

ATSC Standard:

**Program and System Information Protocol for
Terrestrial Broadcast and Cable (Revision B)**

Advanced Television Systems Committee

1750 K Street, N.W.

Suite 1200

Washington, D.C. 20006

<http://www.atsc.org>

The Advanced Television Systems Committee, Inc., is an international, non-profit organization developing voluntary standards for digital television. The ATSC member organizations represent the broadcast, broadcast equipment, motion picture, consumer electronics, computer, cable, satellite, and semiconductor industries.

Specifically, ATSC is working to coordinate television standards among different communications media focusing on digital television, interactive systems, and broadband multimedia communications. ATSC is also developing digital television implementation strategies and presenting educational seminars on the ATSC standards.

ATSC was formed in 1982 by the member organizations of the Joint Committee on InterSociety Coordination (JCIC): the Electronic Industries Association (EIA), the Institute of Electrical and Electronic Engineers (IEEE), the National Association of Broadcasters (NAB), the National Cable Television Association (NCTA), and the Society of Motion Picture and Television Engineers (SMPTE). Currently, there are approximately 170 members representing the broadcast, broadcast equipment, motion picture, consumer electronics, computer, cable, satellite, and semiconductor industries.

ATSC Digital TV Standards include digital high definition television (HDTV), standard definition television (SDTV), data broadcasting, multichannel surround-sound audio, and satellite direct-to-home broadcasting.

Table of Contents

1. SCOPE	9
1.1 Application	9
1.1.1 Terrestrial Broadcast	9
1.1.2 Cable	10
1.2 Organization	10
2. REFERENCES	11
3. DEFINITIONS	12
3.1 Compliance Notation	12
3.2 Acronyms and Abbreviations	12
3.3 Definition of Terms	13
3.4 Section and Data Structure Syntax Notation	15
4. DATA STRUCTURE	15
4.1 Table Format	15
4.2 Extensibility	17
4.3 User Private Ranges	17
4.4 Reserved Fields	18
5. TABLE HIERARCHY AND STRUCTURE REQUIREMENTS	18
5.1 Requirements for Terrestrial Broadcast	21
5.2 Requirements for Cable	21
6. SPECIFICATIONS	22
6.1 System Time Table (STT)	22
6.2 Master Guide Table (MGT)	23
6.2.1 Descriptors in the MGT Outer Loop	27
6.2.2 Descriptors in the MGT Inner Loop	27
6.2.3 Descriptor Precedence	27
6.3 Virtual Channel Table (VCT)	27
6.3.1 Terrestrial Virtual Channel Table	28
6.3.2 Cable Virtual Channel Table	34
6.4 Rating Region Table (RRT)	36
6.5 Event Information Table (EIT)	39
6.6 Extended Text Table (ETT)	43
6.7 Directed Channel Change Table (DCCT)	45
6.7.1 Case: Unconditional Channel Change (dcc_selection_type = 0x00)	55
6.7.2 Case: Numeric Postal Code (dcc_selection_type = 0x01, 0x11)	55
6.7.3 Case: Alphanumeric Postal Code (dcc_selection_type = 0x02, 0x12)	55

6.7.4	Case: Demographic Category (dcc_selection_type = 0x05, 0x06, 0x15, 0x16)	56
6.7.5	Case: Genre Category (dcc_selection_type = 0x07, 0x08, 0x17, 0x18)	57
6.7.6	Case: Cannot Be Authorized (dcc_selection_type = 0x09)	60
6.7.7	Case: Geographic Location (dcc_selection_type = 0x0C, 0x1C)	61
6.7.8	Case: Rating Blocked (dcc_selection_type = 0x0D)	62
6.7.9	Case: Return to Original Channel (dcc_selection_type = 0x0F)	62
6.7.10	Case: Viewer-Direct-Select (dcc_selection_type = 0x20 – 0x23)	62
6.7.11	Viewer-Direct-Select Persistence	62
6.8	DCC Selection Code Table (DCCSCT)	64
6.9	Core Descriptors	67
6.9.1	AC-3 Audio Descriptor	68
6.9.2	Program Identifier Descriptor	69
6.9.3	Caption Service Descriptor	69
6.9.4	Content Advisory Descriptor	70
6.9.5	Extended Channel Name Descriptor	72
6.9.6	Service Location Descriptor	72
6.9.7	Time-Shifted Service Descriptor	74
6.9.8	Component Name Descriptor	75
6.9.9	Stuffing Descriptor	76
6.9.10	Descriptors for Inactive Channels	76
6.9.11	DCC Departing Request Descriptor	76
6.9.12	DCC Arriving Request Descriptor	77
6.9.13	Redistribution Control (RC) Descriptor	78
6.10	Multiple String Structure	79
7.	PSIP STD MODEL	83
7.1	Buffer Model for Terrestrial Broadcast	83
7.2	Buffer Model for Cable	83
7.3	Buffer Model Considerations to Support Directed Channel Change for Terrestrial Broadcast	83
ANNEX A DAYLIGHT SAVINGS TIME CONTROL		84
ANNEX B ADDITIONAL CONSTRAINTS ON VIRTUAL CHANNEL TABLE FOR THE U.S.		86
1.	ASSIGNMENT OF MAJOR CHANNEL NUMBER VALUES FOR TERRESTRIAL BROADCAST IN THE U.S.	86
2.	REQUIREMENT TO TRANSMIT ANALOG TRANSMISSION SIGNAL ID	87
ANNEX C STANDARD HUFFMAN TABLES FOR TEXT COMPRESSION		88
1.	SCOPE	88
2.	CHARACTER SET DEFINITION	88
2.1	First Order Escape	88
2.2	Decode Table Data Structures	89

2.2.1	Tree Root Byte Offsets	89
2.2.2	Order-1 Decode Trees	90
3.	STANDARD COMPRESSION TYPE 1 ENCODE/DECODE TABLES	91
4.	STANDARD COMPRESSION TYPE 2 HUFFMAN ENCODE/DECODE TABLES	99
ANNEX D AN OVERVIEW OF PSIP FOR TERRESTRIAL BROADCAST WITH APPLICATION EXAMPLES		107
1.	INTRODUCTION	107
2.	OVERVIEW	107
3.	ELEMENTS OF PSIP	108
4.	APPLICATION EXAMPLE	111
4.1	The Master Guide Table (MGT)	112
4.2	The Virtual Channel Table (VCT)	113
4.3	The Event Information Tables (EITs)	117
4.4	The Rating Region Table (RRT)	118
5.	PACKETIZATION AND TRANSPORT	119
6.	TUNING OPERATIONS AND TABLE ACCESS	119
7.	GPS TIME	121
8.	NVOD EXAMPLES	122
9.	INTERPRETATION OF MGT TABLE VERSION NUMBERS	124
10.	USE OF ANALOG TRANSMISSION SIGNAL ID	126
11.	USE OF COMPONENT NAME DESCRIPTOR	126
ANNEX E TYPICAL SIZE OF PSIP TABLES		127
1.	OVERVIEW	127
2.	SYSTEM TIME TABLE (STT)	127
3.	MASTER GUIDE TABLE (MGT)	127
4.	TERRESTRIAL VIRTUAL CHANNEL TABLE (TVCT)	127
5.	RATING REGION TABLE (RRT)	128
6.	EVENT INFORMATION TABLE (EIT)	128
7.	EXTENDED TEXT TABLE (ETT)	129
8.	DIRECTED CHANNEL CHANGE TABLE (DCCT)	129
9.	DIRECTED CHANNEL CHANGE SELECTION CODE TABLE (DCCSCT)	130
10.	AN EXAMPLE FOR TERRESTRIAL BROADCAST	130
ANNEX F AN OVERVIEW OF HUFFMAN-BASED TEXT COMPRESSION		132
1.	INTRODUCTION	132

2. DATA COMPRESSION OVERVIEW	132
3. OVERVIEW OF CONTEXT-SENSITIVE HUFFMAN CODING	132
3.1 Example	133
3.2 Decode Tree Example	135
3.3 Encoding/Character Decoding Examples with 1st-order Huffman tables	136
ANNEX G AN OVERVIEW OF PSIP FOR CABLE	139
1. INTRODUCTION.....	139
2. OVERVIEW	139
3. COMPARING CVCT AND TVCT	139
3.1 Path Select	139
3.2 Out of Band	140
3.3 Major and Minor Channel Numbers	140
3.4 Source Ids	140
4. IN-BAND VERSUS OUT-OF-BAND SYSTEM INFORMATION	140
5. USING PSIP ON CABLE	141
5.1 Terrestrial Virtual Channel Maps on Cable	141
5.2 Use of the Cable VCT	141
5.3 Service Location on Cable	142
5.4 Analog Channel Sharing	143
6. RE-MULTIPLEXING ISSUES	143
7. THE TRANSITION TO PSIP ON CABLE	144
8. DATA RATES FOR PSIP ON CABLE.....	144
ANNEX H LOCATION CODES FOR COUNTIES AND EQUIVALENT ENTITIES OF THE UNITED STATES, ITS POSSESSIONS, AND ASSOCIATED AREAS	146

Index of Tables and Figures

Table 4.1 Generic Table Format Used in PSIP	15
Table 4.2 Table ID Ranges and Values (Informative)	16
Table 6.1 Bit Stream Syntax for the System Time Table	22
Table 6.2 Bit Stream Syntax for the Master Guide Table	25
Table 6.3 Table Types	26
Table 6.4 Bit Stream Syntax for the Terrestrial Virtual Channel Table	29
Table 6.5 Modulation Modes	31
Table 6.6 ETM Location	32
Table 6.7 Service Types	33
Table 6.8 Bit Stream Syntax for the Cable Virtual Channel Table	35
Table 6.9 Path Select	36
Table 6.10 Bit Stream Syntax for the Rating Region Table	37
Table 6.11 Bit Stream Syntax for the Event Information Table	41
Table 6.12 ETM Location	42
Table 6.13 Bit Stream Syntax for the Extended Text Table	43
Table 6.14 ETM ID	44
Table 6.15 Bit Stream Syntax for the Directed Channel Change Table	46
Table 6.16 DCC Context	48
Table 6.17 DCC Selection Type Assignments	51
Table 6.18 Demographic Selection Type Assignments	56
Table 6.19 Examples of Selection Code Packing	58
Table 6.20 Categorical Genre Code Assignments	59
Table 6.21 Conditional Type Value Format	61
Table 6.22 County Subdivision Coding	61
Table 6.23 Bit Stream Syntax for the DCC Selection Code Table	65
Table 6.24 Update Type Coding	66
Table 6.25a List and Location of PSIP Descriptors	68
Table 6.25b List and Location of PSIP Descriptors	68
Table 6.26 Bit Stream Syntax for the Caption Service Descriptor	69
Table 6.27 Stream Syntax for the Content Advisory Descriptor	71
Table 6.28 Bit Stream Syntax for the Extended Channel Name Descriptor	72
Table 6.29 Bit Stream Syntax for the Service Location Descriptor	73
Table 6.30 Selected Stream Type Assignments (Informative)	73
Table 6.31 Bit Stream Syntax for the Time Shifted Service Descriptor	74

Table 6.32 Bit Stream Syntax for the Component Name Descriptor	75
Table 6.33 Bit Stream Syntax for the DCC Departing Request Descriptor	76
Table 6.34 DCC Departing Request Type Assignments	77
Table 6.35 Bit Stream Syntax for the DCC Arriving Request Descriptor	77
Table 6.36 DCC Arriving Request Type Assignments	78
Table 6.37 Bit Stream Syntax for the Redistribution Control Descriptor	79
Table 6.38 Bit Stream Syntax for the Multiple String Structure	80
Table 6.39 Compression Types	80
Table 6.40 Modes	82
Table 7.1 Maximum Cycle Time for the STT, MGT, VCT and RRT	83
Table 7.2 Maximum Rate for Each PSIP Packet Stream	83
Table A1 Structure of Daylight Savings Time Control	84
Table A2 Basic Use of Daylight Savings Fields Through the Year	85
Table C1 Characters with Special Definitions	88
Table C2 Decode Table Format	89
Table C3 Decode Tree Format	90
Table C4 English-language Program Title Encode Table	91
Table C5 English-language Program Title Decode Table	95
Table C6 English-language Program Description Encode Table	99
Table C7 English-language Program Description Decode Table	103
Table D1 An Example of EIT Coverage Times	110
Table D2 The First 3-Hour Segment to be Described in VCT and EIT-0	111
Table D3 The Second 3-Hour Segment to be Described in VCT and EIT-1	112
Table D4 Receiver Behavior with Hidden and Hide Guide Attributes	116
Table E1 Symbols	127
Table E2 Typical Size (bytes) of MGT	127
Table E3 Typical TVCT Size (bytes)	128
Table E4 Typical Size (in bytes per rating region) of RRT	128
Table E5 Typical Size (bytes per virtual channel per EIT) of EIT	129
Table E6 Typical Size (bytes per virtual channel or bytes per event) of ETT	129
Table E7 Typical Size (bytes) of DCCT	129
Table E8 Typical Size (bytes) of DCCSCT	130
Table E9 Typical Sizes of PSIP tables (except ETT) for the Example	130
Table E10 Typical Sizes of ETTs for the Example	131
Table F1 Example Character Set and Frequency of Character Occurrence	134
Table F2 Decode Tree Example	136

Figure 5.1 Table hierarchy for the Program and System Information Protocol (PSIP).	19
Figure 5.2 Extended Text Tables (ETTs) defined to carry text messages for describing virtual channels and events.	21
Figure D1 Main Structure for the PSIP tables.	109
Figure D2 Extended Text Tables in the PSIP hierarchy.	110
Figure D3 Content of the Master Guide Table.	113
Figure D4 Content of the Virtual Channel Table.	115
Figure D5 Content of EIT-0 for NBZ-S	117
Figure D6 An Instance of a Rating Region Table (RRT).	118
Figure D7 Packetization and Transport of the PSIP tables.	119
Figure D8 Extraction of the VCT from the Transport Stream.	120
Figure D9 Acquisition of audiovisual components.	121
Figure D10 NVOD Example no. one.	123
Figure D11 NVOD Example #2	124
Figure F1 Example Huffman tree.	135
Figure F2 Coding example for the string “The next”.	137
Figure F3 Huffman tree for prior symbol “x”.	138

ATSC Standard:

Program and System Information Protocol for Terrestrial Broadcast and Cable (Revision B)

1. SCOPE

This document¹ defines a Standard for System Information (SI) and Program Guide (PG) data compatible with digital multiplex bit streams constructed in accordance with ISO/IEC 13818-1 (MPEG-2 Systems). The document defines the standard protocol for transmission of the relevant data tables contained within packets carried in the Transport Stream multiplex. The protocol defined herein is referred to as Program and System Information Protocol (PSIP).

This standard was prepared by the Advanced Television Systems Committee (ATSC) Technology Group on Distribution (T3). The document was approved by the members of the ATSC on 23 December 1997. Revision B to PSIP is the result of incorporating Amendment No. 1A (12 August 2002), Amendment No. 2 (6 August 2002), and Amendment No. 3 (1 April 2002) after their approval by the full ATSC. In addition, further clarifications were incorporated to produce this document. ATSC Standard A/65B was approved by the full membership on (date).

For an informative description of the purpose, concepts, and tables defined in this protocol, first-time readers are encouraged to start with Annex D. In addition, a Recommended Practice on PSIP implementation is available as ATSC document A/69, "ATSC Recommended Practice: Program and System Information Protocol Implementation Guidelines for Broadcasters." A companion document for receiver manufacturers is available from the Consumer Electronics Association: "EIA/CEA-CEB12 PSIP Recommended Practice."

1.1 Application

This document describes tables that shall be applicable to terrestrial (over-the-air) and cable signals. Some PSIP tables apply to terrestrial broadcast, some apply to cable, and others apply to both.

1.1.1 Terrestrial Broadcast

The following PSIP data shall be included in all ATSC-compliant Transport Streams to be transmitted via terrestrial broadcast:

- The Terrestrial Virtual Channel Table (TVCT) defining, at a minimum, MPEG-2 programs embedded in the Transport Stream in which the TVCT is carried.

¹ NOTE: The user's attention is called to the possibility that compliance with this standard may require use of an invention covered by patent rights. By publication of this standard, no position is taken with respect to the validity of this claim, or of any patent rights in connection therewith. The patent holder has, however, filed a statement of willingness to grant a license under these rights on reasonable and nondiscriminatory terms and conditions to applicants desiring to obtain such a license. Details may be obtained from the publisher. This document will undergo periodic review and may be subject to change by ballot of the ATSC membership

- The Master Guide Table (MGT) defining the type, packet identifiers, and versions for all the other PSIP tables in this Transport Stream, except for the System Time Table (STT).
- The Rating Region Table (RRT) defining the TV parental guideline system referenced by any content advisory descriptor carried within the Transport Stream, except the RRT corresponding to rating_region 0x01 (US + possessions).²
- The System Time Table (STT), defining the current date and time of day.
- A service_location_descriptor for each digital virtual channel in the VCT.
- The first four Event Information Tables (EIT-0, EIT-1, EIT-2 and EIT-3) describing 12 hours of events (TV programs), each with a coverage of 3 hours, and including all of the virtual channels listed in the TVCT.

