	Odd parity bit
PA	Preamble
PCD	Proximity Coupling Device [ISO/IEC 14443-2]
pdu	protocol data unit
PFB	Control information for transaction
PICC	Proximity Card or object [ISO/IEC 14443-2]
PNI	Packet Number Information
PPi	Protocol Parameters used by Initiator
PPt	Protocol Parameters used by Target
PSL	Parameter Selection Request and Parameter Selection Response
PSL_REQ	Parameter Selection Request
PSL_RES	Parameter Selection Response
RF	Radio Frequency
RFCA	RF Collision Avoidance
RFU	Reserved for Future Use
RLS	Release Request and Release Response
RLS_REQ	Release Request
RLS_RES	Release Response
RWT	Response Waiting Time
SB	Start byte for data exchange protocol at *fc*/128
SDD	Single Device Detection (anti-collision)
SEL_CMD	Select Command byte
SYNC	Synchronisation pattern
TO	Timeout value
UID	Unique Identifier [ISO/IEC 14443-3]
WT	Waiting Time
WUP	Wakeup Request and Wakeup Response
WUP_REQ	Wakeup Request
WUP_RES	Wakeup Response

7 General

NFCIP-1 Targets and Initiators shall implement both the Active and the Passive communication modes.

In the Active communication mode, both the Initiator and the Target use their own RF field to communicate. The Initiator starts the NFCIP-1 transaction. The Target responds to an Initiator command in the Active communication mode by modulating its own RF field.

In the Passive communication mode, the Initiator generates the RF field and starts the transaction. The Target responds to an Initiator command in the Passive communication mode by modulating the Initiators' RF field which is referred to as load modulation.

This Standard specifies requirements for modulation, bit rates and bit coding. In addition it specifies requirements for the start of communication, the end of communication, the bit and byte representation, the framing and error detection, the single device detection, the protocol and parameter selection and the data exchange and de-selection of Near Field Communication Interface and Protocol (NFCIP-1) devices.

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Transactions start with device initialisation and end with device de-selection. Initiators and Targets exchange commands, responses and data in alternating or half duplex communication.

NFCIP-1 devices are capable to start transactions at bit rates of *fc*/128, *fc*/64 and *fc*/32. Initiators select one of those bit rates to start a transaction and they may change the bit rate using PSL_REQ/PSL_RES commands during a transaction.

The mode (Active or Passive) shall not be changed during one transaction.

8 RF field

8.1 Values

fc is 13,56 MHz.

H_{min} is 1,5 A/m (rms).

H_{max} is 7,5 A/m (rms).

$H_{Threshold}$ is 0,1875 A/m (rms).

8.2 Passive communication Mode

The Initiator shall generate field strength of at least H_{min} and not exceeding H_{max} at manufacturer specified positions (i.e. operating volume) under un-modulated conditions.

The Target shall operate continuously between H_{min} and H_{max}.

8.3 Active communication Mode

An Initiator and a Target shall alternately generate a RF field of at least H_{min} and not exceeding H_{max} at manufacturer specified positions (i.e. operating volume) under un-modulated conditions.

8.4 External RF field detection

NFCIP-1 devices shall detect external RF fields at *fc* with field strength higher than $H_{Threshold}$.

9 RF Signal Interface

9.1 Bit duration

One *etu* equals 128/(D × *fc*), where the values of the divisor D depend on the bit rate and communication mode, see Table 1.

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Table 1 — Divisor D

Communication Mode	bit rate	Divisor D
active or passive	*fc*/128 (~106 kbit/s)	1
active or passive	*fc*/64 (~212 kbit/s)	2
active or passive	*fc*/32 (~424 kbit/s)	4
Active	*fc*/16 (~848 kbit/s)	8
Active	*fc*/8 (~1695 kbit/s)	16
Active	*fc*/4 (~3390 kbit/s)	32
Active	*fc*/2 (~6780 kbit/s)	64

NOTE 1 The Initiator selects the communication mode (either Active or Passive) and bit rate (*fc*/128, *fc*/64 or *fc*/32 specified by the following clauses).

NOTE 2 This Standard does not specify the modulation and the bit coding beyond the bit rate of *fc*/32.

9.2 Active communication mode

Targets and Initiators shall comply with the following specifications for both communication directions, i.e. Initiator to Target and Target to Initiator.

9.2.1 Requirements for *fc*/128

9.2.1.1 Bit rate

The bit rate for the transmission during initialisation and single device detection shall be *fc*/128.

9.2.1.2 Modulation

See 8.1.2.1 of ISO/IEC 14443-2. During transmission, both the Initiator and the Target shall conform to PCD values. During reception, both the Initiator and the Target shall conform to PICC values.

9.2.1.3 Bit representation and coding

See 8.1.3 of the ISO/IEC 14443-2 for a bit rate of *fc*/128.

9.2.1.4 Byte transmission

Initiators and targets shall transmit bytes with the lsb first.

9.2.2 Requirements for *fc*/64 and *fc*/32

9.2.2.1 Bit rates

The bit rates for the transmission during initialisation and single device detection shall respectively be *fc*/64 or *fc*/32.

9.2.2.2 Modulation

See 9.1.2 of ISO/IEC 14443-2 for the bit rate of *fc/*64 and *fc*/32. During transmission, both the Initiator and the Target shall apply the PCD values. During reception, both the Initiator and the Target shall apply the PICC values.

NOTE The modulation index range is stricter than that in ECMA-340 2nd edition (2004).

The Target should accept a modulation index range from 8 % to 30 % to operate with Initiators compliant to ECMA-340 2nd edition (2004) using a modulation index higher than 14 %.

9.2.2.3 Bit representation and coding

Manchester bit encoding shall be employed as illustrated in Figure 1 and Figure 2.

Bit coding format is Manchester with logic levels defined as:

— Logic “ZERO”: The first half of the bit duration is carrier low field amplitude, and the second half of the bit duration shall be carrier high field amplitude (no modulation applied).

— Logic “ONE”: The first half of the bit duration is carrier high field amplitude (no modulation applied), and the second half of the bit duration shall be carrier low field amplitude.

Reverse polarity in amplitude shall be permitted. Polarity shall be detected from the SYNC.

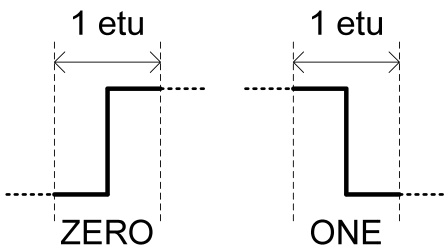

Figure 1 — Manchester bit encoding (obverse amplitude)

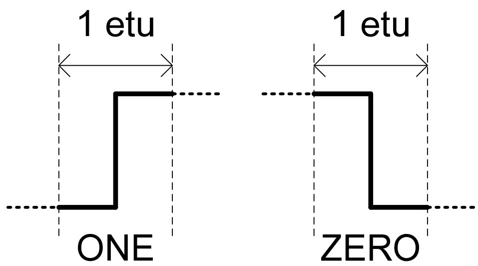

Figure 2 — Manchester bit encoding (reverse amplitude)

9.2.2.4 Byte transmission

Initiators and Targets shall transmit bytes with the msb first.

9.3 Passive communication mode

9.3.1 Initiator to Target requirements for *fc*/128

See 9.2.1.

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9.3.2 Target to Initiator requirements for *fc*/128

9.3.2.1 Bit rate

See 9.2.1.1.

9.3.2.2 Modulation

See 8.2.2 of ISO/IEC 14443-2.

9.3.2.3 Subcarrier Frequency

See 8.2.3 of ISO/IEC 14443-2.

9.3.2.4 Subcarrier modulation

See 8.2.4 of ISO/IEC 14443-2 for a bit rate of *fc*/128.

9.3.2.5 Bit representation and coding

See 8.2.5.1 of ISO/IEC 14443-2.

9.3.2.6 Byte transmission

Initiators and Targets shall transmit bytes with the lsb first.

9.3.3 Initiator to Target requirements for *fc*/64 and *fc*/32

9.3.3.1 Bit rate

See 9.2.2.1.

9.3.3.2 Modulation

See 9.1.2 of ISO/IEC 14443-2 for the bit rate of *fc*/64 and *fc*/32. During transmission, the Initiator shall apply the PCD values.

NOTE The modulation index range is stricter than that in ECMA-340 2nd edition (2004).

9.3.3.3 Bit representation and coding

See 9.2.2.3.

9.3.3.4 Byte transmission

See 9.2.2.4.

9.3.4 Target to Initiator requirements for *fc*/64 and *fc*/32

9.3.4.1 Bit rate

See 9.2.2.1.

9.3.4.2 Modulation

The Target shall be capable of communication to the Initiator via an inductive coupling area by using load modulation applied at *fc* of the Initiator's RF field with the PICC load modulation amplitude value specified in 8.2.2 of ISO/IEC 14443-2.The Initiator shall be able to receive a signal with load modulation amplitude as specified for the PCD reception in ISO/IEC 14443-2, 8.2.2.

NOTE The minimum load modulation amplitude value for the Target and Initiator has been modified from ECMA-340 2nd edition (2004).

9.3.4.3 Bit representation and coding

See 9.2.2.3.

9.3.4.4 Byte transmission

See 9.2.2.4.

10 General Protocol flow

The General Protocol flow between NFCIP-1 devices shall be conducted through the following consecutive operations:

— Any NFCIP-1 device shall be in Target mode initially and not generate an RF field, and shall wait for a command from an Initiator.

— The NFCIP-1 device may switch to Initiator mode and select either Active or Passive communication mode and transfer speed.

— Initiators shall test for external RF field presence and shall not activate their RF field if an external RF field is detected. See 8.4.

— If an external RF field is not detected, the Initiator shall activate its own RF field for the activation of Target.

— Exchange commands and responses in the same communication mode and the transfer speed.

Figure 3 shows the general initialisation and single device detection flow for the Active and the Passive communication mode at different transfer speeds.

The General Protocol flow describes the flow to initialise and select the Targets either in the Passive communication mode or in the Active communication mode using one of the chosen transfer speeds. RF Collision Avoidance is described in 11.1. Passive communication mode is described in 11.2. The initialisation and SDD for the bit rate of *fc*/128 is described in 11.2.1, initialisation and SDD for bit rates of *fc*/64 and *fc*/32 is described in 11.2.2. The Active communication mode is described in 11.3.

The Activation of the Protocol is described in 12.5. The Parameter Selection is described in 12.5.3. The Data Exchange Protocol is described in 12.6. The Deactivation is described in 12.7.

11 Initialisation

This section describes the initialisation and collision detection protocol for Targets in the Active and the Passive communication mode. The Initiator shall detect a collision that occurs, when at least two Targets simultaneously transmit bit patterns with one or more bit positions where they transmit complementary values.

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Figure 3 shows the general initialisation and Single Device Detection flow for the Active and the Passive communication mode at different transfer speeds.

