

threshold of 0.654 dB. The protograph of this code is similar to the ARA-code protograph shown in the top part of the figure, except for the additional accumulator stage and fewer parallel edges. The maximum variable node degree (4) of this ARAA protograph is less than that of the ARA protograph, but the total number of nodes is greater than in the ARA protograph.

Other rate-1/2 ARAA examples with maximum variable node degree 4 (but with larger protographs) can reduce the threshold further. ARAA codes with higher code rates can be obtained by puncturing the output of the middle accumulator: For example, one can obtain thresholds of 1.46 dB and 2.00 dB for rates 2/3 and 3/4, respectively, for punctured versions of the ARAA code represented in the bottom part of the figure. A single fast decoder using a belief-propagation algo-

rithm with depuncturing can be implemented to handle different code rates.

By use of density evolution (a computational-simulation technique for analyzing performances of LDPC codes) on protographs of ARAA codes of maximum variable node degree 4, it has been found that a minimum bit signal-to-noise ratio as low as 0.21 dB above the channel capacity limit can be achieved as the block size goes to infinity. Such a low threshold cannot be achieved by RA, irregular RA (IRA), or unstructured irregular LDPC codes with the same constraint on the maximum variable node degree. Furthermore, by puncturing the accumulators, one can construct families of higher rate ARAA codes with thresholds that stay close to their respective channel capacity thresholds. Results of simulations of iterative decoding have shown that ARAA codes would perform comparably to the

best previously known LDPC codes but with very low error floors, even at moderate block sizes.

This work was done by Dariush Divsalar, Samuel Dolinar, and Jeremy Thorpe of Caltech for NASA's Jet Propulsion Laboratory. Further information is contained in a TSP (see page 1).

In accordance with Public Law 96-517, the contractor has elected to retain title to this invention. Inquiries concerning rights for its commercial use should be addressed to:

*Innovative Technology Assets Management
JPL*

*Mail Stop 202-233
4800 Oak Grove Drive
Pasadena, CA 91109-8099
(818) 354-2240*

E-mail: iaoffice@jpl.nasa.gov

Refer to NPO-41305, volume and number of this NASA Tech Briefs issue, and the page number.

Interface for Physics Simulation Engines

Ames Research Center, Moffett Field, California

DSS-Prototyper is an open-source, real-time 3D virtual environment software that supports design simulation for the new Vision for Space Exploration (VSE). This is a simulation of NASA's proposed Robotic Lunar Exploration Program, second mission (RLEP2). It simulates the Lunar Surface Access Module (LSAM), which is designed to carry up to four astronauts to the lunar surface for durations of a week or longer. This simulation (see figure) shows the virtual vehicle making approaches and landings on a variety of lunar terrains. The physics of the descent engine thrust vector, production of dust,

and the dynamics of the suspension are all modeled in this set of simulations.

The RLEP2 simulations are drivable (by keyboard or joystick) virtual rovers with controls for speed and motor torque, and can be articulated into higher or lower centers of gravity (depending on driving hazards) to enable drill placement. Gravity also can be set to lunar, terrestrial, or zero-g.

This software has been used to support NASA's Marshall Space Flight Center in simulations of proposed vehicles for robotically exploring the lunar surface for water ice, and could be used to

model all other aspects of the VSE from the Ares launch vehicles and Crew Exploration Vehicle (CEV) to the International Space Station (ISS). This simulator may be installed and operated on any Windows PC with an installed 3D graphics card.

This program was written by Bruce Damer of DigitalSpace Corporation for Ames Research Center. For further information, visit <http://www.digitalspace.com/projects/showcase.html>.

Inquiries concerning rights for the commercial use of this invention should be addressed to DigitalSpace Corporation at (831) 338-9400. Refer to ARC-15593-1.



RLEP2 lunar rover simulation and LSAM human lunar lander simulation using DigitalSpace software.