1.1.2 Cable

The following PSIP data shall be included in all ATSC-compliant Transport Streams to be transmitted via cable:

- The Cable Virtual Channel Table (CVCT) defining, at a minimum, the virtual channel structure for the collection of MPEG-2 programs embedded in the Transport Stream in which the CVCT is carried.
- The Master Guide Table (MGT) defining the type, packet identifiers, and versions for all of the other PSIP tables included in this Transport Stream except for the System Time Table (STT).
- The Rating Region Table (RRT) defining the TV parental guideline system referenced by any content advisory descriptor carried within the Transport Stream, except the RRT corresponding to rating_region 0x01 (US + possessions).³
- The System Time Table (STT), defining the current date and time of day.

1.2 Organization

The sections of this document are organized as follows:

- **Section 1** — Provides this general introduction.
- **Section 2** — Lists references and applicable documents.
- **Section 3** — Provides a definition of terms and a list of acronyms and abbreviations used in this document.
- **Section 4** — Describes the data structure of the PSIP tables.
- **Section 5** — Describes the overall table hierarchy.
- **Section 6** — Describes formats for all of the PSIP tables.
- **Section 7** — Describes PSIP STD model.
- **Annex A** — Describes the daylight savings time control.

² Note: Interpretation in a receiver of the rating_region 0x01 RRT requires prior knowledge of EIA/CEA-766-A [15]; therefore transmission is unnecessary. A future extension or replacement of the content advisory system for the US is possible by assignment of a new, different rating_region code and creation of new content for an RRT.

³ See footnote 2.

- **Annex B** — Describes the assignment of major_channel_number values for terrestrial broadcast in the U.S.
- **Annex C** — Describes the standard Huffman tables for text compression.
- **Annex D** — Provides an overview of PSIP for terrestrial broadcast with application examples.
- **Annex E** — Describes the typical sizes of PSIP tables.
- **Annex F** — Provides an overview of Huffman-based text compression.
- **Annex G** — Provides an overview of the use of PSIP for cable.

2. REFERENCES

The following documents are applicable to this Standard:

- 1) ATSC Standard A/53B (2001), ATSC Digital Television Standard, Revision B; Annex C, Sec. 5.7.2.1. (*normative*).
- 2) ATSC Standard A/53B (2001), ATSC Digital Television Standard, Revision B; Annexes B and D. (*informative*).
- 3) ATSC Standard A/55 (1996), Program Guide for Digital Television (*informative*).
- 4) ATSC Standard A/56 (1996), System Information for Digital Television (*informative*).
- 5) ATSC Standard A/57 (1996), Program/Episode/Version Identification (*normative*). Readers note that A/57 is being revised.
- 6) ISO 639.2, Code for the Representation of Names of Languages — Part 2: alpha-3 code, 1998 (*normative*).
- 7) ISO/IEC 10646-1:2000, Information technology — Universal Multiple-Octet Coded Character Set (UCS) — Part 1: Architecture and Basic Multilingual Plane (*normative*).
- 8) ISO/IEC 8859, Information Processing — 8-bit Single-Octet Coded Character Sets, Parts 1 through 10 (*normative*).
- 9) ITU-T Rec. H.222.0 | ISO/IEC 13818-1:1996, Information Technology — Generic coding of moving pictures and associated audio — Part 1: Systems (*normative*).
- 10) ITU-T Rec. H.262 | ISO/IEC 13818-2:1996, Information Technology — Generic coding of moving pictures and associated audio — Part 2: Video (*normative*).
- 11) Digital Video Transmission Standard for Cable Television, SCTE DVS-031, Rev. 2, 29 May 1997 (*informative*).
- 12) EIA-708-A *Specification for Advanced Television Closed Captioning (ATVCC)*, Electronic Industry Association (*normative*).
- 13) EIA/CEA-608-B, *Line 21 Data Service*, Sec. 9.5.2.4 (*normative*).
- 14) Record of Test Results for Digital HDTV Grand Alliance System, September 8, 1995, Advanced Television Test Center (*informative*).
- 15) EIA/CEA-766-A *Specification for U.S. and Canadian Rating Region Table (RRT) and Content Advisory Descriptor for Transport of Content Advisory Information Using ATSC A/65A Program and System Information Protocol (PSIP)*, Electronic Industries Alliance, April 2001 (*informative*).

- 16) U.S. Code of Federal Regulations (CFR) Title 47, 47CFR11, Emergency Alert System (EAS), U.S. Government Printing Office, Washington, DC 20040, <http://www.fcc.gov/wtb/rules.html> (*normative*).
- 17) Federal Information Processing Standard, FIPS Pub 6-4, Counties and Equivalent Entities of the U.S., Its Possessions, and Associated Areas — 90 Aug 31, U.S. Government Printing Office, Washington, DC 20040, <http://www.itl.nist.gov/fipspubs> (*informative*).
- 18) The Unicode Standard, Version 3.0, The Unicode Consortium, Addison-Wesley Pub., ISBN 0201616335 (*normative*).
- 19) Unicode Technical Report #6, A Standard Compression Scheme for Unicode, Revision 3.0, 1999-11-12, The Unicode Consortium (*normative*).
- 20) ATSC A/90 (2000), Data Broadcast Standard (*informative*).

3. DEFINITIONS

3.1 Compliance Notation

As used in this document, “shall” or “will” denotes a mandatory provision of the standard. “Should” denotes a provision that is recommended but not mandatory. “May” denotes a feature whose presence does not preclude compliance, that may or may not be present at the option of the implementer.

3.2 Acronyms and Abbreviations

The following acronyms and abbreviations are used within this specification:

ATSC	Advanced Television Systems Committee
bslbf	bit serial, leftmost bit first
BMP	basic multilingual plane
CAT	conditional access table
CRC	cyclic redundancy check
CVCT	cable virtual channel table
DCC	directed channel change
DCCRR	DCC capable DTV reference receiver
DCCSCT	DCC selection code table
DET	data event table
DTV	digital television
EPG	electronic program guide
EIT	event information table
EMM	entitlement management message
ETM	extended text message
ETT	extended text table
GPS	Global Positioning System
PSIP	Program and System Information Protocol

MGT	master guide table
MPAA	Motion Picture Association of America
MPEG	Moving Picture Experts Group
NVOD	near video on demand
OOB	out of band
PAT	program association table
PCR	program clock reference
PES	packetized elementary stream
PID	packet identifier
PMT	program map table
PTC	physical transmission channel
SCTE	Society of Cable Telecommunications Engineers
SI	system information
STD	system target decoder
STT	system time table
rpchof	remainder polynomial coefficients, highest order first
RRT	rating region table
TS	transport stream
TVCT	terrestrial virtual channel table
unicode	Unicode™
UTC	Coordinated Universal Time ⁴
uimsbf	unsigned integer, most significant bit first
VCT	virtual channel table. Used in reference to either TVCT or CVCT.

3.3 Definition of Terms

The following terms are used throughout this document:

descriptor A data structure of the format: `descriptor_tag`, `descriptor_length`, and a variable amount of data. The tag and length fields are each 8 bits. The length specifies the length of data that begins immediately following the `descriptor_length` field itself. A descriptor whose `descriptor_tag` identifies a type not recognized by a particular decoder shall be ignored by that decoder. Descriptors can be included in certain specified places within PSIP tables, subject to certain restrictions (see Table 6.25). Descriptors may be used to extend data represented as fixed fields within the tables. They make the protocol very flexible since they can be included only as needed. New descriptor types can be standardized and included without affecting receivers that have not been designed to recognize and process the new types.

digital channel A set of one or more digital elementary streams. See *virtual channel*.

⁴ Since unanimous agreement could not be achieved by the ITU on using either the English word order, CUT, or the French word order, TUC, a compromise to use neither was reached.

event A collection of elementary streams with a common time base, an associated start time, and an associated end time. An event is equivalent to the common industry usage of “television program.”

instance See *table instance*.

logical channel See *virtual channel*.

physical channel: A generic term to refer to the each of the 6–8 MHz frequency bands where television signals are embedded for transmission. Also known as the physical transmission channel (PTC). One analog virtual channel fits in one PTC but multiple digital virtual channels typically coexist in one PTC.

physical transmission channel See *physical channel*.

program element A generic term for one of the elementary streams or other data streams that may be included in a program. For example: audio, video, data, etc.

program A collection of program elements. Program elements may be elementary streams. Program elements need not have any defined time base; those that do have a common time base are intended for synchronized presentation. The term program is also commonly used in the context of a “television program” such as a scheduled daily news broadcast. In this specification the term “event” is used to refer to a “television program” to avoid ambiguity.

region As used in this document, a region is a geographical area consisting of one or more countries.

section A data structure comprising a portion of an ISO/IEC 13818-1 defined table, such as the Program Association Table (PAT), Conditional Access Table (CAT), or Program Map Table (PMT). All sections begin with the `table_id` and end with the `CRC_32` field, and their starting points within a packet payload are indicated by the `pointer_field` mechanism defined in the ISO/IEC 13818-1 International Standard.

stream An ordered series of bytes. The usual context for the term stream is the series of bytes extracted from Transport Stream packet payloads which have a common unique PID value (e.g., video PES packets or Program Map Table sections).

table The collection of re-assembled sections bearing a common table ID and version number.

table instance Tables are identified by the `table_id` field. However, in cases such as the Event Information Table, several instances of a table are defined simultaneously. All instances are conveyed in Transport Stream packets of the same PID value and have the same `table_id` field value. Each instance has a different `table_id_extension` value. The term `table_id_extension` is the generic label for the field per Table 4.1; it is renamed as appropriate for specific tables.

virtual channel A virtual channel is the designation, usually a number, that is recognized by the user as the single entity that will provide access to an analog TV program or a set of one or more digital elementary streams. It is called “virtual” because its identification (name and number) may be defined independently from its physical location. Examples of virtual channels are: digital radio (audio only), a typical analog TV channel, a typical digital TV channel (composed of one audio and one video stream), multi-visual digital channels (composed of several video streams and one or more audio tracks), or a data broadcast channel (composed of one or more data streams). In the case of an analog TV channel, the virtual channel designation will link to a specific physical transmission channel. In the case of a digital TV channel, the virtual channel designation will link both to the physical

transmission channel and to the particular video and audio streams within that physical transmission channel.

3.4 Section and Data Structure Syntax Notation

This document contains symbolic references to syntactic elements. These references are typographically distinguished by the use of a different font (e.g., *restricted*), may contain the underscore character (e.g., *sequence_end_code*) and may consist of character strings that are not English words (e.g., *dynrng*).

The formats of sections and data structures in this document are described using a C-like notational method employed in ISO/IEC 13818-1.

4. DATA STRUCTURE

This section describes the data structure common to all PSIP tables.

4.1 Table Format

Tables defined in this Standard are derived from the “long” form of the MPEG-2 *private_section* defined in sections 2.4.4.10 and 2.4.4.11 of ISO/IEC 13818-1 [9]. The table format common to all PSIP tables is given in Table 4.1. An additional field, *protocol_version*, has been added as a consistent first byte of every PSIP table section.

Table 4.1 Generic Table Format Used in PSIP

Syntax	No. of Bits	Format
PSIP_section() {		
table_id	8	uimsbf
section_syntax_indicator	1	'1'
private_indicator	1	'1'
reserved	2	'11'
section_length	12	uimsbf
table_id_extension	16	uimsbf
reserved	2	'11'
version_number	5	uimsbf
current_next_indicator	1	bslbf
section_number	8	uimsbf
last_section_number	8	uimsbf
protocol_version	8	uimsbf
PSIP_table_data()	*	
CRC_32	32	rpchof
}		

table_id – The value of this 8-bit field shall identify the PSIP Table to which this section belongs. Tables defined in this PSIP Standard, and any created in other ATSC Standards are considered “private” with respect to ISO/IEC 13818-1 and standard with respect to other ATSC Standards. Table 4.2 lists Table ID ranges and values.

Table 4.2 Table ID Ranges and Values (Informative)

Table ID Value (hex)	Tables	PID	Ref.
ISO/IEC 13818-1 Sections:			
0x00	PROGRAM ASSOCIATION table (PAT)	0x0000	Ref. [9]
0x01	CONDITIONAL ACCESS table (CAT)	0x0001	Ref. [9]
0x02	TS PROGRAM MAP TABLE (PMT)	per PAT	Ref. [9]
0x03-0x3F	[ISO reserved]		
User Private Sections:			
0x40-0xBF	[User Private]		
Other documents:			
0xC0-0xC6	[ATSC coordinated values which are defined in other standards.]		
PSIP tables:			
0xC7	MASTER GUIDE TABLE (MGT)	0x1FFB	Sec.6.2
0xC8	TERRESTRIAL VIRTUAL CHANNEL TABLE (TVCT)	0x1FFB	Sec.6.3.1
0xC9	CABLE VIRTUAL CHANNEL TABLE (CVCT)	0x1FFB	Sec.6.3.2
0xCA	RATING REGION TABLE (RRT)	0x1FFB	Sec.6.4
0xCB	EVENT INFORMATION TABLE (EIT)	per MGT	Sec.6.5
0xCC	EXTENDED TEXT TABLE (ETT)	per MGT	Sec.6.6
0xCD	SYSTEM TIME TABLE (STT)	0x1FFB	Sec.6.1
0xCE-0xD2	[ATSC coordinated values which are defined in other standards.]		
0xD3	DIRECTED CHANNEL CHANGE TABLE (DCCT)	0x1FFB	Sec.6.7
0xD4	DIRECTED CHANNEL CHANGE SELECTION CODE TABLE (DCCSCT)	0x1FFB	Sec.6.8
0xD5-0xDF	[ATSC coordinated values which are defined in other standards.]		
0xE0-0xE5	[Used in other systems]		
0xE6-0xFE	[Reserved for future ATSC use]		

section_syntax_indicator – This 1-bit field shall be set to ‘1’ to always indicate the “long” form of the MPEG-2 private_section table.

private_indicator – This 1-bit field shall be set to ‘1’.

private_section_length – A 12-bit field. It specifies the number of remaining bytes in the private section immediately following this field up to and including the CRC_32 field. The value in this field shall not exceed 4093 (0xFFD).

table_id_extension – This is a 16-bit field and is table-dependent. It shall be considered to be logically part of the table_id field providing the scope for the remaining fields.

version_number – This 5-bit field is the version number of the PSIP_section. The version_number shall be incremented by 1 modulo 32 when a change in the information carried within the PSIP_section occurs. When the current_next_indicator is set to '0', then the version_number shall be that of the next applicable PSIP_section with the same table_id, table_id_extension, and section_number.

current_next_indicator – A 1-bit field, which when set to '1' indicates that the PSIP_section sent is currently applicable. When the current_next_indicator is set to '1', then the version_number shall be that of the currently applicable PSIP_section. When the bit is set to '0', it indicates that the PSIP_section sent is not yet applicable and shall be the next PSIP_section with the same section_number, table_id_extension, and table_id to become valid.

section_number – This 8-bit field gives the number of the PSIP_section. The section_number of the first section in a PSIP table shall be 0x00. The section_number shall be incremented by 1 with each additional section in PSIP table. The scope of the section_number shall be defined by the table_id and table_id_extension. That is, for each PSIP table and value of the table_id_extension field, there is the potential for the full range of section_number values.

last_section_number – This 8-bit field specifies the number of the last section (that is, the section with the highest section_number) of the PSIP table of which this section is a part. Its scope is the same as for the section_number field.

protocol_version – An 8-bit unsigned integer field whose function is to allow, in the future, this table type to carry parameters that may be structured differently than those defined in the current protocol. At present, the only valid value for protocol_version is zero. Non-zero values of protocol_version may be used by a future version of this standard to indicate structurally different tables.

CRC_32 – This is a 32-bit field that contains the CRC value that gives a zero output of the registers in the decoder defined in ISO/IEC 13818-1, Annex A after processing the entire private section.

Note that individual PSIP tables defined in this Standard may further constrain the above fields. But when not further constrained in each table, the above semantics shall apply.

4.2 Extensibility

The PSIP protocol describes a number of tables conveying system information and content guide data structures. The Standard is designed to be extensible via the following mechanisms:

Reserved fields. Fields in this Standard marked reserved shall be reserved for use either when revising this Standard, or when another standard is issued that builds upon this one. See Section 4.4.

Standard table types. As indicated in Table 4.2, table_id values in the range 0xCE-0xDF and 0xE6-0xFE shall be reserved for use either when revising this PSIP Standard, or when another standard is issued.

Protocol version field. Future substantive structural modifications shall be accommodated by defining different protocol version numbers. Backwards compatible additions or modifications may be added without incrementing the protocol version number.

4.3 User Private Ranges

Certain fields in this Standard are defined to include “user private” ranges:

- table_ID values in the range 0x40 through 0xBF
- MGT table_type values in the range 0x0400 through 0x0FFF

Table sections with `table_ID` values in the user private range (0x40 through 0xBF) shall not appear in transport packets identified with the `base_PID` PID value (0x1FFB). The MGT may refer to private table sections with any value of `table_ID` including values in the user private range. Refer to Section 6.2 for a discussion of the use of the MPEG-2 Registration Descriptor in the MGT with respect to delivery of private table sections.

4.4 Reserved Fields

reserved — Fields in this PSIP Standard marked “reserved” shall not be assigned by the user, but shall be available for future use. Decoders are expected to disregard reserved fields for which no definition exists that is known to that unit. Each bit in the fields marked “reserved” shall be set to one until such time as it is defined and supported.