Figure 3 — General initialisation and single device detection flow

11.1 RF Collision Avoidance

In order not to disturb any other NFC communication and any current infrastructure running on the carrier frequency, an Initiator for NFC communication shall not generate its own RF field as long as another RF field is detected.

11.1.1 Initial RF Collision Avoidance

To start communication with the Target device either in the Active or the Passive communication mode an Initiator shall sense continuously for the presence of an external RF field. See 8.4.

If the Initiator detects no RF field within the timeframe $T_{IDT} + n \times T_{RFW}$ then the Initiator shall switch its RF field on, else it shall restart Initial RF Collision Avoidance. The integer value of *n* shall be randomly generated. Figure 4 specifies the timing of the initial RF Collision Avoidance during initialisation.

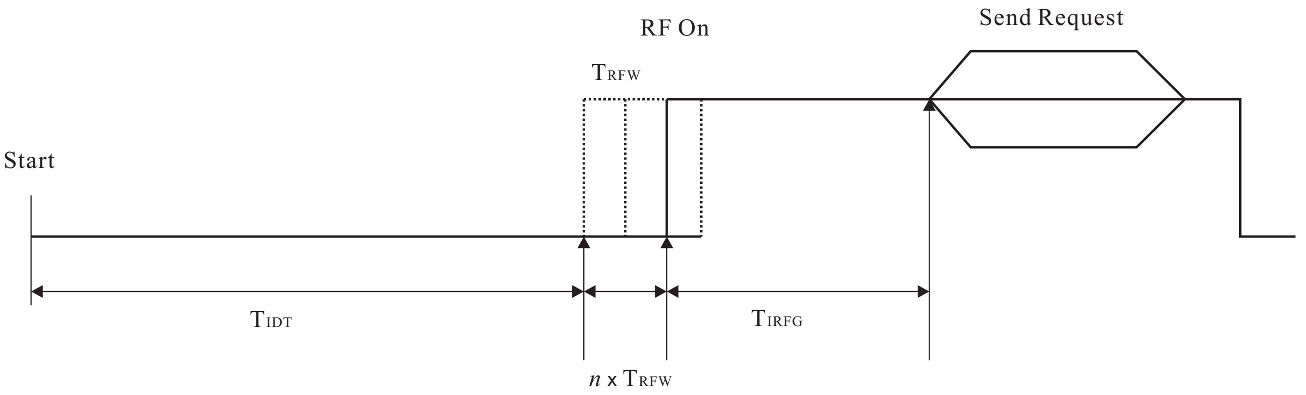

Figure 4 — Initial RF Collision Avoidance

T_{IDT}: Initial delay time. $T_{IDT} > 4\,096 / fc$

T_{RFW}: RF waiting time. $512 / fc$

n: randomly generated number of Time Periods for T_{RFW}.

$0 \le n \le 3$

T_{IRFG}: Initial guard-time between switching on RF field and start to send command or data frame.

$T_{IRFG} > 5$ ms

The RF field, which is generated by the Initiator, shall be switched off in the Active communication mode. The RF field, which is generated by the Initiator, shall not be switched off in the Passive communication mode.

11.1.2 Response RF Collision Avoidance

To avoid collision by simultaneous responding of more than one Target in the Active communication mode during activation, Targets shall perform response RF collision avoidance as specified in Figure 5.

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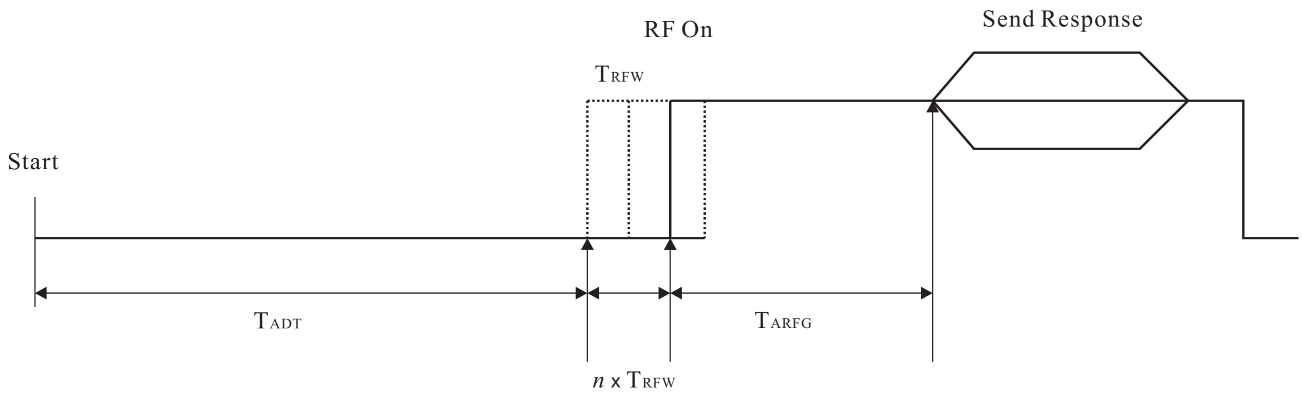

Figure 5 — Response RF Collision Avoidance sequence during activation

T_{ADT}: Active delay time, sense time between RF off Initiator/Target and Target/Initiator.

($768/fc \leq T_{ADT} \leq 2\,559/fc$)

T_{RFW}: RF waiting time. ($512/fc$)

n: Randomly generated number of Time Periods for T_{RFW}. ($0 \leq n \leq 3$)

T_{ARFG}: Active guard time between switching on RF field and start to send command. ($T_{ARFG} > 1024/fc$)

11.2 Passive communication mode

11.2.1 Initialisation and Single Device Detection at *fc*/128

See ISO/IEC 14443-3, Clause 6 with the coding of SAK as specified in Table 2.

Table 2 — coding of SAK

bit 8	bit 7	bit 6	bit 5	bit 4	bit 3	bit 2	bit 1	Meaning
x	x	x	x	x	1	x	x	UID not complete, see Table 9 of ISO/IEC 14443-3.
x	x	1	x	x	0	x	x	UID complete, see Table 9 of ISO/IEC 14443-3.
x	x	0	x	x	0	x	x	UID complete, see Table 9 of ISO/IEC 14443-3.
x	1	x	x	x	0	x	x	UID complete, Target compliant with NFCIP-1 transport protocol. Request for Attributes supported.
x	0	x	x	x	0	x	x	UID complete, Target does not supportNFCIP-1 transport protocol, Request for Attributes not supported.

The uid0 shall be set to '08'.

If bit 3 is (1)b the Initiator shall ignore any other bit of SAK. If bit 3 is (0)b the Initiator shall interpret bit 7 and ignore the other bits. When bit 3 is set to (1)b then the Target should set all other bits of SAK to (0)b.

NOTE 1 UID replaces NFCID1 ECMA-340 2nd edition (2004) and uid* replaces nfcid1 of ECMA-340 2nd edition (2004).

NOTE 2 If bit 6 is (1)b in SAK then device supports protocol as defined in ISO/IEC 14443-4.

11.2.2 Initialisation and SDD at *fc*/64 and *fc*/32

11.2.2.1 Start and end of communication

The start of the Passive communication shall be signalled by the presence of the carrier frequency. The communication shall start with the preamble sequence of at least 48 bits of Manchester encoded ZERO. The end of communication shall be forecasted from the Length field of the frame. Figure 6 illustrates the start and end of communication.

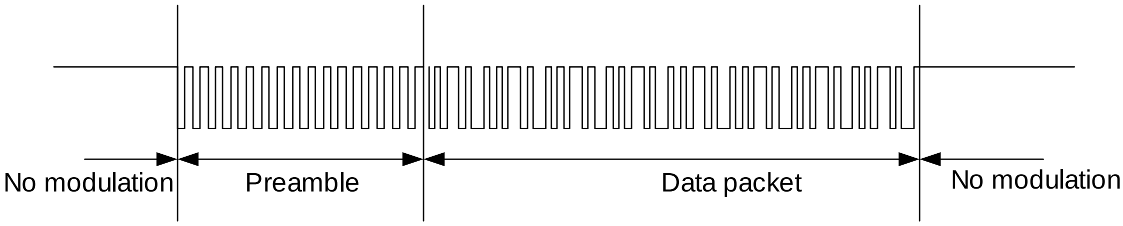

Figure 6 — Start and end of communication

After one NFCIP-1 device has finished communication, the other shall delay for a period of at least $8 \times 64/fc$ before starting transmission by sending the preamble sequence as shown in Figure 7.

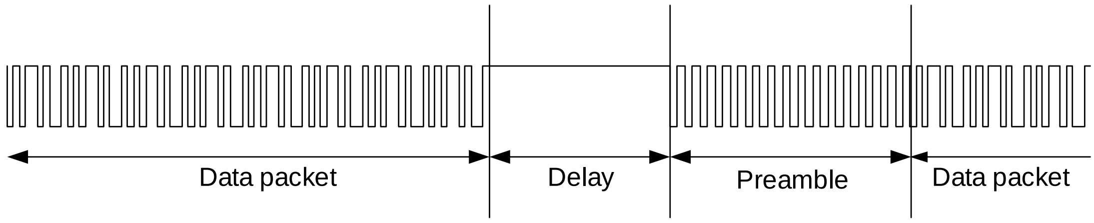

Figure 7 — Delay between consecutive frames

11.2.2.2 Frame format

The frame format of shall consist of Preamble, SYNC, Length, Payload, and CRC, see Figure 8.

The Preamble shall be 48 bits minimum all logical ZEROs.

The SYNC shall be 2 bytes. The 1st byte of the SYNC shall be ‘B2’ and the 2nd byte shall be ‘4D’.

Preamble	SYNC	Length	Payload	CRC

Figure 8 — Frame format

The Length shall be an 8-bit field and it shall be set to the number of bytes to be transmitted in Payload plus 1. The range of the Length shall be 2 to 255, and other settings are RFU.

The Payload shall consist *n* 8-bit-bytes of data where *n* is indicated by the number of data bytes.

The CRC shall be calculated according to A.3.

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11.2.2.3 Single Device Detection at *fc*/64 and *fc*/32

The basic technique of the SDD procedure shall be the Time Slot method. The number of the Slot shall be the integer value beyond zero. The Initiator shall send Polling Requests. The Target shall respond at random in each Time Slot. The Initiator shall be able to read NFCID2 data (see 11.2.2.4) of Target(s) in different Time Slots.

After obtaining NFCID2 data from Target(s) in the operating field, the Initiator may communicate with multiple Targets.

Up to 16 Time Slots may be supported by agreement between the interchange parties. The number of Time Slot may be indicated by the value TSN in the Polling Request Frame from the Initiator.

A Target, which is already powered up, responds to the Initiator according to the following rules after receiving the Polling Request Frame from the Initiator.

1. The Target shall generate a random number *R* in the range 0 to TSN.

2. The Target shall wait until the Time Slot is matched to *R*, then send the Polling Response Frame and wait for the next Request. The Target may ignore a Polling Request to reduce instances of collision of Responses.