5. TABLE HIERARCHY AND STRUCTURE REQUIREMENTS

The Program and System Information Protocol (PSIP) is a collection of hierarchically arranged tables for describing system information and program guide data. These tables are packetized and multiplexed according to the transport protocol detailed in ISO/IEC 13818-1.

The base PID (`base_PID`) is an explicitly defined value (0x1FFB) used to identify the packets for the following tables for terrestrial and cable systems:

- The System Time Table (STT)
- Master Guide Table (MGT)
- Rating Region Table (RRT)
- Virtual Channel Table (VCT)
- The optional Directed Channel Change Table (DCCT)
- The optional Directed Channel Change Selection Code Table (DCCSCT)

Several Event Information Tables (EIT) are also part of the PSIP data structures, with their PIDs explicitly defined in the MGT. Figure 5.1 illustrates the relations between these elements.

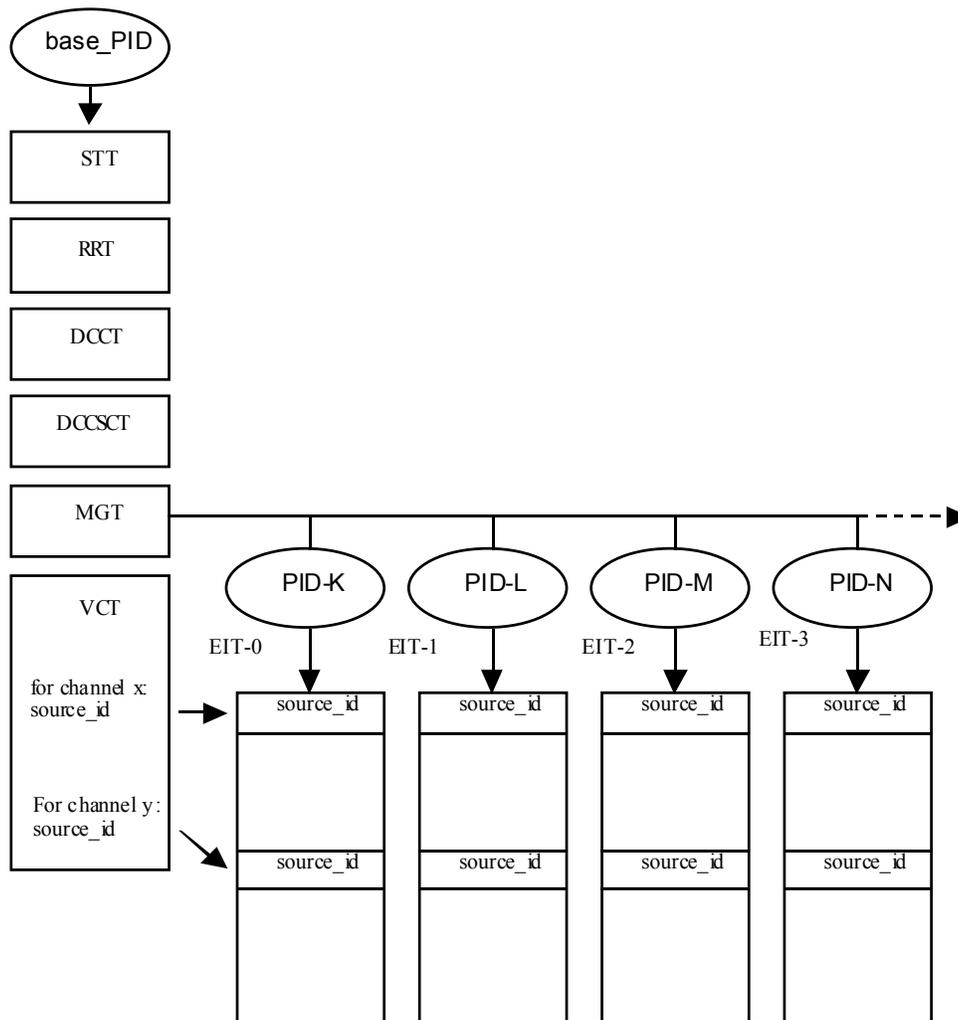


Figure 5.1 Table hierarchy for the Program and System Information Protocol (PSIP).

As the name indicates, the System Time Table (STT) carries time information needed for any application requiring synchronization. The Rating Region Table (RRT) defines rating tables valid for different regions or countries. The Master Guide Table (MGT) defines sizes, PIDs, and version numbers for all of the relevant tables. The Virtual Channel Table (VCT) actually exists in two versions: one for terrestrial and a second one for cable applications. Its purpose is to tabulate virtual channel attributes required for navigation and tuning. The terrestrial and cable versions are similar in structure, with the latter redefining the semantics of some fields pertinent to cable operations. The optional Directed Channel Change Table carries requests for a receiver to switch to specified virtual channels at specified times under specified circumstances. The optional Directed Channel Change Selection Code Table permits extension of the basic genre category and location code tables defined here.

Each of the Event Information Tables (EITs) lists TV programs (events) for the virtual channels described in the VCT. The EITs are sequentially and chronologically organized from EIT-0 to EIT-127. The first table (EIT-0) corresponds to the currently valid list of events. The second table (EIT-1) corresponds to the next time window, and so on.

During remultiplexing, EIT tables which originally existed in separate Transport Streams may be multiplexed into a common Transport Stream or *vice versa*. For this reason, it is very convenient to synchronize the start times and durations of the EITs. Consequently, the next three synchronization rules shall be followed when EIT tables are prepared.

- **Requirement 1:** Each EIT shall have a duration of 3 hours.
- **Requirement 2:** Start times for EITs are restricted to 0:00 (midnight), 3:00, 6:00, 9:00, 12:00 (noon), 15:00, 18:00 and 21:00. All of these times are UTC.
- **Requirement 3:** EIT-0 lists all of the available events for the current 3-hour time segment. EIT-1 lists all of the available events for the next 3-hour time segment, and likewise, non-overlapping sequential time windows are allocated for all of the other EITs.

For example, a broadcast group operating in the Eastern time zone of the U.S. at 15:30 EDT (19:30 UTC) is required to carry EIT-0 describing events from 14:00 to 17:00 EDT (18:00 to 21:00 in UTC time) plus EIT-1, EIT-2, and EIT-3 covering the next 9-hour interval between 17:00 to 2:00 EDT. At 17:00 EDT, the first table, EIT-0, will be obsolete while EIT-1 will still be valid. At this time, simply by shifting the listed PID values in the MGT, EIT-1 becomes EIT-0 and EIT-2 becomes EIT-1. Updating tables then becomes a process of shifting the list of PIDs in the MGT and their corresponding version numbers. However, updates and/or corrections to the information in the EITs may be performed at any time since the decoder monitors the MGT continuously, where the most current copy of the version number is maintained. Updates and/or corrections to the EIT (other than shifting) shall be signaled by increasing the version number by one.

Besides listing the PIDs for all of the EITs, the Master Guide Table (MGT) also lists a set of PIDs for Extended Text Tables (ETTs). The ETTs carry relatively long text messages for describing events and virtual channels. Each EIT has either zero or one associated ETT. Similarly, The VCT has either zero or one associated ETT. Figure 5.2 illustrates the concept.

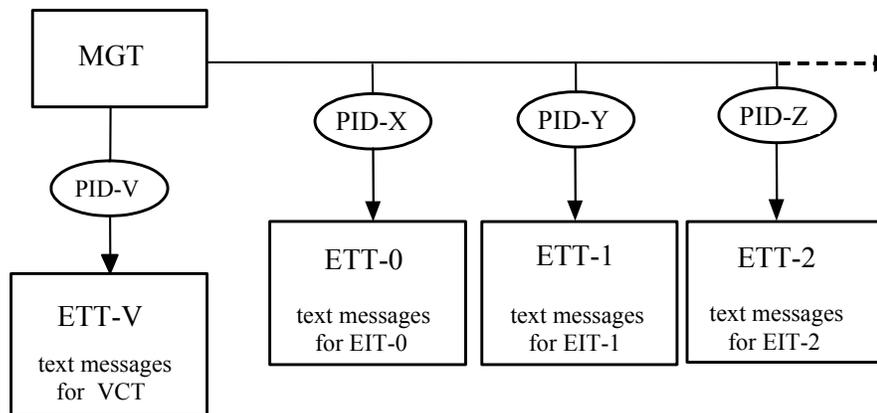


Figure 5.2 Extended Text Tables (ETTs) defined to carry text messages for describing virtual channels and events.

5.1 Requirements for Terrestrial Broadcast

The rules governing the transport of PSIP tables for terrestrial broadcast are:

- **Requirement 4:** Every digital Transport Stream in terrestrial broadcast shall include the STT, the TVCT, the MGT, and the first four Event Information Tables (EIT-0, EIT-1, EIT-2 and EIT-3)⁵. The CVCT, all of the other EITs and the whole collection of ETTs may be present but are not required. An RRT defining the rating system for a given region shall be included in the TS if any content_advisory_descriptor in use refers to that region, unless that region has explicit standards that define the rating system and the meaning of the values in the content_advisory_descriptor.
- **Requirement 5:** The PSIP tables shall describe all of the digital channels multiplexed in the Transport Stream. For convenience, the tables may optionally include information about analog channels as well as other digital channels available in different Transport Streams.

5.2 Requirements for Cable

The rules governing the transport of PSIP tables for cable are:

- **Requirement 6:** The required tables for a cable system are: the STT, either the CVCT or the TVCT, and the MGT. For any region that makes use of the capability to change the RRT, that RRT shall be included in the TS if any content_advisory_descriptor in use refers to that region. An RRT defining the rating system for a given region shall be included in the TS if any content_advisory_descriptor in use refers to that region, unless that region has explicit standards that define the rating system and the meaning of the values in the content_advisory_descriptor.
- **Requirement 7:** The PSIP tables shall describe all of the digital channels multiplexed in the Transport Stream. For convenience, the tables may optionally

⁵ Exception: test signals may or may not be included in EIT/ETT data.

include information about analog channels as well as other digital channels available in different Transport Streams.

6. SPECIFICATIONS

This chapter describes the bit stream syntax and semantics for the System Time Table (STT), Master Guide table (MGT), Virtual Channel Table (VCT), Rating Region Table (RRT), Event Information Table (EIT), Extended Text Table (ETT), the optional Directed Channel Change Table (DCCT), the optional Directed Channel Change Selection Code Table (DCCSCT), core descriptors, and the multiple string structure.

6.1 System Time Table (STT)

The System Time Table provides the current date and time of day information.

The following constraints apply to the Transport Stream packet carrying the STT:

- PID for STT shall have the value 0x1FFB (base_PID)
- transport_scrambling_control bits shall have the value '00'
- adaptation_field_control bits shall have the value '01'

The bit stream syntax for the System Time Table is shown in Table 6.1.

Table 6.1 Bit Stream Syntax for the System Time Table

Syntax	No. of Bits	Format
system_time_table_section () {		
table_id	8	0xCD
section_syntax_indicator	1	'1'
private_indicator	1	'1'
reserved	2	'11'
section_length	12	uimsbf
table_id_extension	16	0x0000
reserved	2	'11'
version_number	5	'00000'
current_next_indicator	1	'1'
section_number	8	0x00
last_section_number	8	0x00
protocol_version	8	uimsbf
system_time	32	uimsbf
GPS.UTC_offset	8	uimsbf
daylight_savings	16	uimsbf
for (l = 0; l < N; l++) {		
descriptor()		
}		
CRC_32	32	rpchof
}		

table_id — This is an 8-bit field, which shall be set to 0xCD, identifying this table as the System Time Table.

section_syntax_indicator — This 1-bit field shall be set to '1'. It denotes that the section follows the generic section syntax beyond the section length field.

- private_indicator** — This 1-bit field shall be set to ‘1’.
- section_length** — 12-bit field specifying the number of remaining bytes in this section immediately following the section_length field up to the end of the section. The value of the section_length shall be no larger than 1021.
- table_id_extension** — This 16-bit field shall be set to 0x0000.
- version_number** — This 5-bit field shall have a value of zero.
- current_next_indicator** — This 1-bit indicator is always set to ‘1’ for an STT section; the STT sent is always currently applicable.
- section_number** — The value of this 8-bit field shall always be 0x00 (this table is only one section long).
- last_section_number** — The value of this 8-bit field shall always be 0x00.
- protocol_version** — An 8-bit unsigned integer field whose function is to allow, in the future, this table type to carry parameters that may be structured differently than those defined in the current protocol. At present, the only valid value for protocol_version is zero. Non-zero values of protocol_version may be used by a future version of this standard to indicate structurally different tables.
- system_time** — A 32-bit unsigned integer quantity representing the current system time as the number of GPS seconds since 00:00:00 UTC, January 6th, 1980. The count of GPS seconds and leap second count shall be accurate and correct to within plus or minus one second, for a direct main broadcast signal RF receiving device, as timed at the arrival in the decoder of the Transport Stream packet carrying the last byte of the CRC. The STT seconds count should be set to the next second and sent approximately 2T milliseconds before the seconds count is due to increment, where T represents the average number of milliseconds between TS packets identified with the SI base_PID (0x1FFB). If one or more translators and/or repeaters are in the RF delivery path that introduce processing delays that impact the overall STT timing accuracy, the STT timing should be adjusted in the translated/repeated signal.
- GPS.UTC_offset** — An 8-bit unsigned integer that defines the current offset in whole seconds between GPS and UTC time standards. To convert GPS time to UTC, the GPS.UTC_offset is subtracted from GPS time. Whenever the International Bureau of Weights and Measures decides that the current offset is too far in error, an additional leap second may be added (or subtracted), and the GPS.UTC_offset will reflect the change.
- daylight_savings** — Daylight Savings Time Control bytes. Refer to Annex A for the use of these two bytes.
- descriptor()** — Zero or more descriptors, as appropriate, may be included.
- CRC_32** — This is a 32-bit field that contains the CRC value that ensures a zero output from the registers in the decoder defined in Annex A of ISO/IEC 13818-1 “MPEG-2 Systems” after processing the entire System Time Table section.

6.2 Master Guide Table (MGT)

The MGT lists version numbers, length in bytes, and PIDs for all of the PSIP tables with the exception of the STT which works independently from the other tables.

The Master Guide Table is carried in a single section with table ID 0xC7, and obeys the syntax and semantics given in Section 4. The following constraints apply to the Transport Stream packet (or packets) carrying the MGT:

- PID for MGT shall have the value 0x1FFB (base_PID)
- transport_scrambling_control bits shall have the value '00'
- adaptation_field_control bits shall have the value '01'
- payload_unit_start_indicator of the Transport Stream packet carrying the table_id field of the MGT section shall be 1 (first Transport Stream packet of the section)
- pointer_field of the Transport Stream packet carrying the table_id field of the MGT section shall have the value 0x00 (section starts immediately after the pointer_field)

The MGT provides the version_number field of tables it references. For purposes of duplicate detection, the version_number shall be processed in accordance with the MPEG-2 definition of the scope of that field. If the version_number of a table transported in transport packets with a given table_type_PID value changes, that table may be assumed to be changed.

For the EIT and ETT tables, the table_type_version_number given in the MGT must not be interpreted as the table version for the associated timeslot. Refer to Annex D Section 8 for a discussion of this important distinction.

The MGT may refer to private table sections: those with the table_type field set to a value in the user private range (0x0400 through 0x0FFF). The table_type is the only semantic element in the MGT that has a user private range. When a table_type in the private range is present, an MPEG-2 registration_descriptor() (MRD) in accordance with Section 2.6.8 of [10] shall be present to identify the entity defining the private table type. Usage rules for the MRD are specified in Section 6.2.1 through 6.2.3. User private tables shall not be placed into transport packets with the PID value equal to the SI base_PID (0x1FFB).

The bit stream syntax for the Master Guide Table is shown in Table 6.2.

Table 6.2 Bit Stream Syntax for the Master Guide Table

Syntax	No. of Bits	Format
master_guide_table_section () {		
table_id	8	0xC7
section_syntax_indicator	1	'1'
private_indicator	1	'1'
reserved	2	'11'
section_length	12	uimsbf
table_id_extension	16	0x0000
reserved	2	'11'
version_number	5	uimsbf
current_next_indicator	1	'1'
section_number	8	0x00
last_section_number	8	0x00
protocol_version	8	uimsbf
tables_defined	16	uimsbf
for (i=0;i<tables_defined;i++) {		
table_type	16	uimsbf
reserved	3	'111'
table_type_PID	13	uimsbf
reserved	3	'111'
table_type_version_number	5	uimsbf
number_bytes	32	uimsbf
reserved	4	'1111'
table_type_descriptors_length	12	uimsbf
for (k=0;k<N;k++) {		
descriptor()		
}		
}		
reserved	4	'1111'
descriptors_length	12	uimsbf
for (l = 0;l < N;l++) {		
descriptor()		
}		
CRC_32	32	rpchof
}		

table_id — This is an 8-bit field which shall be set to 0xC7, identifying this table as the Master Guide Table.

section_syntax_indicator — This 1-bit field shall be set to '1'. It denotes that the section follows the generic section syntax beyond the section length field.

private_indicator — This 1-bit field shall be set to '1'.

section_length — 12-bit field specifying the number of remaining bytes in this section immediately following the section_length field up to the end of the section. The value of the section_length shall be no larger than 4093.

table_id_extension — This 16-bit field shall be set to 0x0000.

version_number — This 5-bit field is the version number of MGT. The version number shall be incremented by 1 modulo 32 when any field in the `table_types` defined in the loop below or the MGT itself changes.

current_next_indicator — This 1-bit indicator is always set to ‘1’ for the MGT section; the MGT sent is always currently applicable.

section_number — The value of this 8-bit field shall always be 0x00 (this table is only one section long).

last_section_number — The value of this 8-bit field shall always be 0x00.

protocol_version — An 8-bit unsigned integer field whose function shall be to allow, in the future, this table type to carry parameters that may be structured differently than those defined in the current protocol. At present, the only valid value for `protocol_version` is zero. Non-zero values of `protocol_version` may be used by a future version of this standard to indicate structurally different tables.

tables_defined — This 16-bit unsigned has a range of 6 – 370 (for terrestrial) and 2 – 370 for cable.

table_type — This 16-bit unsigned integer specifies the type of table, based on Table 6.3.

Table 6.3 Table Types

table_type	Meaning
0x0000	Terrestrial VCT with <code>current_next_indicator=1</code>
0x0001	Terrestrial VCT with <code>current_next_indicator=0</code>
0x0002	Cable VCT with <code>current_next_indicator=1</code>
0x0003	Cable VCT with <code>current_next_indicator=0</code>
0x0004	Channel ETT
0x0005	DCCSCT
0x0006-0x00FF	[Reserved for future ATSC use]
0x0100-0x017F	EIT-0 to EIT-127
0x0180-0x01FF	[Reserved for future ATSC use]
0x0200-0x027F	Event ETT-0 to event ETT-127
0x0280-0x0300	[Reserved for future ATSC use]
0x0301-0x03FF	RRT with <code>rating_region</code> 1-255
0x0400-0x0FFF	[User private]
0x1000-0x13FF	[Reserved for future ATSC use]
0x1400-0x14FF	DCCT with <code>dcc_id</code> 0x00 – 0xFF
0x1500-0xFFFF	[Reserved for future ATSC use]

table_type_PID — This 13-bit field specifies the PID for the `table_type` described in the loop.

table_type_version_number — This 5-bit field reflects the version number of the `table_type` described in the loop. The value of this field shall be the same as the `version_number` entered in the corresponding fields of tables and table instances. For example, the value of this field for EIT-3 will be the same as that of the `version_number` that appears in the actual EIT-3. The

version number for the next VCT (`current_next_indicator = 0`) shall be one unit more (modulo 32) than the version number for the current VCT (`current_next_indicator = 1`).

number_bytes — This 32-bit unsigned integer field indicates the total number of bytes used for the `table_type` described in the loop.

table_type_descriptors_length — Total length of the descriptors for the `table_type` described in the loop (in bytes).

descriptor() — Zero or more descriptors, as appropriate, may be included.

descriptors_length — Total length of the MGT descriptor list that follows (in bytes).

CRC_32 — This is a 32-bit field that contains the CRC value that ensures a zero output from the registers in the decoder defined in Annex A of ISO/IEC 13818-1 “MPEG-2 Systems” after processing the entire Master Guide Table section.

6.2.1 Descriptors in the MGT Outer Loop

An MPEG-2 `registration_descriptor()` in accordance with Section 2.6.8 of [10] may be placed in the `descriptors_length` “for” loop in the MGT (the “for” loop following the `descriptors_length` field). When used in this location, the scope of the MRD is all the user private table types referenced in the MGT. At most one MRD shall appear in the `descriptors_length` “for” loop.

6.2.2 Descriptors in the MGT Inner Loop

MPEG-2 `registration_descriptor()`s may be placed in the `table_type_descriptors_length` “for” loop of the MGT (the “for” loop following the `table_type_descriptors_length` field). When used in this location, the scope of the MRD is the individual table type being described in that iteration of the `table_type_descriptors_length` “for” loop. At most one MRD shall appear in any `table_type_descriptors_length` “for” loop.

6.2.3 Descriptor Precedence

When MRDs are found at both levels (`descriptors_length` “for” loop and `table_type_descriptors_length` “for” loop), then the MRD at the `table_type_descriptors_length` “for” loop shall further refine the meaning of the identification provided at the `descriptors_length` “for” loop level (i.e., assume the characteristics set by the higher level MRD and add additional characteristics).

6.3 Virtual Channel Table (VCT)

The Virtual Channel Table (VCT) contains a list of attributes for virtual channels carried in the Transport Stream. Any changes in the virtual channel structure shall be conveyed with a new version number. The basic information contained in the VCT table body includes Transport Stream ID, channel number (major and minor), short channel name, program number, access controlled flag, location field for extended text messages, and service type. Additional information may be carried by descriptors which may be placed in the descriptor loop after the basic information.

The Virtual Channel Table may be segmented into as many as 256 sections. One section may contain information for several virtual channels, but the information for one virtual channel shall not be segmented and put into two or more sections. Thus for each section, the first field after `protocol_version` shall be `num_channels_in_section`.

Each virtual channel is associated with a `program_number`. Every program element associated with that `program_number` shall be considered to be a part of that virtual channel.

6.3.1 Terrestrial Virtual Channel Table

The Terrestrial Virtual Channel Table is carried in private sections with table ID 0xC8, and obeys the syntax and semantics given in Section 4. The following constraints apply to the Transport Stream packets carrying the VCT sections:

- PID for Terrestrial VCT shall have the value 0x1FFB (`base_PID`)
- `transport_scrambling_control` bits shall have the value '00'
- `adaptation_field_control` bits shall have the value '01'

The bit stream syntax for the Terrestrial Virtual Channel Table is shown in Table 6.4.

Table 6.4 Bit Stream Syntax for the Terrestrial Virtual Channel Table

Syntax	No. of Bits	Format
terrestrial_virtual_channel_table_section () {		
table_id	8	0xC8
section_syntax_indicator	1	'1'
private_indicator	1	'1'
reserved	2	'11'
section_length	12	uimsbf
transport_stream_id	16	uimsbf
reserved	2	'11'
version_number	5	uimsbf
current_next_indicator	1	bslbf
section_number	8	uimsbf
last_section_number	8	uimsbf
protocol_version	8	uimsbf
num_channels_in_section	8	uimsbf
for(i=0; i<num_channels_in_section; i++) {		
short_name	7*16	uimsbf
reserved	4	'1111'
major_channel_number	10	uimsbf
minor_channel_number	10	uimsbf
modulation_mode	8	uimsbf
carrier_frequency	32	uimsbf
channel_TSID	16	uimsbf
program_number	16	uimsbf
ETM_location	2	uimsbf
access_controlled	1	bslbf
hidden	1	bslbf
reserved	2	'11'
hide_guide	1	bslbf
reserved	3	'111'
service_type	6	uimsbf
source_id	16	uimsbf
reserved	6	'111111'
descriptors_length	10	uimsbf
for (i=0;i<N;i++) {		
descriptor()		
}		
}		
reserved	6	'111111'
additional_descriptors_length	10	uimsbf
for(j=0; j<N;j++) {		
additional_descriptor()		
}		
CRC_32	32	rpchof
}		

table_id — An 8-bit unsigned integer number that indicates the type of table section being defined here. For the `terrestrial_virtual_channel_table_section()`, the `table_id` shall be 0xC8.

section_syntax_indicator — The `section_syntax_indicator` is a one-bit field which shall be set to ‘1’ for the `terrestrial_virtual_channel_table_section()`.

private_indicator — This 1-bit field shall be set to ‘1’.

section_length — This is a twelve bit field, the first two bits of which shall be ‘00’. It specifies the number of bytes of the section, starting immediately following the `section_length` field, and including the CRC. The value in this field shall not exceed 1021.

transport_stream_id — The 16-bit MPEG-2 Transport Stream ID, as it appears in the Program Association Table (PAT) identified by a PID value of zero for this multiplex. The `transport_stream_id` distinguishes this Terrestrial Virtual Channel Table from others that may be broadcast in different PTCs.

version_number — This 5 bit field is the version number of the Virtual Channel Table. For the current VCT (`current_next_indicator` = 1), the version number shall be incremented by 1 whenever the definition of the current VCT changes. Upon reaching the value 31, it wraps around to 0. For the next VCT (`current_next_indicator` = 0), the version number shall be one unit more than that of the current VCT (also in modulo 32 arithmetic). In any case, the value of the `version_number` shall be identical to that of the corresponding entries in the MGT.

current_next_indicator — A one-bit indicator, which when set to ‘1’ indicates that the Virtual Channel Table sent is currently applicable. When the bit is set to ‘0’, it indicates that the table sent is not yet applicable and shall be the next table to become valid. This standard imposes no requirement that “next” tables (those with `current_next_indicator` set to ‘0’) must be sent. An update to the currently applicable table shall be signaled by incrementing the `version_number` field.

Informative note: It is inadvisable to deliver “next” tables far in advance of their use, because the complexity of the process necessary to make a change to either current *or* next is significantly increased. Transmission of a “next” table may be helpful when the table is so large it requires multiple sections for delivery. For tables small enough to fit into one section, use of “next” tables is deprecated (strongly discouraged).

section_number — This 8 bit field gives the number of this section. The `section_number` of the first section in the Terrestrial Virtual Channel Table shall be 0x00. It shall be incremented by one with each additional section in the Terrestrial Virtual Channel Table.

last_section_number — This 8 bit field specifies the number of the last section (that is, the section with the highest `section_number`) of the complete Terrestrial Virtual Channel Table.

protocol_version — An 8-bit unsigned integer field whose function is to allow, in the future, this table type to carry parameters that may be structured differently than those defined in the current protocol. At present, the only valid value for `protocol_version` is zero. Non-zero values of `protocol_version` may be used by a future version of this standard to indicate structurally different tables.

num_channels_in_section — This 8 bit field specifies the number of virtual channels in this VCT section. The number is limited by the section length.

short_name — The name of the virtual channel, represented as a sequence of one to seven 16-bit code values interpreted in accordance with the UTF-16 representation of Unicode character

data. If the length of the name requires fewer than seven 16-bit code values, this field shall be padded out to seven 16-bit code values using the Unicode NUL character (0x0000). Unicode character data shall conform to The Unicode Standard, Version 3.0 [18]. The UTF-16 representation of Unicode character data is in accordance with that defined by [18], which is identical to that defined by ISO/IEC 10646-1:2000 Annex C [7].

major_channel_number — A 10-bit number that represents the “major” channel number associated with the virtual channel being defined in this iteration of the “for” loop. Each virtual channel shall be associated with a major and a minor channel number. The major channel number, along with the minor channel number, act as the user’s reference number for the virtual channel. The `major_channel_number` shall be between 1 and 99. For `major_channel_number` assignments in the U.S., refer to Annex B.

minor_channel_number — A 10-bit number in the range 0 to 999 that represents the “minor” or “sub-“ channel number. This field, together with `major_channel_number`, performs as a two-part channel number, where `minor_channel_number` represents the second or right-hand part of the number. When the `service_type` is analog television, `minor_channel_number` shall be set to 0. Services whose `service_type` is either `ATSC_digital_television` or `ATSC_audio_only` shall use minor numbers between 1 and 99. For other types of services, such as data broadcasting, valid minor virtual channel numbers are between 1 and 999.

modulation_mode — An 8-bit unsigned integer number that indicates the modulation mode for the transmitted carrier associated with this virtual channel. Values of `modulation_mode` are defined by this standard in Table 6.5. For digital signals, the standard values for modulation mode (values below 0x80) indicate transport framing structure, channel coding, interleaving, channel modulation, forward error correction, symbol rate, and other transmission-related parameters, by means of a reference to an appropriate standard. The `modulation_mode` field shall be disregarded for inactive channels.

Table 6.5 Modulation Modes

modulation_mode	Meaning
0x00	[Reserved]
0x01	Analog — The virtual channel is modulated using standard analog methods for analog television.
0x02	SCTE_mode_1 — The virtual channel has a symbol rate of 5.057 Msps, transmitted in accordance with <i>Digital Transmission Standard for Cable Television</i> , Ref. [12] (Mode 1). Typically, mode 1 will be used for 64-QAM.
0x03	SCTE_mode_2 — The virtual channel has a symbol rate of 5.361 Msps, transmitted in accordance with <i>Digital Transmission Standard for Cable Television</i> , Ref. [12] (Mode 2). Typically, mode 2 will be used for 256-QAM.
0x04	ATSC (8 VSB) — The virtual channel uses the 8-VSB modulation method conforming to the <i>ATSC Digital Television Standard A/53B</i> . Ref. [2], Annex D.
0x05	ATSC (16 VSB) — The virtual channel uses the 16-VSB modulation method conforming to the <i>ATSC Digital Television Standard A/53B</i> , Ref. [2], Annex D.
0x06-0x7F	[Reserved for future use by ATSC]
0x80-0xFF	[User Private]

carrier_frequency — The recommended value for these 32 bits is zero. Use of this field to identify carrier frequency is allowed, but is deprecated. After January 1, 2010, these 32 bits shall be set to zero.

Informative note: The receiver is expected to record the TSID value as indicated in the PAT of each digital Transport Stream and make note of the frequency used to tune it. In the case of an analog waveform, the analog TSID value carried in the VBI is recorded. The value of channel_TSID given in the VCT is matched against TSID values to form the association between PSIP data and transmitted content.

channel_TSID — A 16-bit unsigned integer field in the range 0x0000 to 0xFFFF that represents the MPEG-2 Transport Stream ID associated with the Transport Stream carrying the MPEG-2 program referenced by this virtual channel⁶. For inactive channels, channel_TSID shall represent the ID of the Transport Stream that will carry the service when it becomes active. The receiver is expected to use the channel_TSID to verify that any received Transport Stream is actually the desired multiplex. For analog channels (service_type 0x01), channel_TSID shall indicate the value of the analog TSID included in the VBI of the NTSC signal. Refer to Annex D Section 9 for a discussion on use of the analog TSID.

program_number — A 16-bit unsigned integer number that associates the virtual channel being defined here with the MPEG-2 PROGRAM ASSOCIATION and TS PROGRAM MAP tables. For virtual channels representing analog services, a value of 0xFFFF shall be specified for program_number. For inactive channels (those not currently present in the Transport Stream), program_number shall be set to zero. This number shall **not** be interpreted as pointing to a Program Map Table entry.

ETM_location — This 2-bit field specifies the existence and the location of an Extended Text Message (ETM), based on Table 6.6.

Table 6.6 ETM Location

ETM_location	Meaning
0x00	No ETM
0x01	ETM located in the PTC carrying this PSIP
0x02	ETM located in the PTC specified by the channel_TSID
0x03	[Reserved for future ATSC use]

access_controlled — A 1-bit Boolean flag that indicates, when set, that the events associated with this virtual channel may be access controlled. When the flag is set to 0, event access is not restricted.

hidden — A 1-bit Boolean flag that indicates, when set, that the virtual channel is not accessed by the user by direct entry of the virtual channel number. Hidden virtual channels are skipped when the user is channel surfing, and appear as if undefined, if accessed by direct channel

⁶ *Informative note:* A registration authority for each region assigns TSID values, for both analog and digital signals. Contact ATSC for the name of the registration authority applicable to a specific region of interest.

entry. Typical applications for hidden channels are test signals and NVOD services. Whether a hidden channel and its events may appear in EPG displays depends on the state of the `hide_guide` bit.

hide_guide — A Boolean flag that indicates, when set to 0 for a hidden channel, that the virtual channel and its events may appear in EPG displays. This bit shall be ignored for channels which do not have the `hidden` bit set, so that non-hidden channels and their events may always be included in EPG displays regardless of the state of the `hide_guide` bit. Typical applications for hidden channels with the `hide_guide` bit set to 1 are test signals and services accessible through application-level pointers.

service_type — A 6-bit enumerated type field that shall identify the type of service carried in this virtual channel, based on Table 6.7.

Table 6.7 Service Types

service_type	Meaning
0x00	[Reserved]
0x01	<code>analog_television</code> — The virtual channel carries analog television programming
0x02	<code>ATSC_digital_television</code> — The virtual channel carries television programming (audio, video and optional associated data) conforming to ATSC standards
0x03	<code>ATSC_audio</code> — The virtual channel carries audio programming (audio service and optional associated data) conforming to ATSC standards.
0x04	<code>ATSC_data_only_service</code> — The virtual channel carries a data service conforming to ATSC standards, but no video of <code>stream_type</code> 0x02 or audio of <code>stream_type</code> 0x81.
0x05-0x3F	[Reserved for future ATSC use]

source_id — A 16-bit unsigned integer number that identifies the programming source associated with the virtual channel. In this context, a source is one specific source of video, text, data, or audio programming. Source ID value zero is reserved. Source ID values in the range 0x0001 to 0x0FFF shall be unique within the Transport Stream that carries the VCT, while values 0x1000 to 0xFFFF shall be unique at the regional level. Values for `source_ids` 0x1000 and above shall be issued and administered by a Registration Authority designated by the ATSC.

descriptors_length — Total length (in bytes) of the descriptors for this virtual channel that follows.

descriptor() — Zero or more descriptors, as appropriate, may be included.

additional_descriptors_length — Total length (in bytes) of the VCT descriptor list that follows.