The communication between the Initiator and the Target shall be initiated as follows:

1. The Target gets power from the operating field generated by the Initiator.

2. The Target shall become ready for receiving a Polling Request from the Initiator in maximum 2 seconds from power up.

3. The Target shall wait for a Polling Request sent from the Initiator. The Initiator may send a Polling Request without waiting for the Target to become ready.

4. If the Initiator fails to receive Polling Response, then the Initiator may send Polling Request again. The Initiator of the Passive communication mode shall keep RF power on while executing the SDD procedure.

The delay T*d* between the end of the Request Frame and the first Time Slot shall be 512 × 64/*fc*.

The Time Slot unit T*s* shall be 256 × 64/*fc*.

Figure 9 illustrates an example situation of the SDD by Time Slot. In this example, 5 Targets are responding. The Initiator may be able to get the Response information of the Target 2, 4, and 5 excluding 1 and 3. Because a collision has occurred at the Time Slot 1.

The Initiator may repeat SDD procedure.

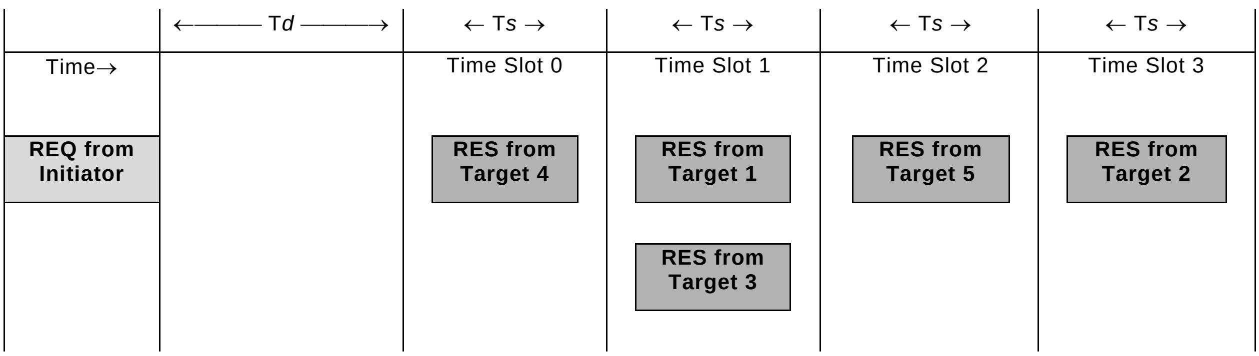

Figure 9 — Single Device Detection by Time Slot

11.2.2.4 NFCID2 contents

NFCID2 shall be an 8-byte number for identifying NFCIP-1 devices. The 2-byte prefix code shall be followed by a 6-byte number in the NFCID2. The prefix code shall define the characteristics for the 6-byte number.

The 6-byte number shall be randomly generated while the prefix code is ‘01’ ‘FE’. Other settings for the prefix code are RFU.

11.2.2.5 Polling Request Frame format

To find Targets, an Initiator shall send a Polling Request frame, see Figure 10.

Preamble (48 bit min.)	SYNC (16 bit)	Length (8 bit)	Payload					CRC (16 bit)
			‘00’	‘FF’	‘FF’	‘00’	TSN	

Figure 10 — Polling Request Frame format

The Preamble shall be 48 bits minimum all logical ZEROs.

The synchronisation (SYNC) pattern shall be 2 byte. The 1st byte of the synchronisation pattern shall be ‘B2’ and the 2nd byte shall be ‘4D’.

The Length shall be set to ‘06’.

The 1st byte of the Payload shall be set to ‘00’.

The 2nd byte and the 3rd of Payload shall be set to ‘FF’ and other settings are RFU.

The 4th byte of Payload shall be set to ‘00’, and other settings are RFU.

The TSN shall be ‘00’, ‘01’, ‘03’, ‘07’, or ‘0F’. Any other settings are RFU.

The CRC shall be calculated according to A.3.

Figure 9 illustrates an example where the TSN is ‘03’. If the TSN is set to ‘00’ then only the Time Slot 0 shall be used.

11.2.2.6 Polling Response Frame format

Target shall send the following frame as the Polling Response toward the Polling Request, see Figure 11.

Preamble (48 bit min.)	SYNC (16 bit)	Length (8 bit)	Payload			CRC (16 bit)
			‘01’	NFCID2	Pad	

Figure 11 — Polling Response Frame format

The Preamble shall be 48 bits minimum all logical “ZERO”.

The synchronisation (SYNC) pattern shall be 2 byte. The 1st byte of the synchronisation pattern shall be ‘B2’ and the 2nd byte shall be ‘4D’.

The Length field shall be set ‘12’.

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The start byte of the Payload shall be set to ‘01’. The Payload shall contain 8-byte of NFCID2 and 8-byte of Pad. The Pad shall be ignored for data interchange.

The CRC shall be calculated according to A.3.

11.3 Active communication mode

11.3.1 Initialisation at *fc*/128, *fc*/64, and *fc*/32

The application switches to Initiator for the Active communication mode and may choose *fc*/128, *fc*/64 or *fc*/32.

11.3.2 Active communication mode RF Collision Avoidance

The RF Collision Avoidance shall be executed according to the timing chart in Figure 12.

— The Initiator shall perform the initial RF Collision Avoidance.

— The first command sends by the Initiator is the ATR_REQ in the Active communication mode at a selected transfer speed.

— The Initiator shall switch off the RF field.

— The Target performs the response RF Collision Avoidance.

— The Target sends the ATR_RES as a response to the ATR_REQ in the same transfer speed as it has received the ATR_REQ and switch of the RF field.

— The Initiator performs the response RF Collision Avoidance with n = 0.

— The Initiator sends the PSL_REQ in order to change parameter or sends the DEP_REQ to start the data exchange protocol.

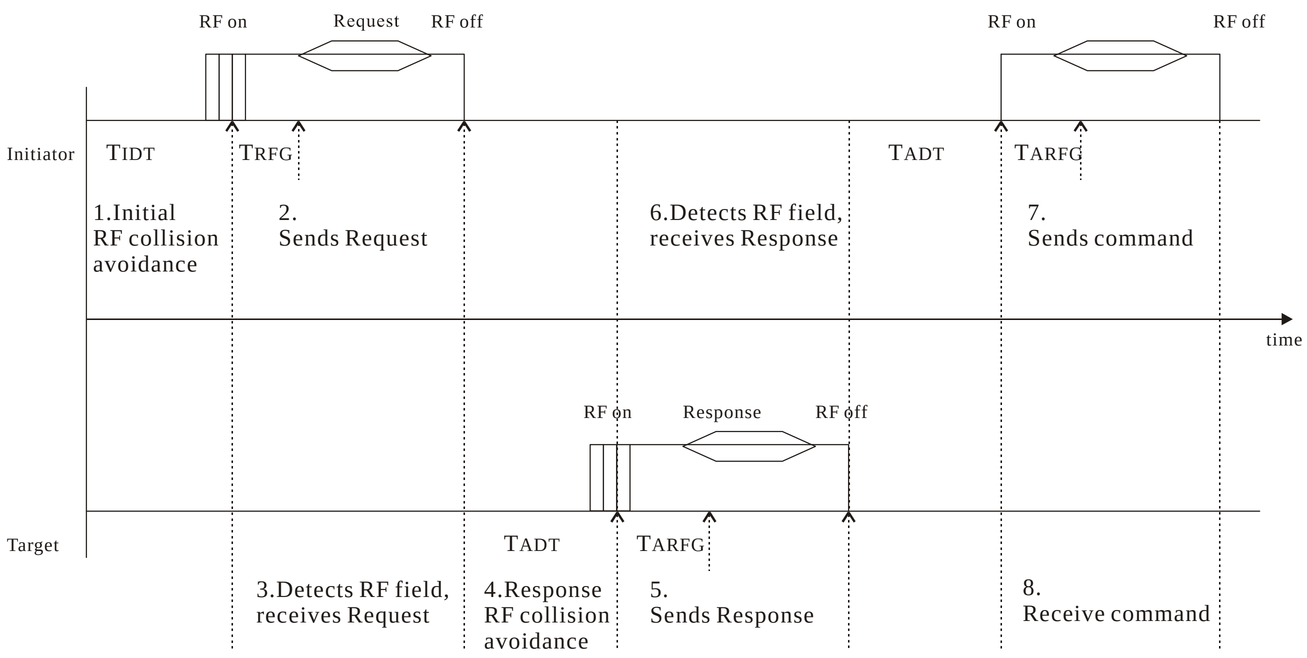

Figure 12 — Initialisation flow for Active communication mode

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11.3.2.1 Collision Avoidance for Active communication mode

In case where 2 Targets or more are in the field the one with the lowest *n* will answer first and the other will not answer.

In case of 2 or more Targets answering in exactly the same Time Period, the Initiator will detect a collision and it will re-send the ATR_REQ, which is described in 12.5.1.1.

After the first Target response is detected by the Initiator, the Initiator and Target shall use *n* = 0 for further communication.

12 Transport Protocol

The transport protocol is handled in three parts:

— Activation of the protocol, which includes the Request for Attributes and the Parameter Selection.

— The data exchange protocol, and

— The deactivation of the protocol including the Deselect and the Release.

12.1 Transport Data

User data shall be transported in the Transport Data field in the Frame format. Figure 13 specifies the position of the Transport Data field in each Frame format.

The structure for the Frame format for *fc*/128 is specified in ISO/IEC 14443-3, 6.2.3.2. The start byte SB shall be set to 'F0'. The LEN byte shall be set to the length of the Transport Data field plus 1. The range of the LEN shall be in the range of 3 to 255. The E1 is the CRC for the Frame format of *fc*/128 as described in A.1. Other settings of LEN are prohibited by this Standard.

11.2.2.2 specifies the frame format for *fc*/64 and *fc*/32 including the Preamble PA and the Synchronous pattern bytes SYNC.

The LEN byte shall be set to the length of the Transport Data field plus 1. The value of LEN shall be in the range of 3 to 255. The E2 is the CRC for the Frame format of *fc*/64 and *fc*/32 as described in A.3. Other settings of LEN are prohibited by this Standard.

The Transport data field contains the mandatory command bytes CMD1 and CMD2 as described in 12.4 and the data bytes Byte 1 to Byte *n*. The content of Byte 1 to Byte *n* depends on the command byte CMD2 and may contain information. In that case they are mandatory. Data bytes are optional.

			←	Transport Data field			→		
Frame Format for *fc*/128	SB	LEN	CMD1	CMD2	Byte 1	Byte 2	Byte 3	… …	Byte *n*	E1

				←	Transport Data field			→		
Frame Format for *fc*/64 and *fc*/32	PA	SYNC	LEN	CMD1	CMD2	Byte 1	Byte 2	Byte 3	… …	Byte *n*	E2

Figure 13 — Transport Data Frame format

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12.2 Passive communication mode Activation flow

The following activation sequence shall be applied:

1. The Initiator shall perform the initial RF Collision Avoidance sequence as defined in 11.1.1.

2. The Initiator shall perform the Initialisation and SDD for the Passive communication mode at a chosen transfer speed as defined in 11.2.