CRC_32 — This is a 32-bit field that contains the CRC value that ensures a zero output from the registers in the decoder defined in Annex A of ISO/IEC 13818-1 “MPEG-2 Systems” after processing the entire Terrestrial Virtual Channel Table section.

An *inactive channel* is defined as a channel that has program guide data available, but the channel is not currently on the air. Inactive channels are represented as hidden channels with the `hide_guide` bit set to 0. The Transport Stream shall not carry a Program Map Table representing an inactive channel.

For inactive channels, the `short_name`, `major_channel_number`, and `minor_channel_number` fields reflect the name and channel number of the inactive channel, and may be used in construction of the program guide. The `source_id` for inactive channels is used, as it is for active channels, to link

the virtual channel to the program guide data. The `ETM_location` indicates, as it does for active channels, the location of text related to the virtual channel. The `service_type` field and attribute flag `access_controlled` reflect the characteristics of the channel that will be valid when it is active.

6.3.2 Cable Virtual Channel Table

The Cable Virtual Channel Table is carried in private sections with table ID 0xC9, and obeys the syntax and semantics given in Section 4. The following constraints apply to the Transport Stream packets carrying the VCT sections:

- PID for Cable VCT shall have the value 0x1FFB (`base_PID`)
- `transport_scrambling_control` bits shall have the value '00'
- `adaptation_field_control` bits shall have the value '01'

The Cable Virtual Channel Table may be present in a terrestrial broadcast multiplex when a broadcaster has coordinated consistent channel labeling/numbering with all local cable operators carrying that multiplex, and different channel labeling and/or numbering between cable and terrestrial broadcast is desired. When both CVCT and TVCT are present in the multiplex, receiving devices are expected to use the TVCT to navigate services received via terrestrial broadcast and the CVCT to navigate services received via cable.

The bit stream syntax for the Cable Virtual Channel Table is shown in Table 6.8. The semantics for the CVCT are the same as the TVCT except for those fields explicitly defined below.

table_id — An 8-bit unsigned integer number that indicates the type of table section being defined here. For the `cable_VCT_section`, the `table_id` shall be 0xC9.

major_channel_number, minor_channel_number — These two 10-bit fields represent either a two-part or a one-part virtual channel number associated with the virtual channel being defined in this iteration of the “for” loop⁷. The one- or two-part number acts as the user’s reference number for the virtual channel. Some channels in the CVCT may be represented with a one-part number while others are represented with two-part numbers.

To specify a two-part channel number, both the `major_channel_number` and the `minor_channel_number` fields shall be below 1000. To specify a one-part channel number, the six most significant bits of `major_channel_number` shall be '11 1111'. Values and combinations of `major_channel_number` and `minor_channel_number` falling outside these ranges are reserved. The one-part channel number is a 14-bit quantity that shall be computed by the following formula, represented in C syntax:

$$\text{one_part_number} = (\text{major_channel_number} \& 0x00F) \ll 10 + \text{minor_channel_number}$$

⁷ Note that these semantics permit these two forms of virtual channel numbers, in separate iterations of the “for” loop, to identify the same set of program elements.

Table 6.8 Bit Stream Syntax for the Cable Virtual Channel Table

Syntax	No. of Bits	Format
cable_virtual_channel_table_section () {		
table_id	8	0xC9
section_syntax_indicator	1	'1'
private_indicator	1	'1'
reserved	2	'11'
section_length	12	uimbsbf
transport_stream_id	16	uimbsbf
reserved	2	'11'
version_number	5	uimbsbf
current_next_indicator	1	bslbf
section_number	8	uimbsbf
last_section_number	8	uimbsbf
protocol_version	8	uimbsbf
num_channels_in_section	8	uimbsbf
for(i=0; i<num_channels_in_section;i++) {		
short_name	7*16	uimbsbf
reserved	4	'1111'
major_channel_number	10	uimbsbf
minor_channel_number	10	uimbsbf
modulation mode	8	uimbsbf
carrier_frequency	32	uimbsbf
channel_TSID	16	uimbsbf
program_number	16	uimbsbf
ETM_location	2	uimbsbf
access_controlled	1	bslbf
hidden	1	bslbf
path_select	1	bslbf
out_of_band	1	bslbf
hide_guide	1	bslbf
reserved	3	'111'
service_type	6	uimbsbf
source_id	16	uimbsbf
reserved	6	'111111'
descriptors_length	10	uimbsbf
for (i=0;i<N;i++) {		
descriptor()		
}		
reserved	6	'111111'
additional_descriptors_length	10	uimbsbf
for(j=0; j<N;j++) {		
additional_descriptor()		
}		
CRC_32	32	rpchbf
}		

path_select — A 1-bit field that associates the virtual channel with a transmission path. For the cable transmission medium, path_select identifies which of two physical input cables carries the Transport Stream associated with this virtual channel. Table 6.9 defines path_select. When

the channel is inactive, `path_select` shall reflect the characteristics of the channel that will be valid when it is again active.

Table 6.9 Path Select

<code>path_select</code>	Meaning
0	path 1
1	path 2

out_of_band — A Boolean flag that indicates, when set, that the virtual channel defined in this iteration of the “for” loop is carried on the cable on the out-of-band physical transmission channel. When clear, the virtual channel is carried within a tuned multiplex. When the channel is inactive, `out_of_band` shall reflect the characteristics of the channel that will be valid when it is again active.

source_id — A 16-bit unsigned integer number that identifies the programming source associated with the virtual channel. In this context, a source is one specific source of video, text, data, or audio programming. Source ID value zero is reserved to indicate that the programming source is not identified. Source ID values in the range 0x0001 to 0x0FFF shall be unique within the Transport Stream that carries the VCT, while values 0x1000 to 0xFFFF shall be unique at the regional level. Values for `source_ids` 0x1000 and above shall be issued and administered by a Registration Authority designated by the ATSC.

6.4 Rating Region Table (RRT)

The Rating Region Table (RRT) carries rating information for multiple geographical regions. Each RRT instance, identified by `rating_region` (the 8 least significant bits of `table_id_extension`), conveys the rating system information for one specific region. The size of each RRT instance shall not be more than 1024 bytes (including section header and trailer), and it shall be carried by only one MPEG-2 private section.

An RRT defining the rating system for a given region shall be included in the TS if any `content_advisory_descriptor` in use refers to that region, except if the RRT corresponding to that `rating_region` is fully defined in standards for that region.

The following constraints apply to the Transport Stream packets carrying the RRT sections.

- PID shall have the value 0x1FFB (base_PID)
- `transport_scrambling_control` bits shall have the value ‘00’
- `adaptation_field_control` bits shall have the value ‘01’

The bit stream syntax for the Rating Region Table is shown in Table 6.10.

Table 6.10 Bit Stream Syntax for the Rating Region Table

Syntax	No. of Bits	Format
rating_region_table_section () {		
table_id	8	0xCA
section_syntax_indicator	1	'1'
private_indicator	1	'1'
reserved	2	'11'
section_length	12	uimsbf
table_id_extension {		
reserved	8	0xFF
rating_region	8	uimsbf
}		
reserved	2	'11'
version_number	5	uimsbf
current_next_indicator	1	'1'
section_number	8	uimsbf
last_section_number	8	uimsbf
protocol_version	8	uimsbf
rating_region_name_length	8	uimsbf
rating_region_name_text()	var	
dimensions_defined	8	uimsbf
for(i=0; i<dimensions_defined;i++) {		
dimension_name_length	8	uimsbf
dimension_name_text()	var	
reserved	3	'111'
graduated_scale	1	bslbf
values_defined	4	uimsbf
for (j=0;j<values_defined;j++) {		
abbrev_rating_value_length	8	uimsbf
abbrev_rating_value_text()	var	
rating_value_length	8	uimsbf
rating_value_text()	var	
}		
}		
reserved	6	'111111'
descriptors_length	10	uimsbf
for (i=0;i<N;i++) {		
descriptor()		
}		
CRC_32	32	rpchof
}		

table_id — This is an 8-bit field, which shall be set to 0xCA, identifying this table as the Rating Region Table (RRT).

section_syntax_indicator — This 1-bit field shall be set to '1'. It denotes that the section follows the generic section syntax beyond the section length field.

private_indicator — This 1-bit field shall be set to '1'.

section_length — 12-bit field specifying the number of remaining bytes in this section immediately following the `section_length` field up to the end of the section. The value of the `section_length` shall be no larger than 1021.

rating_region — An 8-bit unsigned integer number that defines the rating region to be associated with the text in this `rating_region_table_section()`. The value of this field is the identifier of this rating region, and thus this field may be used by the other tables (e.g., MGT) for referring to a specific rating region table. Assignment of values for `rating_region` is the responsibility of the ATSC, which shall be the registration authority. Contact ATSC for current assignment of values for `rating_region`.

version_number — This 5-bit field is the version number of the Rating Region table identified by combination of the fields `table_id` and `table_id_extension`. The version number shall be incremented by 1 modulo 32 when any field in this instance of the Rating Region Table changes. The value of this field shall be the same as that of the corresponding entry in MGT.

current_next_indicator — This 1-bit indicator is always set to '1'.

section_number — The value of this 8-bit field shall always be 0x00.

last_section_number — The value of this 8-bit field shall always be 0x00.

protocol_version — The value of this 8-bit field shall always be 0x00.

rating_region_name_length — An 8-bit unsigned integer number that defines the total length (in bytes) of the `rating_region_name_text()` field to follow.

rating_region_name_text() — A data structure containing a multiple string structure which represents the rating region name, e.g., "U.S. (50 states + possessions)", associated with the value given by `rating_region`. Text strings are formatted according to the rules outlined in Section 6.10. The display string for the rating region name shall be limited to 32 characters or less.

dimensions_defined — This 8-bit field (1-255) specifies the number of dimensions defined in this `rating_region_table_section()`.

dimension_name_length — An 8-bit unsigned integer number that defines the total length in bytes of the `dimension_name_text()` field to follow.

dimension_name_text() — A data structure containing a multiple string structure which represents the dimension name being described in the loop. One dimension in the U.S. rating region, for example, is used to describe the MPAA list. The dimension name for such a case may be defined as "MPAA". Text strings are formatted according to the rules outlined in Section 6.10. The dimension name display string shall be limited to 20 characters or less.

graduated_scale — This 1-bit flag indicates whether or not the rating values in this dimension represent a graduated scale; i.e., higher rating values represent increasing levels of rated content within the dimension. Value 1 means yes, while value 0 means no.

values_defined — This 4-bit field (1-15) specifies the number of values defined for this particular dimension.

abbrev_rating_value_length — An 8-bit unsigned integer number that defines the total length (in bytes) of the `abbrev_rating_value_text()` field to follow.

abbrev_rating_value_text() — A data structure containing a multiple string structure which represents the abbreviated name for one particular rating value. The abbreviated name for rating value 0 shall be set to a null string; i.e., "". Text strings are formatted according to the

rules outlined in Section 6.10. The abbreviated value display string shall be limited to 8 characters or less.

rating_value_length — An 8-bit unsigned integer number that defines the total length (in bytes) of the rating_value_text() field to follow.

rating_value_text() — A data structure containing a multiple string structure which represents the full name for one particular rating value. The full name for rating value 0 shall be set to a null string; i.e., "". Text strings are formatted according to the rules outlined in Section 6.10. The rating value display string shall be limited to 150 characters or less.

descriptors_length — Length (in bytes) of all of the descriptors that follow this field.

descriptor() — Zero or more descriptors, as appropriate, may be included.

CRC_32 — This is a 32-bit field that contains the CRC value that ensures a zero output from the registers in the decoder defined in Annex A of ISO/IEC 13818-1 "MPEG-2 Systems" after processing the entire Rating Region Table section.

6.5 Event Information Table (EIT)

The Event Information Table (EIT) contains information (titles, start times, etc.) for events on defined virtual channels. An event is, in most cases, a typical TV program. The EIT shall be used to provide information for virtual channels of service_type 0x01, 0x02, or 0x03 (Table 6.7 defines service_type). For data-only services (those identified with service_type 0x04 in the VCT), the EIT shall not be used. Up to 128 EITs may be transmitted and each of them is referred to as EIT-k, with k = 0, 1, ... 127.

Each EIT-k can have multiple instances, each of which contains information for one virtual channel, and each of which is identified by the combination of table_id and source_id. Each EIT-k instance may be segmented into as many as 256 sections. One section may contain information for several events, but the information for one event shall not be segmented and put into two or more sections. Thus the first field after protocol_version for each section shall be num_events_in_section.

PSIP supports up to 128 EITs, each of which provides the event information for a certain time span. For terrestrial broadcast, at least the first four EITs shall be included in the Transport Stream. Any event programmed for a time interval that extends over one or more EITs shall be described in each of these EITs, with the same event_id. For instance, an event that starts at 17:30 UTC and lasts until 19:30 UTC will appear in two EITs with the same event_id, the EIT covering 15:00-18:00 (UTC) as well as the EIT covering 18:00-21:00 (UTC). For a particular virtual channel, an event_id identifies uniquely each of the events programmed for the 3-hour interval of an EIT.

Each virtual channel defined in the VCT shall have a corresponding instance of EIT-k, unless the virtual channel belongs to a group sharing the same source_id. Virtual channels sharing a source_id appear in applications such as NVOD. In such a case, the entire group will have a unique instance of EIT-k identified precisely by the source_id. If a virtual channel has no event in the time span covered by EIT-k, its corresponding EIT instance shall have only one section, and the field num_events_in_section shall be set to zero.

Events shall be in the order of their starting times, i.e., the start time of the first event shall be ahead of that of the second event, and the start time of the last event in section one shall be equal

or less than that of the first event in section two with the equality holding only when both events are the same.

For NVOD services, event entries in the EIT correspond to events scheduled in the virtual channel that carry the `time_shifted_descriptor` (the reference virtual channel). However, an NVOD event shall be listed in applicable EITs even when the NVOD event has finished in the reference virtual channel as long as the NVOD event remains on the air as a time shifted service in complementary virtual channels. Hence, an EIT may contain, in some cases, an expired event describing NVOD services.

The Event Information Table is carried in private sections with table ID 0xCB, and obeys the syntax and semantics given in Section 4. The following constraints apply to the Transport Stream packets carrying the EIT sections:

- PID for EIT-k shall have the same value as specified in the MGT, and shall be unique among the collection of `table_type_PID` values listed in the MGT.
- `transport_scrambling_control` bits shall have the value '00'.
- `adaptation_field_control` bits shall have the value '01'.

The bit stream syntax for the Event Information Table is shown in Table 6.11.

Table 6.11 Bit Stream Syntax for the Event Information Table

Syntax	No. of Bits	Format
event_information_table_section () {		
table_id	8	0xCB
section_syntax_indicator	1	'1'
private_indicator	1	'1'
reserved	2	'11'
section_length	12	uimsbf
source_id	16	uimsbf
reserved	2	'11'
version_number	5	uimsbf
current_next_indicator	1	'1'
section_number	8	uimsbf
last_section_number	8	uimsbf
protocol_version	8	uimsbf
num_events_in_section	8	uimsbf
for (j = 0; j < num_events_in_section; j++) {		
reserved	2	'11'
event_id	14	uimsbf
start_time	32	uimsbf
reserved	2	'11'
ETM_location	2	uimsbf
length_in_seconds	20	uimsbf
title_length	8	uimsbf
title_text()	var	
reserved	4	'1111'
descriptors_length	12	
for (i=0; i < N; i++) {		
descriptor()		
}		
}		
CRC_32	32	rpchof
}		

table_id — This is an 8-bit field which shall be set to 0xCB, identifying this section as belonging to the Event Information Table.

section_syntax_indicator — This 1-bit field shall be set to '1'. It denotes that the section follows the generic section syntax beyond the section length field.

private_indicator — This 1-bit field shall be set to '1'.

section_length — 12-bit field specifying the number of remaining bytes in this section immediately following the section_length field up to the end of the section, including the CRC_32 field. The value of this field shall not exceed 4093.

source_id — This 16-bit field specifies the source_id of the virtual channel carrying the events described in this section.

version_number — This 5-bit field is the version number of EIT-i. The version number shall be incremented by 1 modulo 32 when any field in the EIT-i changes. Note that the version_number for EIT-i has no relation with that for EIT-j when j is not equal to i. The value of this field shall be identical to that of the corresponding entry in the MGT.

current_next_indicator — This 1-bit indicator is always set to ‘1’ for EIT sections; the EIT sent is always currently applicable.

section_number — This 8-bit field gives the number of this section.

last_section_number — This 8-bit field specifies the number of the last section.

protocol_version — An 8-bit unsigned integer field whose function is to allow, in the future, this table type to carry parameters that may be structured differently than those defined in the current protocol. At present, the only valid value for `protocol_version` is zero. Non-zero values of `protocol_version` may be used by a future version of this standard to indicate structurally different tables.

num_events_in_section — Indicates the number of events in this EIT section. Value 0 indicates no events defined in this section.

event_id — This field specifies the identification number of the event described. This number will serve as a part of the event `ETM_id` (identifier for event extended text message).

start_time — A 32-bit unsigned integer quantity representing the start time of this event as the number of GPS seconds since 00:00:00 UTC, January 6, 1980. In any virtual channel, the `start_time` value of an event shall not be less than the end time of the preceding event where the end time of an event is defined to be equal to that event's `start_time` value plus that event's `length_in_seconds` value.