3. The support of the NFCIP-1 protocol shall be checked at the different transfer speeds according to the Attribute Request as described in 12.5.1.1.

4. The Target may fall back to the Initialisation and SDD if no ATR_REQ is supported.

5. The ATR_REQ may be send by the Initiator as a next command after receiving the Attribute Request is available.

6. The Target shall send its ATR_RES as answer to the ATR_REQ. The Target shall only answer to the ATR_REQ if the ATR_REQ is received directly after selection.

7. If the Target supports any changeable parameter in the ATR_REQ, a PSL_REQ may be used by the Initiator as the next command after receiving the ATR_REQ to change parameters.

8. The Target shall send a PSL_RES as answer to the PSL_REQ.

9. A Target does not need to complement the Parameter Selection, if it does not support any changeable parameters in the ATR_RES.

10. The transparent data shall be sent using the data exchange transport protocol.

The Initiator activation sequence for a Target in the Passive communication mode is shown in Figure 14.

12.3 Active communication mode Activation flow

The following activation sequence for the protocol in the Active communication mode shall be applied:

1. The Initiator shall perform the initial RF Collision Avoidance sequence as defined in 11.1.1.

2. The Initiator shall switch to the Active communication mode and select the transfer speed.

3. The Initiator shall send the ATR_REQ.

4. The Target shall send its ATR_RES in response to the ATR_REQ. After a successful response the device is selected.

5. If the Initiator detects a collision of data the ATR_REQ shall be re-sent.

6. It the Target supports any changeable parameter in the ATR_RES, a PSL_REQ may be used by the Initiator as the next command after receiving the ATR_RES to change parameters.

7. The Target shall send a PSL_RES in response to the PSL_REQ.

8. A Target does not need to complement the Parameter Selection, if it does not support any changeable parameters in the ATR_RES.

The Initiator activation sequence for a Target in the Active communication mode is shown in Figure 15.

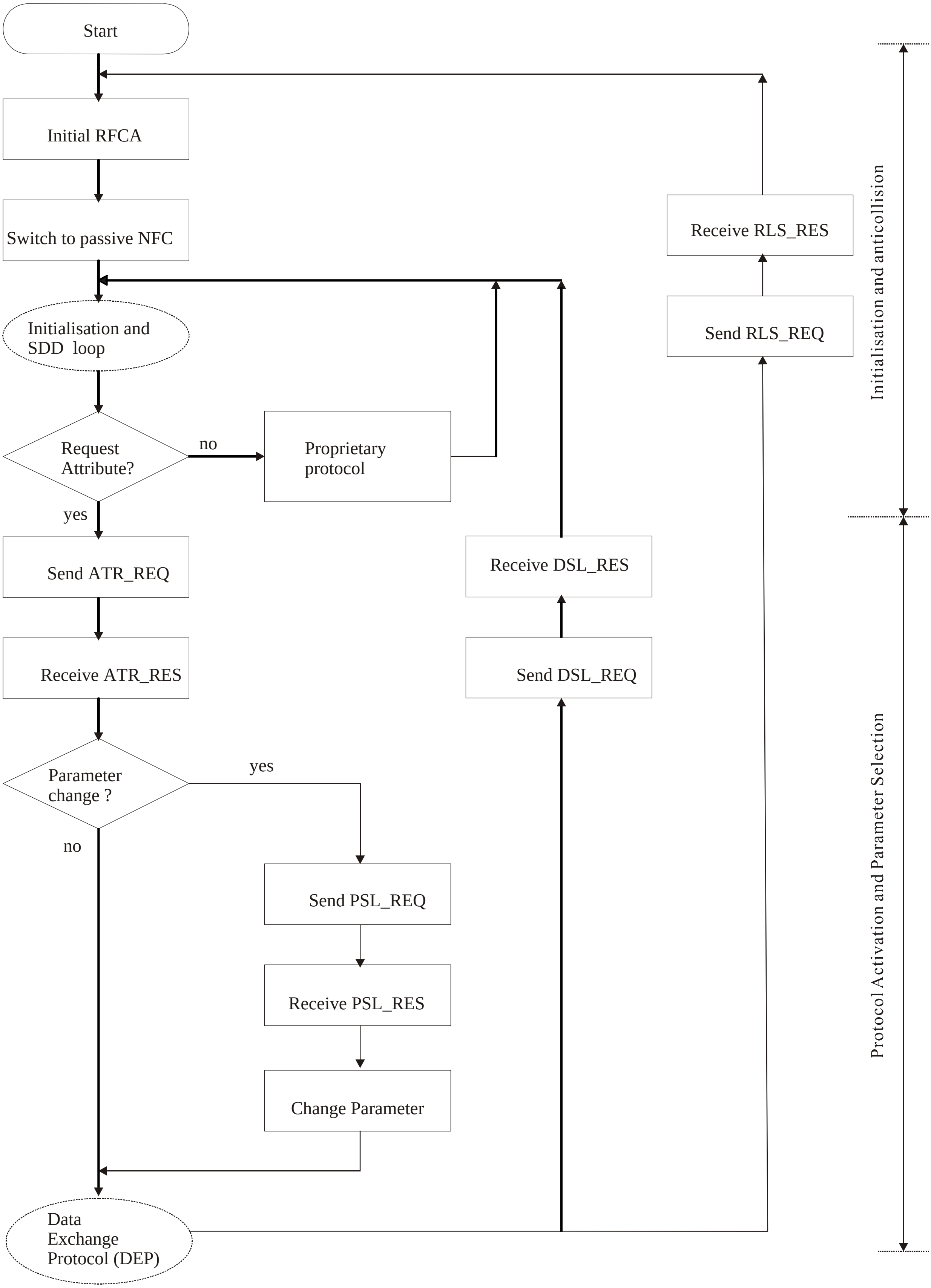

Figure 14 — Activation protocol in Passive communication mode

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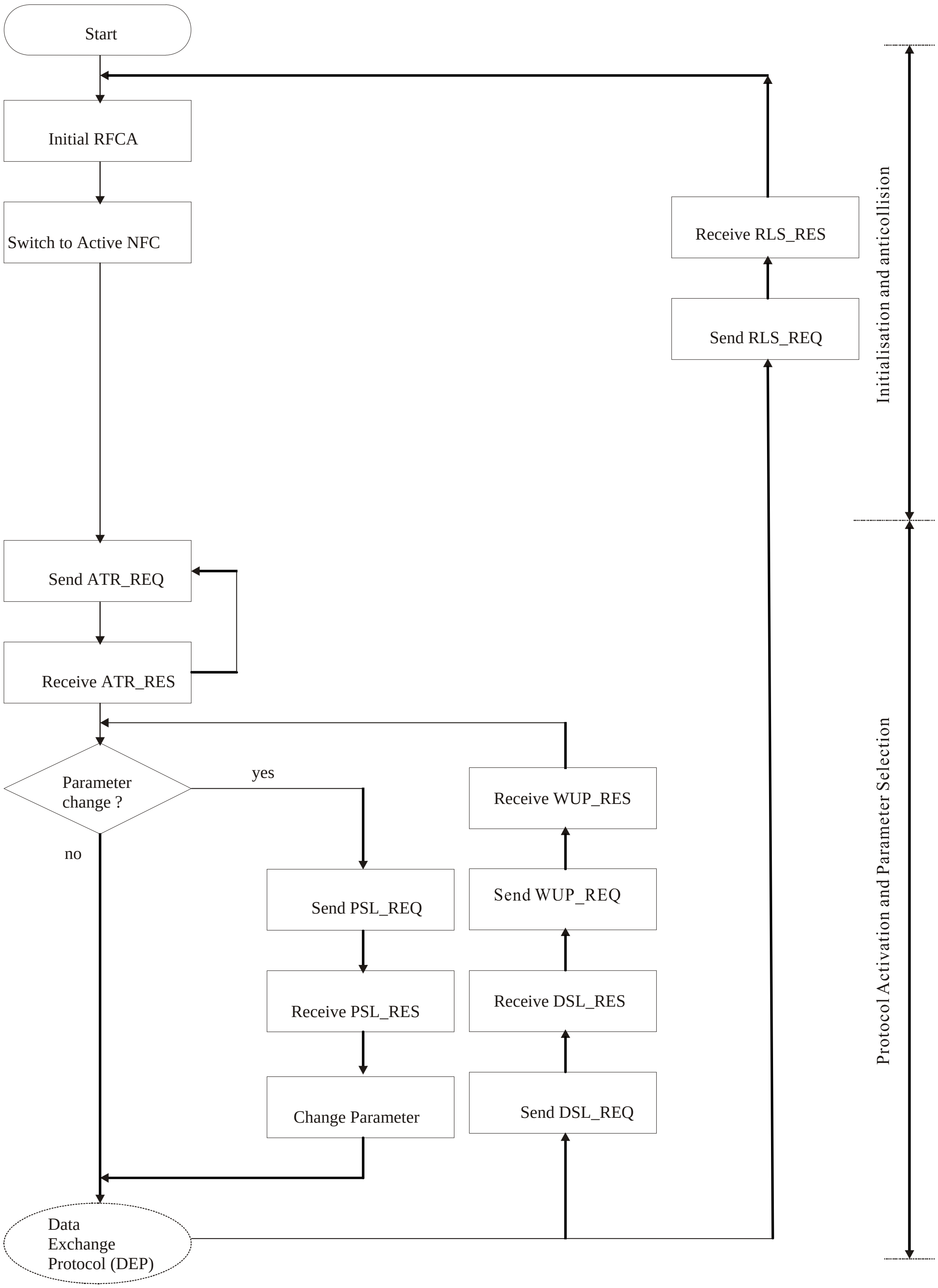

Figure 15 — Activation Protocol in Active communication mode

12.4 Commands

The Command Bytes consist of CMD1 and CMD2 as specified in Table 3.

Table 3 — NFCIP-1 Protocol Command Set

Mnemonic	Command Bytes		Definition
	CMD1	CMD2	
ATR_REQ	‘D4’	‘00’	Attribute Request (sent by Initiator)
ATR_RES	‘D5’	‘01’	Attribute Response (sent by Target)
WUP_REQ	‘D4’	‘02’	Wakeup Request (sent by Initiator in Active mode only)
WUP_RES	‘D5’	‘03’	Wakeup Response (sent by Target in Active mode only)
PSL_REQ	‘D4’	‘04’	Parameter Selection Request (sent by Initiator)
PSL_RES	‘D5’	‘05’	Parameter Selection Response (sent by Target)
DEP_REQ	‘D4’	‘06’	Data Exchange Protocol Request (sent by Initiator)
DEP_RES	‘D5’	‘07’	Data Exchange Protocol Response (sent by Target)
DSL_REQ	‘D4’	‘08’	Deselect Request (sent by Initiator)
DSL_RES	‘D5’	‘09’	Deselect Response (sent by Target)
RLS_REQ	‘D4’	‘0A’	Release Request (sent by Initiator)
RLS_RES	‘D5’	‘0B’	Release Response (sent by Target)

12.5 Activation of the protocol

12.5.1 Attribute Request and Response Commands

12.5.1.1 Attribute Request (ATR_REQ)

This clause defines the Attribute Request ATR_REQ with all its parameter bytes, see Figure 16. The Initiator shall send the ATR_REQ to the selected Target.