ETM_location — This 2-bit field specifies the existence and the location of an Extended Text Message (ETM), based on Table 6.12.

Table 6.12 ETM Location

ETM_location	Meaning
0x0	No ETM
0x1	ETM located in the PTC carrying this PSIP
0x2	ETM located in the PTC carrying this event
0x3	[Reserved for future ATSC use]

length_in_seconds — Duration of this event in seconds.

title_length — This field specifies the length (in bytes) of the `title_text()`. Value 0 means that no title exists for this event.

title_text() — The event title in the format of a multiple string structure (see Section 6.10).

descriptors_length — Total length (in bytes) of the event descriptor list that follows.

descriptor() — Zero or more descriptors may be included in the EIT in an iteration of the event “for” loop. The types of descriptors defined for use in the EIT include the `content_advisory_descriptor()`, the `caption_service_descriptor()` and the AC-3 `audio_stream_descriptor()`.

CRC_32 — This is a 32-bit field that contains the CRC value that ensures a zero output from the registers in the decoder defined in Annex A of ISO-13818-1 “MPEG-2 Systems” after processing the entire Event Information Table section.

6.6 Extended Text Table (ETT)

The Extended Text Table (ETT) contains Extended Text Message (ETM) streams, which are optional and are used to provide detailed descriptions of virtual channels (channel ETM) and events (event ETM). An ETM is a multiple string data structure (see Section 6.10), and thus, it may represent a description in several different languages (each string corresponding to one language). If necessary, the description may be truncated to fit allocated display space.

The Extended Text Message is carried in private sections with table ID 0xCC and obeys the syntax and semantics given in Section 4. Each description is distinguished by its unique 32-bit ETM_id immediately after the field protocol_version. This allows the receiver to search for a single description quickly without having to parse the payload of a large table.

The ETT section for a virtual channel or an event is carried in the home physical transmission channel (the physical transmission channel carrying that virtual channel or event) with PID specified by the field table_type_PID in corresponding entries in the MGT. This specific PID is exclusively reserved for the ETT stream.

The following constraints apply to the Transport Stream packets carrying the ETT sections.

- PID for ETT shall have the same value as the field table_type_PID in corresponding entries in the MGT, and shall be unique among the collection of table_type_PID values listed in the MGT.
- transport_scrambling_control bits shall have the value '00'
- adaptation_field_control bits shall have the value '01'

The bit stream syntax for the Extended Text Table is shown in Table 6.13.

Table 6.13 Bit Stream Syntax for the Extended Text Table

Syntax	No. of Bits	Format
extended_text_table_section () {		
table_id	8	0xCC
section_syntax_indicator	1	'1'
private_indicator	1	'1'
reserved	2	'11'
section_length	12	uimsbf
ETT_table_id_extension	16	0x0000
reserved	2	'11'
version_number	5	uimsbf
current_next_indicator	1	'1'
section_number	8	0x00
last_section_number	8	0x00
protocol_version	8	uimsbf
ETM_id	32	uimsbf
extended_text_message ()	var	
CRC_32	32	rpchof
}		

table_id — Identifies this section as belonging to an Extended Text Table. (0xCC).

section_syntax_indicator — This 1-bit field shall be set to '1'. It denotes that the section follows the generic section syntax beyond the section length field.

private_indicator — This 1-bit field shall be set to ‘1’.

section_length — 12-bit field specifying the number of remaining bytes in the section immediately following the section_length field up to the end of the section. The value of the section_length shall be no larger than 4093.

ETT_table_id_extension — A 16-bit unsigned integer value that serves to establish the uniqueness of each ETT instance when the tables appear in transport stream packets with common PID values. The ETT’s table_ID_extension shall be set to a value such that separate ETT instances appearing in transport stream packets with common PID values have a unique ETT_table_ID_extension value.⁸

version_number — For the channel ETT, this 5-bit field indicates the version number of the channel ETT. The version number shall be incremented by 1 modulo 32 when any ETM in the channel ETT changes. For event ETT, this 5-bit field indicates the version number of event ETT-i, where i, as in the EIT case, is the index of time span. The version number shall be incremented by 1 modulo 32 when any ETM in the event ETT-i changes. Note that the version_number for event ETT-i has no relation with that for event ETT-j when j is not equal to i. The value of this field shall be identical to that of the corresponding entry in the MGT.

current_next_indicator — This 1-bit indicator is always set to ‘1’ for ETT sections; the ETT sent is always currently applicable.

section_number — The value of this 8-bit field shall always be 0x00 (this table is only one section long).

last_section_number — The value of this 8-bit field shall always be 0x00.

protocol_version — An 8-bit unsigned integer field whose function is to allow, in the future, this table type to carry parameters that may be structured differently than those defined in the current protocol. At present, the only valid value for protocol_version is zero. Non-zero values of protocol_version may be used by a future version of this standard to indicate structurally different tables.

ETM_id — Unique 32-bit identifier of this extended text message. This identifier is assigned by the rule shown in Table 6.14.

Table 6.14 ETM ID

	MSB				LSB			
Bit	31	...	16	15	...	2	‘10’	
channel ETM_id	source_id			0	...	0	‘00’	
event ETM_id	source_id			event_id			‘10’	

extended_text_message() — The extended text message in the format of a multiple string structure (see Section 6.10).

CRC_32 — This is a 32-bit field that contains the CRC value that ensures a zero output from the registers in the decoder defined in Annex A of ISO-13818-1 “MPEG-2 Systems” after processing the entire Transport Stream ETT section.

⁸ Broadcasters in Korea are advised that some deployed receivers may not operate correctly with a non-zero value for this field.

6.7 Directed Channel Change Table (DCCT)

The optional Directed Channel Change Table provides definitions of virtual channel change requests. The table permits the broadcaster to indicate when the viewing experience can be enhanced by a change of virtual channels within or between physical channels. The requested channel change may be unconditional or may be based upon geographic, demographic, or categorical broadcast programming content selection criteria which may be specified and provided by the viewer to his/her “DCC capable DTV reference receiver⁹” (hereinafter DCCRR) through a menu setup type of procedure or through direct input. In the event that the viewer does not provide some of the Directed Channel Change Table setup selection criteria to the DCCRR, that portion of a DCC request shall be handled by the DCCRR in accordance with the specific rules defined in this specification. If Directed Channel Change is not supported by a DTV receiver there is no visible impact on the main broadcast program perceived by the viewer.

Several different DCCT instances may be present in the Transport Stream at any given time, each providing channel change information pertaining to one or more virtual channels.

Contained within the DCCT is a “for loop” structure that permits the ability to specify zero or more “tests” to be performed to determine whether or not a channel change may be effected. The tests, summarized in Table 6.17, may include requests such as determination if a viewer’s DTV is located within a particular postal code region, whether the viewer is a member of a particular demographic group, or whether a program’s content rating value results in a viewing block. Other tests are possible, as described within this standard. Additionally, different types of tests may be combined within one or more instances of a DCCT to allow logical “ORing” of channel change eligibility criteria.

A “DCC request” corresponds to one iteration of the `dcc_test_count` “for” loop. If evaluation of terms for a number of DCC requests given in one DCCT section indicates a true result for more than one request, the DCCRR is expected to take action on the first true request encountered. The term “DCC event” as used in this standard, shall refer to a channel change resulting from a DCC request.

The following constraints apply to the Transport Stream packet(s) carrying the DCCT:

- PID for DCCT shall have the value 0x1FFB (base_PID)
- `transport_scrambling_control` bits shall have the value ‘00’
- `adaptation_field_control` bits shall have the value ‘01’

The Directed Channel Change Table is carried in MPEG-2 private sections with table ID 0xD3, and obeys the syntax and semantics given in Section 4. The bit stream syntax for the Directed Channel Change Table section is shown in Table 6.15.

⁹ Note: Receiver implementation is optional. For receiving devices that implement DCC functionality, the stated requirements for the DCCRR apply.

Table 6.15 Bit Stream Syntax for the Directed Channel Change Table

Syntax	No. of Bits	Format
directed_channel_change_table_section () {		
table_id	8	0xD3
section_syntax_indicator	1	'1'
private_indicator	1	'1'
reserved	2	'11'
section_length	12	uimsbf
dcc_subtype	8	0x00
dcc_id	8	uimsbf
reserved	2	'11'
version_number	5	uimsbf
current_next_indicator	1	'1'
section_number	8	0x00
last_section_number	8	0x00
protocol_version	8	uimsbf
dcc_test_count	8	uimsbf
for (i = 0; i < dcc_test_count; i++) {		
dcc_context	1	uimsbf
reserved	3	'111'
dcc_from_major_channel_number	10	uimsbf
dcc_from_minor_channel_number	10	uimsbf
reserved	4	'1111'
dcc_to_major_channel_number	10	uimsbf
dcc_to_minor_channel_number	10	uimsbf
dcc_start_time	32	uimsbf
dcc_end_time	32	uimsbf
dcc_term_count	8	uimsbf
for (j = 0; j < dcc_term_count; j++) {		
dcc_selection_type	8	uimsbf
dcc_selection_id	64	uimsbf
reserved	6	'111111'
dcc_term_descriptors_length	10	uimsbf
for (k = 0; k < N; k++) {		
dcc_term_descriptor()		
}		
}		
reserved	6	'111111'
dcc_test_descriptors_length	10	uimsbf
for (j = 0; j < N; j++) {		
dcc_test_descriptor()		
}		
}		
reserved	6	'111111'
dcc_additional_descriptors_length	10	uimsbf
for (i = 0; i < N; i++) {		
dcc_additional_descriptor()		
}		
CRC_32	32	rpchof
}		

table_id — This is an 8-bit field, which shall be set to 0xD3, identifying this table section as a Directed Channel Change Table section.

section_syntax_indicator — This 1-bit field shall be set to ‘1’. It denotes that the section follows the MPEG-2 long-form section syntax beyond the section length field.

private_indicator — This 1-bit field shall be set to ‘1’.

section_length — A 12-bit field specifying the number of remaining bytes in this section immediately following the section_length field up to the end of the section. The value of this field shall not exceed 4093.

dcc_subtype — An 8-bit unsigned integer field that indicates the type of Directed Channel Change Table to follow. In the current specification only one type of DCC is defined, so this field shall be set to 0x00. Implementers are cautioned that dcc_subtype may be non-zero in a future version of this standard.

dcc_id — An 8-bit unsigned integer field that distinguishes different instances of transmitted DCC Table sections. The dcc_id shall be set so that no two currently active transmitted DCC Table sections are identified with the same value.

version_number — This 5-bit field is the version number of the DCC Table identified by the combination of fields dcc_subtype and dcc_id. The version number shall be incremented by 1 modulo 32 when any field in this instance of the DCC Table changes. In any case, the value of the version_number shall be identical to that of the corresponding entry in the MGT.

current_next_indicator — This 1-bit indicator is always set to ‘1’ for a DCCT section; the DCCT sent is always currently applicable.

section_number — The value of this 8-bit field shall always be 0x00 (this table may be at most only one section long).

last_section_number — The value of this 8-bit field shall always be 0x00.

protocol_version — An 8-bit unsigned integer field whose function is to allow, in the future, this table type to carry parameters that may be structured differently than those defined in the current protocol. At present, the only valid value for protocol_version is 0x00. Non-zero values of protocol_version may be used by a future version of this standard to indicate structurally different tables.

dcc_test_count — An 8-bit unsigned integer that specifies the number of channel change tests that will be defined by this DCC Table section. This outer loop associates a DCC request with each indicated virtual channel. A value of 0x00 for dcc_test_count indicates that the table section does not include channel change tests. A zero value may be used for a DCC Table section that carries descriptors in the dcc_additional_descriptors loop.

dcc_context — This 1-bit indicator indicates how a Directed Channel Change made in response to this test is to be handled by the DCCRR in the context of navigation and channel number display. Table 6.16 specifies requirements for operation in the two different specified modes. The dcc_context parameter identifies this DCC directive as being one of two types, either a Temporary Retune or a Channel Redirect.

“DCC From Channel Number” is defined to be the combination of dcc_from_major_channel_number and dcc_from_minor_channel_number. “DCC To Channel Number” is defined to be the combination of dcc_to_major_channel_number and dcc_to_minor_channel_number.

Table 6.16 DCC Context

dcc_context	Name and Function	Channel Number Displayed	New DCCs Accepted
0	Temporary Retune — acquire the virtual channel indicated in DCC To Channel Number and stay there until user changes channel, end time is reached, or DCC is canceled by a Return to Original Channel.	Original channel number: DCC From Channel Number	No (except to signal return to original channel)
1	Channel Redirect — tune to the virtual channel indicated in DCC To Channel Number	Actual channel number: DCC To Channel Number	Yes

Temporary Retune DCC

For a Temporary Retune DCC event, the displayed channel number shall stay constant (at DCC From Channel Number) to prevent confusion among viewers when it is desired to temporarily move them to an alternate program channel in a seamless manner. The DCCR shall stay tuned to the DCC To Channel Number until one of the following events occurs:

1. The user manually changes channels; or
2. The `dcc_end_time` is reached; or
3. A DCCT is received containing a test in which:
 - a. The DCC From Channel Number matches the original DCC From Channel Number; and
 - b. The DCC To Channel Number matches the original DCC To Channel Number; and
 - c. All the terms evaluate True; and
 - d. One of the terms is Return to Original Channel (`dcc_selection_type = 0x0F`).

If the `dcc_end_time` is reached or a DCCT is received containing a test that matches the conditions in #3, the DCCR shall immediately retune to the original channel number (DCC From Channel Number).

While tuned to the DCC To Channel Number in response to a Temporary Retune DCC event, the DCCR shall not respond to DCC directives other than the type described in #3 above. If the user manually changes channels while so tuned, the state of the DCCR shall be reset and the newly tuned channel shall be considered to be the "from" virtual channel.

The `hide_guide` bit and the `hidden` bit found within the VCT should both be set to 1 for the DCC To Channel Numbers in Temporary Retune DCC events to prevent those channels from appearing in EPG displays.

Channel Redirect DCC

Processing a Channel Redirect DCC event in the DCCR simply involves a channel change— exactly as if it had been initiated manually by the viewer. Therefore the displayed channel number reflects the actual tuned virtual channel, the `dcc_end_time` in the DCC request shall not be processed, and the DCCR shall be ready to process further DCC requests.

dcc_from_major_channel_number — A 10-bit number in the range of 1 to 999 that represents the “major” channel number, as defined in Section 6.3.1 Terrestrial Virtual Channel Table or 6.3.2 Cable Virtual Channel Table.

dcc_from_minor_channel_number — A 10-bit number in the range of 1 to 999 that represents the “minor” virtual channel number, as defined in Section 6.3.1 Terrestrial Virtual Channel Table or 6.3.2 Cable Virtual Channel Table.

The specified DCC To Channel Number shall correspond to a virtual channel currently defined in the VCT. If both a TVCT and a CVCT are present, the DCC To Channel Number shall be defined in each. The DCC To Channel Number fully identifies the virtual channel to which the DCCRR is requested to tune when the DCC request is in effect. The DCC To Channel Number shall be a major channel currently defined in the VCT and may have the “hidden” attribute.

dcc_to_major_channel_number — A 10-bit number in the range of 1 to 999 that represents the “major” channel number, (as defined in Section 6.3.1 Terrestrial Virtual Channel Table or 6.3.2 Cable Virtual Channel Table).

dcc_to_minor_channel_number — A 10-bit number in the range of 1 to 999 that represents the “minor” virtual channel number, (as defined in Section 6.3.1 Terrestrial Virtual Channel Table or 6.3.2 Cable Virtual Channel Table) of a virtual channel.

The DCC From Channel Number defined by the combination of these major and minor channel numbers shall identify a virtual channel that is currently defined in the VCT. This virtual channel may have the “hidden” attribute set.

dcc_start_time — This field shall specify the nominal start time of a DCC request, expressed as the number of GPS seconds since 00:00:00 UTC, January 6, 1980. The optimum switch point for the start of a DCC event is indicated by `splicing_point_flag` and `splice_countdown` fields. The optimum switch point for the video ES shall be indicated by its `splicing_point_flag` and `splice_countdown` fields. The optimum switch point for each audio ES should be indicated by its `splicing_point_flag` and `splice_countdown` fields. The optimum switch point for all other Elementary Streams that are elements of the program may be indicated by their `splicing_point_flag` and `splice_countdown` fields.

The `splicing_point_flag` and `splice_countdown` fields shall be carried in the adaptation fields of the TS packets carrying the Elementary Streams, as defined in Sections 2.4.3.4 and 2.4.3.5 of MPEG-2 Systems [10]. The first TS packet transmitted containing splice point information for each Elementary Stream for a given DCC request shall indicate a `splice_countdown` value of not less than 5. The channel change should nominally occur when the DCCRR's internal time of day clock (as synchronized with the System Time Table received on the same Transport Stream) reaches `dcc_start_time`, but the DCCRR should use the `splicing_point_flag` and `splice_countdown` fields to effect the timing of the switchover. The switch point timing as signaled by the MPEG-2 `splicing_point_flag` if present shall be within one second (plus or minus) of the time indicated in `dcc_start_time`. If a splice point is not detected in an ES within one second following the `dcc_start_time` and a splice countdown is not in progress, the DCCRR shall perform the Elementary Stream switch without further delay. If a splice countdown is in progress in the ES, the DCCRR should perform the elementary stream switch at the splice point.

dcc_end_time — This field shall specify the nominal endpoint of the time interval during which the DCC request shall be in effect, expressed as the number of GPS seconds since 00:00:00 UTC, January 6, 1980. The optimum switch point for the end of a Temporary Retune DCC event is indicated by `splicing_point_flag` and `splice_countdown` fields. The optimum switch point for the video ES shall be indicated by its `splicing_point_flag` and `splice_countdown` fields. The

optimum switch point for each audio ES should be indicated by its `splicing_point_flag` and `splice_countdown` fields. The optimum switch point for all other Elementary Streams that are elements of the program may be indicated by their `splicing_point_flag` and `splice_countdown` fields.