CMD 1	CMD 2	Byte 1	…	Byte 10	Byte 11	Byte 12	Byte 13	Byte 14	Byte 15	…	Byte *n*
'D4'	'00'	nfcid3i1	…	nfcid3i10	DIDi	BSi	BRi	PPi	[Gi[1]]	…	[Gi[*n*]]

Figure 16 — Structure of the ATR_REQ

12.5.1.1.1 Definition of the ATR_REQ bytes

CMD 1: Shall be set to ‘D4’.

CMD 2: ATR_REQ

The ATR_REQ byte shall specify the Attribute Request for the Initiator. The value of ATR_REQ shall be set to ‘00’.

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Byte 1 to Byte 10: NFCID3i

The 10 nfcid3i bytes define the random identifier NFCID3i of the Initiator. NFCID3 shall be an ID dynamically generated by the application and be fixed during one communication. For Passive communication mode *fc*/64 and *fc*/32 the NFCID3i shall be replaced by NFCID2t.

Byte 11: DIDi

The DID byte shall be used for multiple data transport protocol activation with more than one Target. The range of the DIDi shall be defined between 1 and 14. The value ZERO shall be used, if no DIDi is used during the data transport protocol. All other values are prohibited by this Standard.

Byte 12: BSi

The Initiator device shall specify its supported send-bit rates (D) in the BSi byte, see Figure 17.

bit 8	bit 7	bit 6	bit 5	bit 4	bit 3	bit 2	bit 1
ZERO	ZERO	ZERO	ZERO	DSi	DSi	DSi	DSi

Figure 17 — Coding of the BSi byte

The coding of bits is as follows:

— bit 8 to bit 5: shall be set to ZERO, all other values are RFU.

— bit 4: if DSi = ONE then D = 64 is supported

— bit 3: if DSi = ONE then D = 32 is supported

— bit 2: if DSi = ONE then D = 16 is supported

— bit 1: if DSi = ONE then D = 8 is supported

Byte 13: BRi

The Initiator device shall specify its supported bit rates (see Table 1) in the BRi byte, see Figure 18. The coding of bits is as follows:

bit 8	bit 7	bit 6	bit 5	bit 4	bit 3	bit 2	bit 1
ZERO	ZERO	ZERO	ZERO	DRi	DRi	DRi	DRi

Figure 18 — Coding of the BRi byte

— bit 8 to bit 5: shall be set to ZERO, all other values are RFU.

— bit 4: if DRi = ONE then D = 64 is supported

— bit 3: if DRi = ONE then D = 32 is supported

— bit 2: if DRi = ONE then D = 16 is supported

— bit 1: if DRi = ONE then D = 8 is supported

Byte14: PPi

The PPi byte specifies optional parameters used by Initiator device, see Figure 19. The coding of bits shall be as follows:

bit 8	bit 7	bit 6	bit 5	bit 4	bit 3	bit 2	bit 1
SECi	RFU	LRi	LRi	RFU	RFU	Gi	NAD

Figure 19 — Coding of the PPi byte

— bit 8: SECi. If set to ONE the Initiator supports NFC-SEC; ZERO indicates no support.

— bit 7: RFU. The Initiator shall set it to ZERO. The Target shall ignore it.

— bit 6 and bit 5: Length Reduction value.

Table 4 — Definition of LRi

LRi	LEN_{MAX}
00	Only Byte 1 to Byte 64 is valid in the Transport Data
01	Only Byte 1 to Byte 128 is valid in the Transport Data
10	Only Byte 1 to Byte 192 is valid in the Transport Data
11	Only Byte 1 to Byte 252 is valid in the Transport Data

— bit 4 and bit 3: RFU. The Initiator shall set it to ZERO. The Target shall ignore it.

— bit 2: If bit is set to ONE then it indicates General bytes are available.

— bit 1: If bit is set to ONE then it indicates the Initiator uses NAD.

Byte 15 to Byte *n*: Gi[1] to Gi[*n*]

The general bytes shall be optional and designate general information. The maximum length of the ATR_REQ subtracted by the mandatory bytes give the maximum number of general bytes.

12.5.1.2 Attribute Response (ATR_RES)

The ATR_RES, see Figure 20 shall be the response to the ATR_REQ and shall be sent by the selected NFCIP-1 Target device.

CMD 1	CMD 2	Byte 1	…	Byte 10	Byte 11	Byte 12	Byte 13	Byte 14	Byte 15	Byte 16	…	Byte *n*
‘D5’	‘01’	nfcid3t1	…	nfcid3t10	DIDt	BSt	BRt	TO	PPt	[Gt1]]	…	[Gt[*n*]]

Figure 20 — Structures of the ATR_RES

12.5.1.2.1 Definition of the ATR_RES bytes

CMD 1: Shall be set to ‘D5’.

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CMD 2: ATR_RES

The ATR_RES byte shall specify the Target's Response to the ATR_REQ send by the Initiator. The value of CMD1 for ATR_RES shall be set to '01'.

Byte 1 to Byte 10: NFCID3t

The 10 nfcid3t bytes define the random identifier NCID3t of the Target. NFCID3 should be an ID generated by the application. The content of NFCID3 may be the same as NFCID1 or NFCID2.

Byte 11: DIDt

The DID byte shall be used for multiple data transport protocol activation with more than one Target. The DIDt shall have the same value as the DIDi. All other values are prohibited by this Standard. For usage of DIDt see 12.5.1.1.1.

Byte 12: BSt

The BSt byte shall specify the supported bit rates of the Target device, see Figure 21. The coding of bits is defined as follows:

bit 8	bit 7	bit 6	bit 5	bit 4	bit 3	bit 2	bit 1
ZERO	ZERO	ZERO	ZERO	DSt	DSt	DSt	DSt

Figure 21 — Coding of the BSt byte

— bit 8 to bit 5: Shall be set to ZERO.

— bit 4: if DSt = ONE then D = 64 is supported

— bit 3: if DSt = ONE then D = 32 is supported

— bit 2: if DSt = ONE then D = 16 is supported

— bit 1: if DSt = ONE then D = 8 is supported

Byte 13: BRt

The BRt byte shall specify the supported receive bit rates of the Target device, see Figure 22. The coding of bits is defined as follows:

bit 8	bit 7	bit 6	bit 5	bit 4	bit 3	bit 2	bit 1
ZERO	ZERO	ZERO	ZERO	DRt	DRt	DRt	DRt

Figure 22 — Coding of the BRt byte

— bit 8 to bit 5: Shall be set to ZERO.

— bit 4: if DRt = ONE then D = 64 is supported

— bit 3: if DRt = ONE then D = 32 is supported

— bit 2: if DRt = ONE then D = 16 is supported

— bit 1: if DRt = ONE then D = 8 is supported

Byte 12: TO

The TO byte shall specify the timeout value of the Target NFCIP-1 device for the data transport protocol, see Figure 23. The timeout calculation shall start with the last bit send by the Initiator and stop with the first bit send by the Target. The timeout is specified as follows:

bit 8	bit 7	bit 6	bit 5	bit 4	bit 3	bit 2	bit 1
ZERO	ZERO	ZERO	ZERO	WT	WT	WT	WT

Figure 23 — Coding of the TO byte

— bit 8 to bit 5: Shall be set to all ZEROs.

— bit 4 to bit 1: WT: Waiting Time.

The Response Waiting Time (RWT) shall be calculated by the following formula:

$$RWT = (256 \times 16 / fc) \times 2^{WT}$$

Where the value of WT shall be the range from 0 to 14 and the value of 15 is RFU. The default value of WT shall be 14.

For WT = 0, RWT = RWT_{MIN} (302 µs)

For WT = 14, RWT = RWT_{MAX} (4 949 ms)

Byte 15: PPt

The PPt byte specifies optional parameters used by Target device, see Figure 4. The coding of bits shall be as follows:

bit 8	bit 7	bit 6	bit 5	bit 4	bit 3	bit 2	bit 1
ZERO	ZERO	LRt	LRt	ZERO	ZERO	Gt	NAD

Figure 24 — Coding of the PPt byte

— bit 8 and bit 7: Shall be set to ZERO.

— bit 6 and bit 5: Length Reduction value, see Table 5.

Table 5 — Definition of LRt

LRt	LEN_{MAX}
00	Only Byte 1 to Byte 64 is valid in the Transport Data
01	Only Byte 1 to Byte 128 is valid in the Transport Data
10	Only Byte 1 to Byte 192 is valid in the Transport Data
11	Only Byte 1 to Byte 252 is valid in the Transport Data

— bit 4 and bit 3: Shall be set to ZERO.

— bit 2: If bit is set to ONE then it indicates General bytes available.

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— bit 1: If bit is set to ONE then it indicates the Target uses NAD.

Byte 15 to Byte *n*: Gt[1] to Gt[*n*]

The Gt bytes shall be optional and designate general information. The maximum length of the ATR_RES subtracted by the mandatory bytes gives the maximum number of general bytes.

12.5.1.3 Handling of ATR_REQ and ATR_RES

12.5.1.3.1 Initiator rules

When the Initiator has sent the ATR_REQ and receives a valid ATR_RES the Initiator shall continue with operation.

In any other case the Initiator shall retransmit the ATR_ REQ before it shall use the deactivation sequence as defined in 12.7.

In case of failure of the deactivation sequence it may use the HLTA command only for Passive communication mode at *fc*/128. The HLTA command is specified 6.4.3 of ISO/IEC 14443-3.

12.5.1.3.2 Target rules

When the Target has been selected by the last command (for passive mode only) and

a) Receives a valid ATR_REQ, the Target

  — shall send its ATR_RES,

  — shall disable to receive a subsequent ATR_REQ.

b) Receives any other valid or invalid frame, except a HLTA command (see 12.5.1.3.1) only for Passive communication mode at *fc*/128, the Target

  — ignores the block and

  — remains in receive mode.

12.5.1.4 Handling of timeout TO

Defined by the initially chosen mode, the communication is either active or passive. The handling of the timeout is different for active and passive communication mode.

12.5.1.4.1 Handling in active mode

In active mode the communication flow is handled by switching the carrier frequency.

Initiator: The Initiator shall ignore a Target that exceeded RWT calculated using TO byte in ATR_REQ from a Target device and continue operation.

Target: The Target shall use a TO value that allows common communication and shall use a supervisory pdu containing a timeout extension to extend the defined RWT. See 12.6.1.1.1.

12.5.1.4.2 Handling of timeout in passive mode

In passive mode the communication is only handled by communication flow. The carrier frequency is not switched.

Initiator: The Initiator shall first use error handling and if no response is received ignores a Target device, that has exceeded the specified timeout and continue communication.

Target: The Target shall use a TO value that allows common communication and shall use a supervisory pdu containing a timeout extension to extend the defined RWT. See 12.6.1.1.1.

12.5.1.5 Handling of DID

12.5.1.5.1 Handling of DID in active and in passive mode.

When the Initiator has sent a ATR_REQ containing a DID equal to ZERO and

a) received an ATR_ RES containing DID equal to ZERO

- shall send pdu's containing no DID to the Target and
- shall not activate any other Target while this Target is not deactivated.

b) received an ATR_RES containing DID not equal to ZERO

- shall continue with error handling

When the Initiator has sent a ATR_REQ containing a DID not equal to ZERO and

a) received an ATR_RES containing the same DID

- shall send pdu's containing the DID to the Target and
- shall not use the DID for any other Targets and
- shall not use DID=0 for any other Targets.

b) received an ATR_RES containing any other DID

- shall continue with error handling.

12.5.2 Wakeup Request and Response Commands

The Wakeup Request and Response commands are only defined for the Active communication mode.

12.5.2.1 Wakeup Request (WUP_REQ)

Figure 25 specifies the Wakeup Request for Attributes WUP_REQ with its parameter bytes. The Initiator sends the WUP_REQ to the Target only in the Active communication mode. It shall be applied to reactivate a distinct Target device by its NFCID3, which was deactivated by the DSL command.

CMD 1	CMD 2	Byte 1	…	Byte 10	Byte 11
'D4'	'02'	nfcid3t1	…	nfcid3t10	DID

Figure 25 — Structure of the WUP_REQ

12.5.2.1.1 Definition of the WUP_REQ bytes

CMD 1: Shall be set to 'D4'.

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CMD 2: WUP_REQ

The WUP_REQ byte shall specify the command Wake Up for the Initiator device. The value of WUP_REQ shall be ‘02’.

Byte 1 to Byte 10: NFCID3t

The 10 nfcid3t bytes shall be defined as the random identifier of the Target. For the WUP_REQ command the Initiator shall send the known NFCID3t random identifier to wake up the Target.

Byte 11: DID

The DID byte shall be used for multiple data transport protocol activation with more than one Targets. The range of the DID shall be defined between 1 and 14. The value 0 shall be used, if no DID is used during the data transport protocol. All other values are prohibited by this Standard. The Initiator may assign a different value to the Target, as used before the last DSL command.

12.5.2.2 Wakeup Response (WUP_RES)

Figure 26 specifies the structure of the Wakeup Response for attributes, WUP_RES. The WUP_RES shall be the response to the WUP_REQ and shall be sent by the selected NFCIP-1 Target device.

CMD 1	CMD 2	Byte 1
‘D5’	‘03’	DID

Figure 26 — Structure of the WUP_RES

12.5.2.2.1 Definition of the WUP_RES bytes

CMD 1: Shall be set to ‘D5’.

CMD 2: WUP_RES

The WUP_RES byte shall specify the response to the WUP_REQ. The value of WUP_RES shall be (03).

Byte 1: DID

The DID byte shall be used for multiple data exchange protocol activation with more than one Targets. The DIDt shall have the same value as the DIDi. All other values are prohibited by this Standard.

12.5.2.3 Handling of WUP_REQ and WUP_RES

12.5.2.3.1 Initiator rules

When the Initiator has sent a WUP_REQ and receives a valid WUP_RES the Initiator shall continue with operation.

In any other case the Initiator shall retransmit the WUP_REQ before it shall use the deactivation sequence as defined in 12.7.

In case of failure of the deactivation sequence for *fc*/128 in Passive communication mode, it may use the HLTA command (see 6.4.3 of ISO/IEC 14443-3).

12.5.2.3.2 Target rules

When the Target has been de-selected by the last command (for the Active communication mode only) and

a) receives a WUP_REQ with its NFCID3, the Target

— shall send its WUP_RES and

— shall disable in order to not receive a subsequent WUP_REQ.

b) receives any other valid or invalid frame, except a HLTA command only for passive communication mode at *fc*/128, the Target

— ignores the block and

— remains in receive mode.

12.5.3 Parameter Selection Request and Response Commands

12.5.3.1 Parameter Selection Request (PSL_REQ)

The Initiator may switch parameters for the subsequent transport protocol using the PSL_REQ command, see Figure 27.

CMD 1	CMD 2	Byte 1	Byte 2	Byte 3
‘D4’	‘04’	DID	BRS	FSL

Figure 27 — Structure of the PSL_REQ

12.5.3.1.1 Definition of the PSL_REQ bytes

CMD 1: Shall be set to ‘D4’.

CMD 2: PSL_REQ

The PSL_REQ byte shall specify the command Parameter Selection for the Initiator device. The value of PSL_REQ shall be ‘04’.

Byte 1: DID

The DID shall be similar to the DID defined during ATR or WUP.

Byte 2: BRS

The BRS byte, see Figure 28 shall specify the selected bit rates for Initiator and Target device.

bit 8	bit 7	bit 6	bit 5	bit 4	bit 3	bit 2	bit 1
ZERO	ZERO	DSI	DSI	DSI	DRI	DRI	DRI

Figure 28 — Coding of the BRS byte

— bit 8 and bit 7: Shall be set to ZERO.

— bit 6 to bit 4: Bit duration of Initiator to Target, see Table 6.

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— bit 3 to bit 1: Bit duration of Target to Initiator, see Table 6.

Table 6 — Coding of DRI and DSI

DRI and DSI	Divisor D
000	1
001	2
010	4
011	8
100	16
101	32
110	64
111	RFU

Byte 3: FSL

The FSL byte defines the maximum value for the Frame Length, see Figure 29.

bit 8	bit 7	bit 6	bit 5	bit 4	bit 3	bit 2	bit 1
ZERO	ZERO	ZERO	ZERO	ZERO	ZERO	LR	LR

Figure 29 — Coding of FSL bytes

— bit 8 to bit 3: Shall be set to all ZERO.

— bit 2 and bit 1: Length Reduction (LR) value, see Table 7.

Table 7 — Definition of LR

LR	LEN_{MAX}
00	Only Byte 1 to Byte 64 is valid in the Transport Data
01	Only Byte 1 to Byte 128 is valid in the Transport Data
10	Only Byte 1 to Byte 192 is valid in the Transport Data
11	Only Byte 1 to Byte 252 is valid in the Transport Data

12.5.3.2 Parameter Selection Response (PSL_RES)

Figure 30 specifies the frame Structure of PSL_RES.

CMD 1	CMD 2	Byte 1
‘D5’	‘05’	DID

Figure 30 — Structure of PSL_RES

12.5.3.2.1 Definition of the PSL_RES bytes

CMD1: Shall be set to ‘D5’.

CMD2: PSL_RES

The PSL_RES byte shall specify the command Parameter Selection response for the Target device. The value of PSL_RES shall be ‘05’.

Byte 1: DID

The DID shall be the same as the DID defined during ATR or WUP.

12.5.3.3 Handling of PSL_REQ and PSL_RES

12.5.3.3.1 Initiator rules

The Initiator may change protocol parameters by sending the PSL_REQ to the Target. After reception of a valid PSL_RES, the Initiator

— shall change the framing to the format, which is defined in 12.1 and

— shall continue with operation.

In any other case the Initiator may retransmit the PSL_REQ before it shall use the deactivation sequence as defined in 12.7.

In case of failure of deactivation sequence at *fc*/128 in Passive communication mode, it may use the HLTA command (see 12.5.1.3.2).

12.5.3.3.2 Target rules

When the Target has received a ATR_REQ, sent its ATR RES and

a) receives a valid PSL_REQ, the Target

  — shall send its PSL_RES,

  — shall disable the PSL_REQ (stop responding to received PSL_REQ),

  — shall change all parameters to the defined values, which are specified in 12.5.3 and

  — shall remain in receive mode.

b) receives an invalid frame, the Target

  — shall ignore the block,

  — shall disable the PSL_REQ (stop responding to received PSL_REQ),

  — shall remain with the current framing and

  — shall remain in receive mode.

c) receives a valid frame, except a PSL_REQ, the Target

  — shall disable the PSL_REQ (stop responding to received PSL_REQ),

  — shall remain with the current framing and

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— shall continue operation.

12.6 Data Exchange Protocol

12.6.1 Data Exchange Protocol Request and Response

12.6.1.1 Data Exchange Protocol Request (DEP_REQ) and Response (DEP_RES)

The protocol shall be half-duplex protocol supporting block oriented data transmission with error handling. For data, which does not fit in one frame a chaining mechanism is defined Format of the protocol frame shall be as follows:

Transport Data field

CMD 1	CMD 2	Byte 1	Byte 2	Byte 3	Byte 4	Byte 5	…	Byte *n*

Data Exchange Protocol Header

CMD 1	CMD 2	PFB	[DID]	[NAD]	

Transport data bytes

Data byte 1	Data byte 2	…	Data byte *n*

Figure 31 — Definition of the protocol frames

In information interchange, the content of the payload of the Transport Data Field requires agreement between the interchanging parties.

12.6.1.1.1 Definition of the Data Exchange Protocol Header bytes

CMD 1:

If the CMD2 is DEP_REQ then the CMD1 shall be set to 'D4'.

If the CMD2 is DEP_RES then the CMD1 shall be set to 'D5'.

CMD 2: DEP_REQ

The DEP_REQ bytes specify the command for the data exchange protocol for the Initiator device. The value of the DEP_REQ shall be '06'.

CMD 2: DEP_RES

The DEP_RES bytes specify the command for data exchange for the Target device. The value of the DEP_RES shall be '07'.

Byte 1: PFB

The PFB byte shall contain bits to control the data transmission and error recovery. The PFB byte is used to convey the information required controlling the transmission. The data exchange protocol defines these fundamental types of pdus:

- Information pdus to convey information for the application layer.
- ACK/NACK pdus to convey positive or negative acknowledgements. An ACK / NACK pdu never contains a data field. The acknowledgement relates to the last received block.
- Protected pdus using the NFC-SEC Option as specified in ECMA-385.

— Supervisory pdus to exchange control information between the Initiator and the Target. Two types of supervisory pdus are defined.

— Timeout extensions containing a 1 byte long data field.

— Attention containing no data field.

Table 8 specifies the coding of PFB.

Table 8 — Coding of the PFB bits 8 to 6

bit 8	bit 7	bit 6	PFB
0	0	0	Information pdu
0	0	1	Protected pdu
0	1	0	ACK/NACK pdu
1	0	0	Supervisory pdu
Other settings are RFU			

Figure 32 specifies the structure of the Information pdu.

bit 8	bit 7	bit 6	bit 5	bit 4	bit 3	bit 2	bit 1
ZERO	ZERO	ZERO	MI	NAD	DID	PNI	PNI

Figure 32 — The information pdu

— bit 8 to bit 6: Shall be set to all ZEROs.