The `splicing_point_flag` and `splice_countdown` fields shall be carried in the adaptation fields of the TS packets carrying the Elementary Streams, as defined in Sections 2.4.3.4 and 2.4.3.5 of MPEG-2 Systems [10]. The first TS packet transmitted containing splice point information for each Elementary Stream for a given DCC request shall indicate a `splice_countdown` value of not less than 5. The channel change should nominally occur when the DCCRR's internal time of day clock (as synchronized with the System Time Table received on the same Transport Stream) reaches `dcc_end_time`, but the DCCRR should use the `splicing_point_flag` and `splice_countdown` fields to effect the timing of the switchover. The switch point timing as signaled by the MPEG-2 `splicing_point_flag` if present shall be within one second (plus or minus) of the time indicated in `dcc_end_time`. If a splice point is not detected in an ES within one second following the `dcc_end_time` and a splice countdown is not in progress, the DCCRR shall perform the elementary stream switch without further delay. If a splice countdown is in progress in the ES, the DCCRR should perform the Elementary Stream switch at the splice point.

dcc_term_count — This 8-bit unsigned integer specifies the number of `dcc_selection_types` and `dcc_selection_ids` to be associated with the DCC request. If the `dcc_term_count` is greater than one, the result of each `dcc_selection_type` in the "for" loop shall be evaluated as an intermediate term and then all intermediate terms for each `dcc_selection_type` logically ANDed together to determine the final result. If the final result is True (all terms evaluate True) a DCC channel change shall be indicated, otherwise no channel change shall be indicated. If it is desired to perform a combinatorial OR of individual `dcc_selection_types` then these types can be included in separate iterations of the `dcc_test_count` "for" loop. Alternatively, separate DCC Table transmissions may be sent.

A DCC request is eligible to be acted on whenever the DCCRR is tuned to the DCC From Channel Number, the current time is between the `dcc_start_time` and the `dcc_end_time`, and the result of evaluating and ANDing together all the terms in the `dcc_term_count` "for" loop is True. If one or more DCC requests in the loop are eligible to be acted on, the DCCRR shall act on the first eligible DCC request encountered in the loop. The action taken shall be tuning to the DCC To Channel Number.

dcc_selection_type — This 8-bit unsigned integer specifies the type of the value contained in the `dcc_selection_id`. Values for `dcc_selection_type` shall be as defined in Table 6.17.

Table 6.17 DCC Selection Type Assignments

dcc_selection_type	Name and Meaning	Value of DCC Selection ID	Test	Logic
* 0x00	Unconditional channel change	n.a.	Term always evaluates True.	True
* 0x01	Numeric Postal Code Inclusion — Inclusion test on numeric postal codes, with wild-card match on “?” characters	8 ASCII characters representing a specific or range of numeric character postal codes in the range 00000001 to 00099999. ASCII “?” matches any digit 0-9.	Term evaluates True if the DCCRR postal code matches, in the last five character positions, for those selection ID characters not equal to “?” and False otherwise. If postal code not specified in DCCRR, term evaluates False.	
0x02	Alphanumeric Postal Code Inclusion — Inclusion test on 8-character alphanumeric postal code, with wild-card match on “?” characters	8 ASCII characters representing an alphanumeric character postal code comprising 8 characters. ASCII “?” matches 0-9 or A-Z.	Term evaluates True if the DCCRR postal code matches, in all the character positions, for those selection ID characters not equal to “?” and False otherwise. If postal code not specified in DCCRR, term evaluates False.	
0x03-0x04	Reserved	Reserved		
0x05	Demographic Category: one or more — Test for membership in at least one indicated demographic category	A bit vector where each bit represents a demographic category	Term evaluates True if any of the selection ID bits correspond to a DCCRR membership demographic category and False otherwise.	(U & D & S) != 0
0x06	Demographic Category: all —Test for membership in all indicated demographic categories	A bit vector where each bit represents a demographic category	Term evaluates True if all of the selection ID bits correspond to DCCRR membership demographic categories and False otherwise.	(U & D & S) == D
0x07	Genre Category: one or more —Test for an interest in at least one genre category	Up to eight genre category codes	Term evaluates True if any of the selection ID category codes correspond to DCCRR interest categories and False otherwise.	(U & D & S) != 0 (see text)
0x08	Genre Category: all —Test for interest in all indicated genre categories	Up to eight genre category codes	Term evaluates True if all of the selection ID category codes correspond to DCCRR interest categories and False otherwise.	(U & D & S) == D (see text)

dcc_selection_type	Name and Meaning	Value of DCC Selection ID	Test	Logic
0x09	Cannot Be Authorized —A secondary redirect switch triggered upon detection of a failure to be authorized to remain on the requested “from” major/minor channel.	n.a.	Term evaluates True if the DCCRR cannot be authorized to decode services on the “from” channel and False otherwise.	
0x0A–0x0B	Reserved	n.a.		
0x0C	Geographic Location Inclusion	Value is a location_code conforming to the state_code, county_subdivision, and county_code.	Term evaluates True only if the DCCRR’s geographic location matches the selection ID and False otherwise. If the geographic location data is not specified in the DCC, term evaluates False.	
0x0D	Rating Blocked —Test for rating blocked.	n.a.	Term evaluates True if the current program is blocked due to content, after a timeout (to allow user to override) and False otherwise.	
0x0E	Reserved.			
* 0x0F	Return To Original Channel	n.a.	Return unconditionally to previous Virtual Channel if engaged in a DCC request.	
0x10	Reserved.	Reserved.		
* 0x11	Numeric Postal Code Exclusion —Exclusion test on numeric postal codes, with wild-card match on “?” characters	8 ASCII characters representing a specific or range of numeric character postal codes in the range 00000001 to 00099999. ASCII “?” matches any digit 0-9.	Term evaluates True if the DCCRR postal code does not match, in the last five character positions, for those selection ID characters not equal to “?”, and False otherwise. If postal code not specified, term evaluates False.	
0x12	Alphanumeric Postal Code Exclusion —Exclusion test on 8-character alphanumeric postal code, with wild-card match on “?” characters	8 ASCII characters representing an alphanumeric character postal code comprising 8 characters. ASCII “?” matches 0-9 or A-Z.	Term evaluates True if the DCCRR postal code does not match, for those selection ID characters not equal to “?” and False otherwise. If postal code not specified, term evaluates False.	
0x13–0x14	Reserved.	Reserved.		

dcc_selection_type	Name and Meaning	Value of DCC Selection ID	Test	Logic
0x15	Demographic Category: one or more non-member —Test for non-membership in at least one indicated demographic category	A bit vector where each bit represents a demographic category	Term evaluates True if any of the selection ID bits correspond to DCCRR non-membership in that demographic category and False otherwise.	(~U & D & S) != 0
0x16	Demographic Category: all non-member —Test for non-membership in all the indicated demographic categories	A bit vector where each bit represents a demographic category	Term evaluates True if all of the selection ID bits correspond to DCCRR non-membership demographic categories and False otherwise.	(~U & D & S) == D
0x17	Genre Category: one or more non-member —Test for non-interest in at least one indicated genre category	Up to eight genre category codes	Term evaluates True if any of the selection ID category codes correspond to genres of no interest in the DCCRR and False otherwise.	(~U & D & S) != 0 (see text)
0x18	Genre Category: all non-member —Test for non-interest in all the indicated genre categories	Up to eight genre category codes	Term evaluates True if all of the selection ID category codes correspond to genres of no interest in the DCCRR and False otherwise.	(~U & D & S) == D (see text)
0x19-0x1B	Reserved	Reserved		
0x1C	Geographic Location Exclusion	Value is a location_code conforming to the state_code, county_subdivision, and county_code.	Term evaluates True if the DCCRR's geographic location does not match the selection ID and False otherwise. If the geographic location data is not specified in the DCC, term evaluates False.	
0x1D-0x1F	Reserved	Reserved		
* 0x20-0x23	Viewer-Direct-Select — 0x20 corresponds to Button A; 0x21 corresponds to Button B; 0x22 corresponds to Button C; and 0x23 corresponds to Button D.	A 64-bit number associated with a given button choice; used in the VDS "persistence" function. See text.	Tune to the channel associated with the indicated function button if that button is selected. Term always evaluates True when viewer presses a Direct Select button.	
0x24-0xFF	Reserved.	Reserved.		

Table Legend and Notes

D = DCC Selection ID data: data sent within the dcc_selection_id field.

U = User-entered DCCRR data: data stored in non-volatile DCCRR memory that is entered by the user to establish the user's selected choices.

S = Specification mask indicating validity of U (i.e. user has entered a value for U): data stored in non-volatile DCCRR memory that indicates that a user has specified a choice for the associated data item.

NOTE: Items marked with an asterisk (*) above are required within a DTV device providing minimal support for Directed Channel Change within the United States.

Operators used within Table 6.17:

& bitwise AND

== equal to

~ 1's complement (bitwise inversion)

!= not equal to

dcc_selection_id — This 64-bit unsigned integer contains the data identified by the `dcc_selection_type` field, and is described below. Note: 8 bit characters specified for use within this section shall mean characters defined in ISO/IEC 8859-1 (ISO Latin-1) [9].

6.7.1 Case: Unconditional Channel Change (dcc_selection_type = 0x00)

If the `dcc_selection_type` is specified to be of type “unconditional” (0x00), the `dcc_selection_id` shall be 0x00 and the DCCRR shall unconditionally switch to the DCC To Channel Number if the current time is within the interval bounded by `dcc_start_time` and `dcc_end_time`.

6.7.2 Case: Numeric Postal Code (dcc_selection_type = 0x01, 0x11)

If the `dcc_selection_type` is specified to be of type 0x01 or 0x11, the `dcc_selection_id` shall consist of a right-justified five numeric 8-bit character postal code field in the range of 00001 to 99999 padded on the left with “0” (0x30) characters. The DCCRR shall compare that value to a stored representation of a numeric postal code entered by the user from setup menus within the DCCRR to determine if there is a match. If a question mark (“?” or 0x3F) character appears in any of the five least significant numeric character positions, that position shall be considered to be a wild card which will permit a selection on any numeric digit within that position. For example 00055?98 would permit matches on 00055098, 00055198, 00055298, 00055398, ..., and 00055998. Similarly, 00055??8 would permit matches on 00055008, 00055018, 00055028, ..., 00055108, 00055118, ..., and 00055908, 00055918, ..., and 00055998. Note that multiple numeric postal code specifications may be made within a single DCCT by means of the `dcc_term_count` loop.

If the `dcc_selection_type` is defined to be of type 0x01, the term shall evaluate True if the numeric postal code (with evaluated wild cards if any) given in the `dcc_selection_id` matches the stored numeric postal code entered by the user and False otherwise.

If the `dcc_selection_type` is defined to be of type 0x11, the term shall evaluate True if the numeric postal code (with evaluated wild cards if any) given in the `dcc_selection_id` does not match the stored numeric postal code entered by the user and False otherwise.

6.7.3 Case: Alphanumeric Postal Code (dcc_selection_type = 0x02, 0x12)

If the `dcc_selection_type` is specified to be of type 0x02 or 0x12, the `dcc_selection_id` shall consist of a right justified eight alphanumeric and special 8-bit character postal code field of unspecified format padded on the left with space characters (0x20). The field may also contain separator characters, as necessary, to format the postal code according to country conventions. The separator characters may consist of any of the following special characters: comma (0x2C), dash (0x2D), period (0x2E), slash (0x2F) or space (0x30). The separator characters shall be considered to be “do not care” placeholders for purposes of logical comparison to a postal code stored within the DCCRR. The DCCRR shall compare that value to a stored representation of a postal code entered by the user from setup menus within the DCCRR to determine if there is a match.

The alphanumeric and special characters permitted shall be any printing character within the character set from 0x20 through 0x7E inclusive. If a question mark (“?” or 0x3F) character appears in any of the eight character positions, that position shall be considered to be a wildcard which will permit a selection on any character within that position. For example “5B3-5Q?” would permit matches on 5B3-5Q0 through 5B3-5Q9 assuming the postal format convention

was a numeric character in the rightmost character position. Similarly, "5B3-5?3" would permit matches on 5B3-5A3 through 5B3-5Z3 assuming the postal format convention for the second from the rightmost character is alphabetic. Note that multiple postal codes may be specified within a single DCCT by means of the `dcc_term_count` loop.

If the `dcc_selection_type` is defined to be of type 0x02, the term shall evaluate True if the alphanumeric postal code (with evaluated wild cards if any) given in the `dcc_selection_id` matches the stored alphanumeric postal code entered by the user and False otherwise.

If the `dcc_selection_type` is defined to be of type 0x12, the term shall evaluate True if the alphanumeric postal code (with evaluated wild cards if any) given in the `dcc_selection_id` does not match the stored alphanumeric postal code entered by the user and False otherwise.

6.7.4 Case: Demographic Category (`dcc_selection_type = 0x05, 0x06, 0x15, 0x16`)

If `dcc_selection_type` is equal to 0x05, 0x06, 0x15, or 0x16, the `dcc_selection_id` shall be specified to be a demographic selection bit field composed of one or more of the values described in Table 6.18 logically ORed together. The DCCR shall perform a comparison, based upon the `dcc_selection_type`, of the value to a stored value within the DCCR which had been entered by the user within setup menus to determine if there is a match.

Table 6.18 Demographic Selection Type Assignments

Value	Meaning
0x0000000000000001	Males
0x0000000000000002	Females
0x0000000000000004	Ages 2-5
0x0000000000000008	Ages 6-11
0x0000000000000010	Ages 12-17
0x0000000000000020	Ages 18-34
0x0000000000000040	Ages 35-49
0x0000000000000080	Ages 50-54
0x0000000000000100	Ages 55-64
0x0000000000000200	Ages 65+
0x0000000000000400	Working
0x0000000000000800 - 0x8000000000000000	Reserved

If the selection is specified to be of type "One-or-More Members" (`dcc_selection_type 0x05`), the received value within `dcc_selection_id` shall be logically bitwise ANDed with the DCCR's stored value and then logically bitwise ANDed with a specification mask that indicates whether the viewer had entered values for each demographic selection category. If the result is non-zero, the term shall evaluate True. If the result is zero, the term shall evaluate False. This test permits selection based upon membership in at least one and possibly more demographic categories. In other words, the term evaluates True if any of the categories that had been selected and validated by the viewer correspond with membership in the demographic categories specified in the `dcc_selection_id` field of the DCCT.

If the selection is specified to be of type "One-or-More Non-members" (`dcc_selection_type 0x15`), the received value within `dcc_selection_id` shall be logically bitwise ANDed with the 1's

complement of the DCCRR's stored value and then logically bitwise ANDed with a specification mask that indicates whether the viewer had entered values for each demographic selection category. If the result is non-zero, the term shall evaluate True. If the result is zero, the term shall evaluate False. This test permits selection based upon non-membership in at least one and possibly more demographic categories. In other words, the term evaluates True if any of the categories that had been selected and validated by the viewer correspond with non-membership in the DCC demographic categories specified in the `dcc_selection_id` field of the DCCT.

If the selection is specified to be of type "All Members" (`dcc_selection_type 0x06`), the received value within `dcc_selection_id` shall be logically compared to the DCCRR's stored value which has been logically bitwise ANDed with a specification mask that indicates whether the viewer had entered values for each demographic selection category. If the result of the comparison is that the values are equal, the term shall evaluate True, and shall evaluate False otherwise. This test permits selection based upon membership in all requested demographic categories. In other words, the term evaluates True if the categories that had been selected and validated by the viewer correspond with membership in all of the DCC demographic categories specified in the `dcc_selection_id` field of the DCCT.

If the selection is specified to be of type "All Non-members" (`dcc_selection_type 0x16`), the received value within `dcc_selection_id` shall be logically bitwise ANDed with the 1's complement of the DCCRR's stored value and then logically bitwise ANDed with a specification mask that indicates whether the viewer had entered values for each demographic selection category. That result shall be compared to the DCCRR's stored value. If the result of the comparison is that the values are equal, the term shall evaluate True, and shall evaluate False otherwise. This test permits selection based upon non-membership in all requested demographic categories. In other words, the term evaluates True if the categories that had been selected and validated by the viewer correspond with non-membership in all of the DCC demographic categories specified in the `dcc_selection_id` field of the DCCT.