— bit 5: If bit set to ONE then it indicates Multiple Information (MI) chaining activated.

— bit 4: If bit set to ONE then it indicates NAD available.

— bit 3: If bit set to ONE then it indicates DID available.

— bit 2 and bit 1: PNI packet number information.

The Packet Number Information (PNI) counts the number of packet send by the Initiator to the Target and vice versa starting by 0. These bytes are used for error detection during the protocol handling.

Figure 33 specifies the structure of the ACK/NACK pdu.

bit 8	bit 7	bit 6	bit 5	bit 4	bit 3	bit 2	bit 0
ZERO	ONE	ZERO	ACK/NACK	NAD	DID	PNI	PNI

Figure 33 — ACK/NACK pdu

— bit 8: Shall be set to ZERO.

— bit 7: Shall be set to ONE.

— bit 6: Shall be set to ZERO.

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— bit 5: If bit set to ONE then it indicates NACK, otherwise ACK.

— bit 4: If bit set to ONE then it indicates NAD available.

— bit 3: If bit set to ONE then it indicates DID available.

— bit 2 and bit 1: PNI packet number

Figure 34 specifies the Supervisory pdu (Attention-Target Present, Timeout extensions).

bit 8	bit 7	bit 6	bit 5	bit 4	bit 3	bit 2	bit 1
ONE	ZERO	ZERO	Attention/ Timeout	NAD	DID	ZERO	ZERO

Figure 34 — The supervisory pdu

— bit 8: Shall be set to ONE.

— bit 7 and bit 6: shall be set to ZERO.

— bit 5: If ATTENTION then set to ZERO. If TIME–OUT_EXTENTION then set to ONE.

— bit 4: If bit set to ONE then it indicates NAD available.

— bit 3: If bit set to ONE then it indicates DID available.

— bit 2 and bit 1: Shall be set to ZERO.

Byte 2: DID

The DID byte shall be the same as defined during activation of the protocol.

Byte 3: NAD

The NAD byte is reserved to build up and address different logical connections on both the Initiator and the Target device. Bit 8 to bit 5 code the logical address of the Initiator, bits 4 to 1 code the logical address of the Target. The following definitions shall apply for the usage of the NAD.

— The NAD shall only be used for the data exchange protocol.

— When the Initiator uses an NAD, the Target shall also use an NAD.

— If MI bit is set, the NAD shall only be transmitted in the first frame.

— The Initiator shall never use the NAD to address two different Targets.

Byte 4 to Byte *n*: User data bytes

The data field shall contain the transported data and is optional. When present, it conveys either application data or status information. The length of the data field is calculated by subtracting the mandatory and optional send bytes of the data exchange transport header from the length byte and additionally subtracting one.

12.6.1.2 Handling of pdu number information

12.6.1.2.1 Initiator rules

The PNI of the Initiator shall be initialized for each Target with all ZEROs.

When an information or acknowledge pdu with an equal PNI is received, the Initiator shall increment the current PNI for that Target before optionally sending a new frame.

12.6.1.2.2 Target rules

The PNI of the Target shall be initialized with all ZEROs.

When an information or acknowledge pdu with an equal PNI was received the Target shall send its response with this PNI and shall increment the PNI afterwards.

12.6.1.3 Handling of Blocks

12.6.1.3.1 General rules

The first pdu shall be sent by the Initiator.

When a data pdu indicating more information is received, the pdu shall be acknowledged by an ACK pdu.

Supervisory pdus are only used in pairs. A Supervisory Request shall always be followed by a Supervisory Response.

12.6.1.3.2 Initiator rules

When an invalid pdu was received a NACK pdu shall be sent (except in the case of DSL or RLS).

When a timeout occurs, an attention command shall be sent (except a NACK has been sent before).

When a timeout occurs and a NACK has been sent before, the NACK shall be retransmitted.

When an ACK pdu is received, if its pdu number is equal to the current PNI of the Initiator, the chaining shall be continued.

If the DSL_REQ is not answered by a valid DSL_RES the DSL_REQ may be retransmitted or the Target command ignored.

12.6.1.3.3 Target rules

The Target is allowed to send an RTO pdu instead of a data pdu.

When a data pdu not containing chaining is received it shall be acknowledged by a data pdu.

When an NACK pdu is received, if the PNI is equal to the PNI of the previous sent pdu, the previous block shall be re-transmitted.

When an erroneous pdu is received the Target shall not answer but stay in same State.

When a Supervisory pdu coding an attention command is received, the Target shall respond sending a supervisory attention pdu response.

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12.6.2 Response timeout extension

The response timeout extension shall only be used by the Target. When a Target needs more time to process the received block from the Initiator than defined in RWT, it shall use a supervisory pdu using response timeout extension request, see Figure 35. A response timeout extension request contains 1 byte long data field. The definition of the byte is shown in Figure 35.

Bit 8	bit 7	bit 6	Bit 5	bit 4	bit 3	bit 2	bit 1
ZERO	ZERO	RTOX	RTOX	RTOX	RTOX	RTOX	RTOX

Figure 35 — Response timeout extension byte

— bit 8 and bit 7: Shall be set to ZERO.

— bit 6 to bit 1: RTOX value.

For RTOX the values 0 and 60 to 63 are RFU. For all other values the intermediate RWT_{INT} shall be calculated by the following formula:

$$RWT_{INT} = RWT \times RTOX$$

The RWT_{INT} starts after the Initiator has sent its RTOX response to the Target. In case RWT_{INT} exceeds RWT_{MAX}, RWT_{MAX} shall be used. The RWT_{INT} is valid until the next frame has been received by the Initiator.

12.6.3 Attention – Target present

The Initiator shall send the attention command to the Target to ensure the Target is still in field for passive mode or to be able to detect a Target loss during multi-activation. This command shall not change the current State of the Target.

The Target shall respond to a valid Attention Request sending an attention command containing the identical data field to the Initiator.

If the Target receives an incorrect pdu it shall not respond and shall stay in the same State.

12.6.4 Protocol operation

After the activation sequence the Target shall wait for a block as only the Initiator has the right to send. After sending a block, the Initiator shall switch to receive mode and wait for a block before switching back to transmit mode. The Target may transmit blocks only in response to received blocks. After responding, the Target shall return to the receive mode.

The Initiator shall not initiate a new pair of Request/Response until the current pair of Request/Response has been completed or if the frame waiting time is exceeded without response.

12.6.5 Multi Activation

The Multi-Activation feature allows the Initiator to hold several Targets active simultaneously. It allows switching directly between several Targets without needing additional time for deactivation of a Target and activation of another Target.

For an example of Multi-Activation see Table 9. The Initiator needs to handle a separate package number information for each activated Target.

Table 9 — Multi Activation

Initiator Action	Status Target 1	Status Target 2	Status Target 3
Choose active mode			
Activate Target 1 with DID=1	Selected (1)	Sense	Sense
Any communication with DID=1	Selected (1)	Sense	Sense
…			
Activate Target 2 with DID=2	Selected (1)	Selected (2)	Sense
Any communication with DID=1,2	Selected (1)	Selected (2)	Sense
…			
Activate Target 3 with DID=3	Selected (1)	Selected (2)	Selected (3)
Any communication with DID=1,2,3	Selected (1)	Selected (2)	Selected (3)
…			
Deactivation Sequence with DID=1	Sleep	Selected (2)	Selected (3)
Any communication with DID=2,3	Sleep	Selected (2)	Selected (3)
…			
Deactivation Sequence with DID=2	Sleep	Sleep	Selected (3)
Any communication with DID=3	Sleep	Sleep	Selected (3)
…			
Deactivation Sequence with DID=3	Sleep	Sleep	Sleep
…			

12.6.6 More information (Chaining)

The chaining feature allows the Initiator or Target to transmit information that does not fit in a single block, by dividing the information into several blocks. Each of those blocks shall have a length less than or equal to the maximum frame size (LEN_{MAX}).

The chaining bit in the PFB of a protocol frame controls the chaining of frames. Each frame with the chaining bit set shall be acknowledged by an ACK pdu.

The chaining feature is shown in Figure 36 using a 16 byte long string transmitted in three blocks.

12.7 Deactivation of the protocol

After exchange of data by using the data exchange protocol, the Initiator may apply a deactivation of the data exchange protocol. After successful deactivation Initiator and Target shall stay in the initially chosen mode, but the Initiator may choose one of the defined bit rates for reactivation.

See 6.4.1 of ISO/IEC 14443-3 and 12.5.2 for reactivation of Targets in passive mode and active mode, respectively.

After successful deactivation the Target shall not respond to subsequent ATR_REQ commands.

The RLS_REQ command shall switch the Target back to POWER ON State. See 12.7.2.1. In this State, the Target shall answer to all initial communication schemes and shall also answer to an ATR_REQ.

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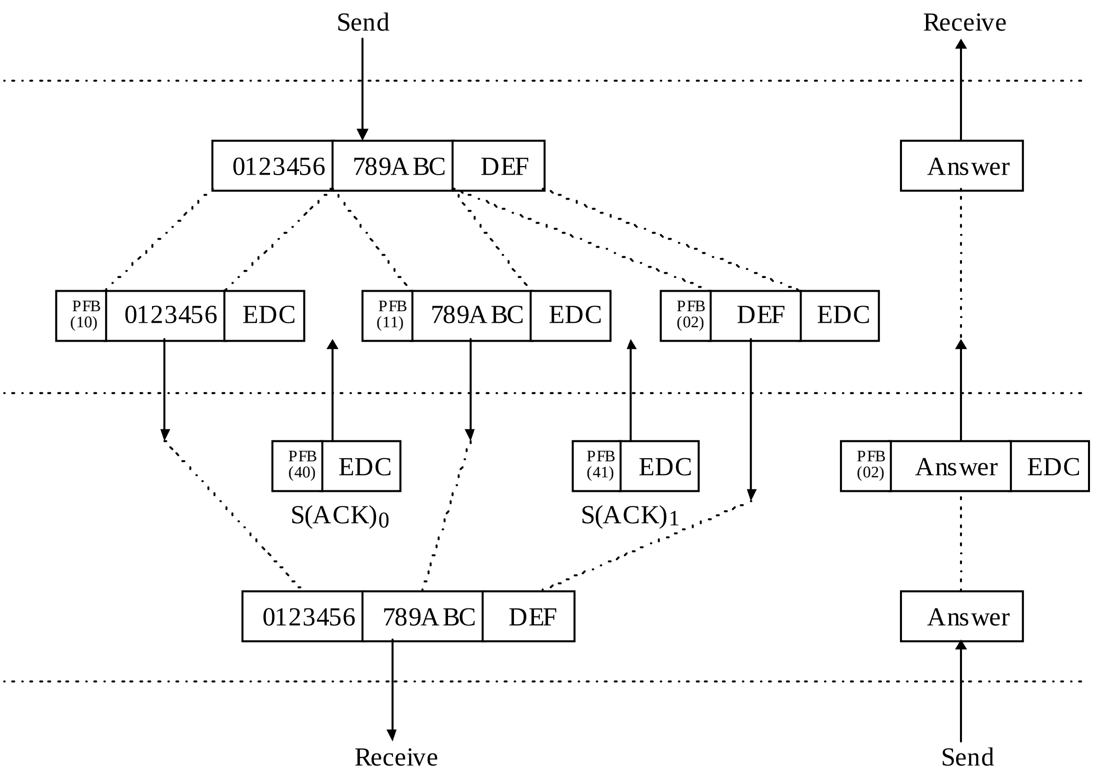

Figure 36 — More Information (Chaining)

12.7.1 Deselect Request and Response command

12.7.1.1 Deselect request (DSL_REQ)

Figure 37 specifies the deselect command DSL_REQ. The DSL_REQ is sent from Initiator to the Target.

CMD1	CMD2	Byte 1
‘D4’	‘08’	[DID]

Figure 37 — Structure of the DSL_REQ

12.7.1.1.1 Definition of DSL_REQ bytes

CMD 1: Shall be set to ‘D4’.

CMD 2: DSL_REQ

The DSL_REQ byte specifies the command deselect for the Initiator device. The value of DSL_REQ shall be ‘08’.

Byte 1: DID

The DID shall be the same as defined during ATR or WUP commands.

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12.7.1.2 Deselect response (DSL_RES)

Figure 38 specifies the Deselect Response command DSL_RES. The DSL_RES is the response to the DSL_REQ and is sent from the Target to the Initiator.

CMD1	CMD2	Byte 1
‘D5’	‘09’	[DID]

Figure 38 — Structure of the DSL_RES

12.7.1.2.1 Definition of Deselect Response bytes

CMD 1: Shall be set to ‘D5’.

CMD 2: DSL_RES

The DSL_RES byte specifies the command deselect response for the Target device. The value of DSL_RES shall be ‘09’.

Byte 1: DID

The DID shall be the same as in DSL_REQ.

12.7.1.3 Handling of DSL_REQ and DSL_RES

12.7.1.3.1 Initiator rules

When the Initiator has sent a DSL_REQ and received a valid DLS_RES, the Target has been successfully halted. The DID assigned to the Target has been released.

12.7.1.3.2 Target rules

When the Target has received a DSL_REQ and sent its DSL_RES, the Target

— shall stay in initially chosen mode,

— shall enable to receive the default bit rates defined in 11.2 for the Passive communication mode and in 11.3 for the Active communication mode.

— shall remain in receive mode until a valid ALL_REQ is received in passive communication mode at *fc*/128 or a WUP_REQ is received in active communication mode.

12.7.2 Release Request and Response commands

12.7.2.1 Release Request (RLS_REQ)

Figure 39 specifies the release command RLS_REQ. The RLS_REQ is sent from the Initiator to the Target.

CMD1	CMD2	Byte 1
‘D4’	‘0A’	[DID]

Figure 39 — Structure of RLS_REQ

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12.7.2.1.1 Definition of RLS_REQ bytes

CMD 1: Shall be set to ‘D4’.

CMD 2: RLS_REQ

The RLS_REQ bytes specify the command release for the Initiator device. The value of the RLS_REQ bytes shall be ‘0A’.

Byte 1:DID

The DID shall be the same as defined in ATR or WUP commands.

12.7.2.2 Release response RLS_RES

The RLS_RES is the response to the RLS_REQ sent from the Target to the Initiator, see Figure 40.

CMD1	CMD2	Byte 1
‘D5’	‘0B’	[DID]

Figure 40 — Structure of RLS_RES

12.7.2.2.1 Definition of RLS_RES bytes

CMD 1: Shall be set to ‘D5’.

CMD 2: RLS_RES

The RLS_RES bytes specify the command release for the Target device. The value of the RLS_RES bytes shall be ‘0B’.

Byte 1:DID

The DID shall be the same as defined in RLS_REQ command.

12.7.2.3 Handling of RLS_REQ and RLS_RES

12.7.2.3.1 Initiator rules

When the Initiator has sent a RLS_REQ and received a valid RLS_RES, the Target has been successfully released. The Initiator may return to initial State.

12.7.2.3.2 Target rules

When the Target has received a RLS_REQ and sent its RLS_RES, the Target shall return to initial State.

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Annex A
(normative)

CRC calculation

A.1 CRC for Active and Passive communication mode at *fc*/128

The frame CRC shall be a function of *k* data bits, which consist of all the data bits in the frame, excluding parity bits, S and E, and the CRC itself. Since data is encoded in bytes, the number of bits *k* shall be a multiple of 8. For error checking, the two CRC bytes shall be sent in the Standard Frame, after the bytes and before the E.

The CRC shall be calculated by the following polynomial. The pre-set value shall be (6363) and the register content shall not be inverted after calculation.

$$G(x) = x^{16} + x^{12} + x^5 + 1$$

For an example of the CRC calculation for the Active and the Passive mode at *fc*/128. See A.2.

A.2 Example of CRC calculation at *fc*/128

This example is provided for explanatory purposes and indicates the bit patterns that will exist in the physical layer. It is included for the purpose of checking the Passive communication mode implementation at *fc*/128 encoding.

The process of encoding and decoding may be conveniently carried out by a 16-stage cyclic shift register with appropriate feedback gates. According to ITU-T Recommendation (ITU-T V.41, Code-independent error control system), Annex I, figures I-1/V.41 and I-2/V.41 the flip-flops of the register shall be numbered from FF1 to FF16. FF1 shall be the leftmost flip-flop where data is shifted in. FF16 shall be the rightmost flip-flop where data is shifted out. Table A.1 defines the initial content of the register.

Table A.1 — Initial content of 16-stage shift register according to value (6363)

FF1	FF2	FF3	FF4	FF5	FF6	FF7	FF8	FF9	FF1 0	FF11	FF12	FF13	FF14	FF15	FF16
0	1	1	0	0	0	1	1	0	1	1	0	0	0	1	1

Consequently, FF1 corresponds to the msb and FF16 to the lsb.

Examples of bit patterns that will be transmitted via Standard Frames.

Example 1: Transmission of data, first byte = ‘00’, second byte = ‘00’, CRC appended, see Figure A.1.

Calculated CRC = (1EA0), see Table A.2.

First bit transmitted

S	0000 0000	1	0000 0000	1	0000 0101	1	0111 1000	1	E
	(00)	P	(00)	P	(A0)	P	(1E)	P	

Figure A.1 — Example 1 for CRC encoding

Table A.2 — Content of 16-stage shift register according to value (1EA0)

FF1	FF2	FF3	FF4	FF5	FF6	FF7	FF8	FF9	FF10	FF11	FF12	FF13	FF14	FF15	FF16
0	0	0	1	1	1	1	0	1	0	1	0	0	0	0	0

Example 2: Transmission of data block, first byte = ‘12’, second byte = ‘34’, CRC appended, see Figure A.2.

Calculated CRC = ‘CF26’, see Table A.3.

First bit transmitted

S	0100 1000	1	0010 1100	0	0110 0100	0	1111 0011	1	E
	(12)	P	(34)	P	(26)	P	(CF)	P	

Figure A.2 — Example 2 for CRC encoding

Table A.3 — Content of 16-stage shift register according to value (CF26)

FF1	FF2	FF3	FF4	FF5	FF6	FF7	FF8	FF9	FF10	FF11	FF12	FF13	FF14	FF15	FF16
1	1	0	0	1	1	1	1	0	0	1	0	0	1	1	0

A.3 CRC for Active and Passive communication mode at *fc*/64 and *fc*/32

The CRC shall be calculated by the CCITT CRC-16, the scope of which shall include the Length field and the Payload field. Calculation in a $G(x)$ shall be defined by:

$G(x) = x^{16} + x^{12} + x^5 + 1$

Pre-set value shall be 0. For an example of the CRC calculation for the Active and the Passive mode at *fc*/64 and *fc*/32. See A.4.

A.4 Example of CRC calculation at *fc*/64 and *fc*/32

The sample Frame is as follows: ‘00’ ‘00’ ‘00’ ‘00’ ‘00’ ‘00’ ‘B2’ ‘4D’ ‘03’ ‘AB’ ‘CD’ ‘90’ ‘35’

‘B2’ ‘4D’ is SYNC. ‘03’ is the length. ‘AB’ ‘CD’ is the user data. ‘90’ ‘35’ is the corresponding CRC.

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Annex B
(informative)

SAK

Figure B.1 illustrates the combination of SAK use in ISO/IEC 14443 and ECMA-340.

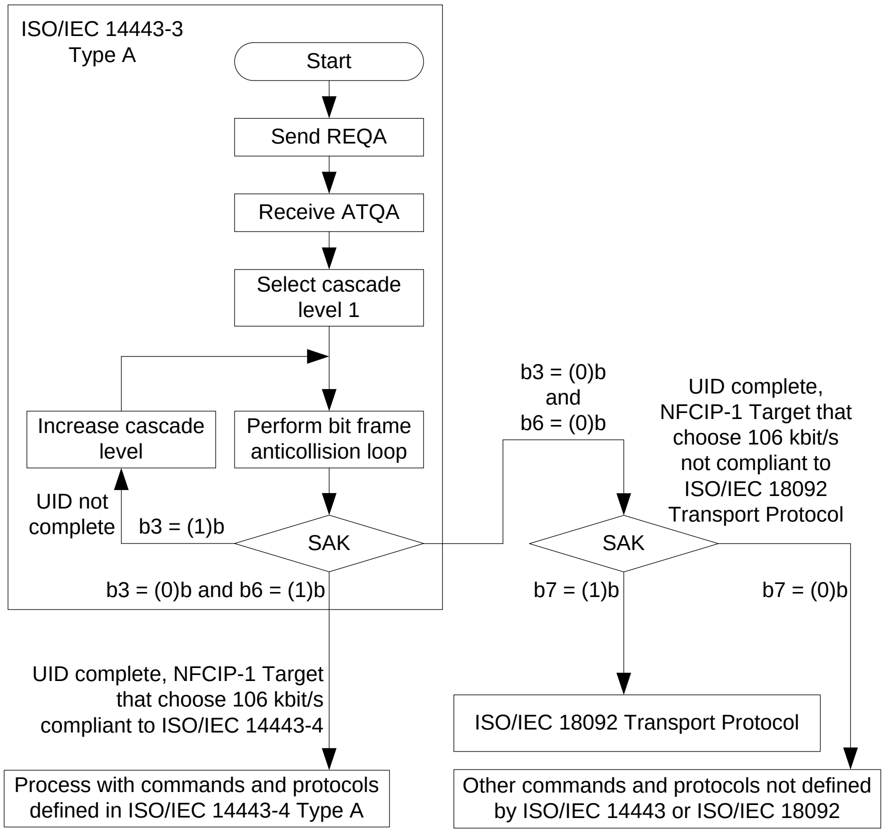

Figure B.1 — Combination of SAK

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