6.7.5 Case: Genre Category (`dcc_selection_type = 0x07, 0x08, 0x17, 0x18`)

If `dcc_selection_type` is equal to `0x07, 0x08, 0x17, or 0x18`, the `dcc_selection_id` shall be specified to be a genre category selection code field. The DCCRR shall compare the code values obtained from the `dcc_selection_id` field to stored values which had been entered by the user through selection setup menus to determine if there is a match. Each occurrence of the `dcc_selection_id` may contain up to eight categorical selection codes, each code having a length of eight bits.

Up to a maximum of eight 8-bit Genre Category selection codes may be specified. Genre Category selection code bytes shall be placed right-justified in the 64-bit `dcc_selection_id` field. Each of the codes present shall consist of a value in the range `0x01 through 0xFF`. If fewer than eight codes are specified, the remaining bytes in the `dcc_selection_id` field shall each contain `0x00`. Table 6.19 illustrates the categorical selection criteria code placement within the `dcc_selection_id` field for four examples.

Table 6.19 Examples of Selection Code Packing

Value	Meaning
0x0000000000000000	no codes specified
0x0000000000222120	3 codes in least significant 24 bits
0x0000000052304120	4 codes in least significant 32 bits
0x3031323334353620	8 codes in 64 bits

If the selection is specified to be of type "One-or-More Members" (`dcc_selection_type` 0x07), each of the individual eight byte values received within `dcc_selection_id` shall be compared with data in the DCCRR's stored value tables. Each compare results in a "1" if the category corresponds to one of interest and "0" if not. That 8-bit result is ANDed with the S mask corresponding to whether choices have been registered for each of those categories. If the result is non-zero, the term shall evaluate True, and shall evaluate False otherwise. This test permits selection based upon interest membership in at least one and possibly more of the genre categories according to the Categorical Genre Code Assignment table (Table 6.20) including any downloaded extensions to that table. In other words, the term evaluates True if the genre categories that had been selected and validated by the viewer correspond with interest in any of the of the genre categories specified in the `dcc_selection_id` field of the DCCT.

Table 6.20 Categorical Genre Code Assignments

Value	Meaning	Value	Meaning	Value	Meaning
0x00	Not Available	0x4F	Hobby	0x80	Art
0x01-1F	Reserved (Basic)	0x50	Hockey	0x81	Auto Racing
0x20	Education	0x51	Home	0x82	Aviation
0x21	Entertainment	0x52	Horror	0x83	Biography
0x22	Movie	0x53	Information	0x84	Boating
0x23	News	0x54	Instruction	0x85	Bowling
0x24	Religious	0x55	International	0x86	Boxing
0x25	Sports	0x56	Interview	0x87	Cartoon
0x26	Other	0x57	Language	0x88	Children
0x27	Action	0x58	Legal	0x89	Classic Film
0x28	Advertisement	0x59	Live	0x8A	Community
0x29	Animated	0x5A	Local	0x8B	Computers
0x2A	Anthology	0x5B	Math	0x8C	Country Music
0x2B	Automobile	0x5C	Medical	0x8D	Court
0x2C	Awards	0x5D	Meeting	0x8E	Extreme Sports
0x2D	Baseball	0x5E	Military	0x8F	Family
0x2E	Basketball	0x5F	Miniseries	0x90	Financial
0x2F	Bulletin	0x60	Music	0x91	Gymnastics
0x30	Business	0x61	Mystery	0x92	Headlines
0x31	Classical	0x62	National	0x93	Horse Racing
0x32	College	0x63	Nature	0x94	Hunting/Fishing/Outdoors
0x33	Combat	0x64	Police	0x95	Independent
0x34	Comedy	0x65	Politics	0x96	Jazz
0x35	Commentary	0x66	Premier	0x97	Magazine
0x36	Concert	0x67	Prerecorded	0x98	Motorcycle Racing
0x37	Consumer	0x68	Product	0x99	Music/Film/Books
0x38	Contemporary	0x69	Professional	0x9A	News-International
0x39	Crime	0x6A	Public	0x9B	News-Local
0x3A	Dance	0x6B	Racing	0x9C	News-National
0x3B	Documentary	0x6C	Reading	0x9D	News-Regional
0x3C	Drama	0x6D	Repair	0x9E	Olympics
0x3D	Elementary	0x6E	Repeat	0x9F	Original
0x3E	Erotica	0x6F	Review	0xA0	Performing Arts
0x3F	Exercise	0x70	Romance	0xA1	Pets/Animals
0x40	Fantasy	0x71	Science	0xA2	Pop
0x41	Farm	0x72	Series	0xA3	Rock & Roll
0x42	Fashion	0x73	Service	0xA4	Sci-Fi
0x43	Fiction	0x74	Shopping	0xA5	Self Improvement
0x44	Food	0x75	Soap Opera	0xA6	Sitcom
0x45	Football	0x76	Special	0xA7	Skating
0x46	Foreign	0x77	Suspense	0xA8	Skiing
0x47	Fund Raiser	0x78	Talk	0xA9	Soccer
0x48	Game/Quiz	0x79	Technical	0xAA	Track/Field
0x49	Garden	0x7A	Tennis	0xAB	True
0x4A	Golf	0x7B	Travel	0xAC	Volleyball
0x4B	Government	0x7C	Variety	0xAD	Wrestling
0x4C	Health	0x7D	Video	0xAE-FE	Reserved (Detailed)
0x4D	High School	0x7E	Weather	0xFF	Null (not a category)
0x4E	History	0x7F	Western		

If the selection is specified to be of type "One-or-More Non-members" (`dcc_selection_type` 0x17), each of the individual eight byte values received within `dcc_selection_id` shall be compared with data in the DCCRR's stored value tables. Each compare results in a "1" if the category does not correspond to one of interest and "0" if it does. That 8-bit result is ANDed with the S mask corresponding to whether choices have been registered for each of those categories. If the result is non-zero, the term shall evaluate True, and shall evaluate False otherwise. This test permits selection based upon non-membership (meaning no interest) in at least one and possibly more specified genre categories. In other words, the term evaluates True if the categories that had been selected and validated by the viewer correspond with non-interest in any of the genre categories specified in the `dcc_selection_id` field of the DCCT.

If the selection is specified to be of type "All Members" (`dcc_selection_type` 0x08), each of the individual eight byte values received within `dcc_selection_id` shall be compared with data in the DCCRR's stored value tables. Each compare results in a "1" if the category corresponds to one of interest and "0" if not. That 8-bit result is compared with the S mask corresponding to whether choices have been registered for each of those categories. If the result is equal, the term shall evaluate True, and shall evaluate False otherwise. This test permits selection based upon interest in all specified genre categories. In other words, the term evaluates True if the categories that had been selected and validated by the viewer resulted in interest in all of the genre categories specified in the `dcc_selection_id` field of the DCCT.

If the selection is specified to be of type "All Non-members" (`dcc_selection_type` 0x18), each of the individual eight byte values received within `dcc_selection_id` shall be compared with data in the DCCRR's stored value tables. Each compare results in a "1" if the category does not correspond to one of interest and "0" if it does. That 8-bit result is compared with the S mask corresponding to whether choices have been registered for each of those categories. If the result is equal, the term shall evaluate True, and shall evaluate False otherwise. This test permits selection based upon non-membership (meaning no interest) in all specified genre categories. In other words, the term evaluates True if the categories that had been selected and validated by the viewer resulted in no interest in all of the genre categories specified in the `dcc_selection_id` field of the DCCT.

The list of category names and their respective codes (Table 6.20) are broken down into two groups. The first group consists of codes 0x20 through 0x26 and may be called the "Basic" group. The second group contains the codes 0x27 through 0xAD and is called the "Detail" group.

The DCC Selection Code Table (see Sec. 6.8) can extend the codes given in Table 6.20. New entries in the Basic group can be defined in the range 0x01 to 0x1F. New entries in the Detail group can be defined in the range 0xAE to 0xFE.

6.7.6 Case: Cannot Be Authorized (`dcc_selection_type` = 0x09)

If the `dcc_selection_type` is specified to be of type 0x09, and if the DCCRR has been tuned by the viewer to a major and minor channel number specified by the `dcc_from_major_channel_number` and the `dcc_from_minor_channel_number` for which the viewer is not authorized (due to conditional access), the DCCRR shall promptly, upon determination of the unauthorized status, tune to the `dcc_to_major_channel_number` and `dcc_to_minor_channel_number`. The action of this mechanism provides an ability to "redirect" viewers to an alternate channel in the event they are not authorized to view the requested channel.

6.7.7 Case: Geographic Location (dcc_selection_type = 0x0C, 0x1C)

location_code — This 24-bit unsigned integer field contains state_code, county_subdivision, and county_code sub fields (defined below) used in identification of a geographic location.

For dcc_selection_type 0x0C, Geographic Location Inclusion, the term shall evaluate True if the geographic location indicated in the matches the geographic location of the DCCRR. If the geographic location indicated in the dcc_selection_id does not match the geographic location of the DCCRR, or if the DCCRR's geographic location is not known, the term shall evaluate False.

For dcc_selection_type 0x1C, Geographic Location Exclusion, the term shall evaluate True if the geographic location indicated in the dcc_selection_id does not match the geographic location of the DCCRR. If the geographic location indicated in the dcc_selection_id matches the geographic location of the DCCRR, or if the DCCRR's geographic location is not known, the term shall evaluate False.

The location_code fields shall be as specified in Table 6.21.

Table 6.21 Conditional Type Value Format

Syntax	No. of Bits	Format
dcc_selection_id {		
reserved	40	0xFFFFFFFF
location_code {		
state_code	8	uimsbf range 0..99
county_subdivision	4	uimsbf range 0..9
reserved	2	'11'
county_code	10	uimsbf rang 0..999
}		
}		

state_code — This 8-bit unsigned integer in the range 0 to 99 specifies the State or Territory. state_code is coded according to State and Territory FIPS number codes (see 47 CFR 11.15(f)). A list of state and county codes (extracted from FIPS Pub 6-4) is provided in Annex H of this document. A value of 0 specifies all states and territories.

county_subdivision — This 4-bit unsigned integer in the range 0 to 9 specifies county subdivisions as shown in Table 6.22.

Table 6.22 County Subdivision Coding

county_subdivision	Meaning
0x0	All or an unspecified portion of a county
0x1	Northwest
0x2	North Central
0x3	Northeast
0x4	West Central
0x5	Central
0x6	East Central
0x7	Southwest
0x8	South Central
0x9	Southeast
0xA-0xF	[Reserved]

county_code — This 10-bit unsigned integer in the range 0 to 999 specifies a county within a state. `county_code` is coded according to State and Territory Federal Information Processing Standard (FIPS) number codes maintained by the National Institute of Standards and Technology (NIST) in FIPS Pub 6-4. A list of state and county codes (extracted from FIPS Pub 6-4) is provided in Annex H of this document. A value of 0 specifies the entire state or territory.

6.7.8 Case: Rating Blocked (`dcc_selection_type = 0x0D`)

If the `dcc_selection_type` is specified to be of type `0x0D` the term shall evaluate True if the current Virtual Channel is "blocked" as defined in EIA/CEA-766-A due to its Content Advisory and shall evaluate False otherwise. At the discretion of the DCCRR implementation, a timeout may be employed prior to the channel change to allow the viewer to override the blocked condition, for example by entering a parental password. Note that `dcc_departing_request_descriptors` and `dcc_arriving_request_descriptors` may be employed to provide a message to viewers that a channel-blocked situation has arisen and that the DCCRR has switched to a new channel.

6.7.9 Case: Return to Original Channel (`dcc_selection_type = 0x0F`)

If the `dcc_selection_type` is specified to be of type `0x0F`, and if the DCCRR is engaged in a DCC request of type Temporary Retune (`dcc_context = 0`), the DTV shall tune back to the channel from which it was previously directed (the previous DCC From Channel Number).

6.7.10 Case: Viewer-Direct-Select (`dcc_selection_type = 0x20 – 0x23`)

If the `dcc_selection_type` is specified to be of type `0x20` through `0x23`, the DCCRR shall tune to the virtual channel specified in the DCC To Channel Number based upon the viewer's selection of one of four "Viewer-Direct-Select" (VDS) function buttons (or equivalent). To correspond with textual or verbal prompting in the video program, the buttons shall be labeled or otherwise identified to the user as "A," "B," "C," and "D." For example, if the viewer chooses Viewer-Direct-Select Button B and a DCC request has been defined for that button (`dcc_selection_type` value `0x21`), the DCCRR shall immediately switch to the DCC To Channel Number associated with the request.

For `dcc_selection_type` values `0x20` through `0x23`, the `dcc_selection_id` field is a 64-bit number that, when non-zero, enables a Viewer-Direct-Select "persistence" function. Value zero for the `dcc_selection_id` field for `dcc_selection_type` values `0x20` through `0x23` indicate that a persistence function for this button choice for this DCC request is not offered.

6.7.11 Viewer-Direct-Select Persistence

The DCCRR shall implement a persistence function for the VDS DCC function. The persistence function allows the DCCRR to automatically take the same branch that was chosen by a prior VDS button selection when a new VDS opportunity arises. The following rules shall be followed:

- 1) If in response to a VDS opportunity the user selects a button, the DCCRR shall record the value of that button's 64-bit `dcc_selection_id` (if non-zero).
- 2) If a new VDS opportunity arises in which a 64-bit `dcc_selection_id` value appears that corresponds to a recorded ID, the DCCRR shall use that branch as the default (the branch to be taken if no button is selected).

- 3) If a new VDS opportunity arises in which a 64-bit `dcc_selection_id` value appears that matches more than one recorded ID, the DCCRR shall take as the default branch the one associated with the most recently saved ID of those matching.
- 4) Recorded IDs shall be saved in a stack in the DCCRR. The requirements regarding the size and organization of this stack are not specified and are left to the discretion of the implementer.

The way in which the 64-bit VDS ID numbers are managed and assigned is outside the scope of this document. If broadcasters intend for them to work across different transmissions, coordination of their assignment will be required. If they want them *not* to work across to other broadcaster's transmissions, appropriate steps should be taken to assure the 64 bit number is suitably random across the full 64-bit number space.

dcc_selection_id — This 64-bit unsigned integer contains the data identified by the `dcc_selection_type` field that has been described above in each of the case descriptions and summarized in Table 6.17.

dcc_term_descriptors_length — A 10-bit unsigned integer number that indicates the number of bytes of optional DCC term descriptors (if any) to follow. DCC term descriptors are an expansion mechanism allowing, in a future revision of this protocol, additional data to be associated with a given term. At present, no descriptors are defined for such use. The DCCRR shall disregard any descriptors encountered.

dcc_term_descriptor() — A data structure in standard descriptor format (tag, length, data) that provides additional information about the term defined in this iteration of the `dcc_term_count` “for” loop.

dcc_test_descriptors_length — A 10-bit unsigned integer number that indicates the number of bytes of optional DCC test descriptors (if any) to follow. DCC test descriptors can provide an additional piece of data to be associated with a given test. At present, two descriptors are defined for such use, the `dcc_departing_request_descriptor()` defined in Section 6.9.11 and the `dcc_arriving_request_descriptor()` defined in Section 6.9.12. The DCCRR shall disregard any unsupported descriptors encountered.

dcc_test_descriptor() — A data structure in standard descriptor format (tag, length, data) that provides additional information about the test defined in this iteration of the `dcc_test_count` “for” loop.

dcc_additional_descriptors_length — A 10-bit unsigned integer number that indicates the number of bytes of optional DCC additional descriptors (if any) to follow. DCC additional descriptors are an expansion mechanism allowing, in a future revision of this protocol, additional data to be associated with a given DCC table section. At present, no descriptors are defined for such use.

dcc_additional_descriptor() — A data structure in standard descriptor format (tag, length, data) that provides additional information about the DCC requests described in this `directed_channel_change_table_section()`.

CRC_32 — This is a 32-bit field that contains the CRC value that ensures a zero output from the registers in the decoder defined in Annex A of ISO/IEC 13818-1 [10] after processing the entire Directed Channel Change Table section.

6.8 DCC Selection Code Table (DCCSCT)

The optional Directed Channel Change Selection Code Table (DCCSCT) carries genre code values and genre criteria name values and/or state/county location codes for use in extending the original data sets of those codes defined in Table 6.20 and Annex H.

The DCC Selection Code Table is carried in private sections with table ID 0xD4, and obeys the syntax and semantics given in Section 4.

The following constraints apply to the Transport Stream packets carrying DCCSCT sections.

- PID shall have the value 0x1FFB (base_PID)
- transport_scrambling_control bits shall have the value '00'
- adaptation_field_control bits shall have the value '01'

The bit stream syntax for the Directed Channel Change Selection Code Table shall be as shown in Table 6.23.

Table 6.23 Bit Stream Syntax for the DCC Selection Code Table

Syntax	No. of Bits	Format
<code>dcc_selection_code_table_section () {</code>		
table_id	8	0xD4
section_syntax_indicator	1	'1'
private_indicator	1	'1'
reserved	2	'11'
section_length	12	uimbsf
dccsct_type	16	uimbsf
reserved	2	'11'
version_number	5	uimbsf
current_next_indicator	1	'1'
section_number	8	0x00
last_section_number	8	0x00
protocol_version	8	uimbsf
updates_defined	8	uimbsf
for (i = 0; i < updates_defined; i++) {		
update_type	8	uimbsf
update_data_length	8	uimbsf
if (update_type==new_genre_category) {		
genre_category_code	8	uimbsf
genre_category_name_text()	var	
}		
if (update_type==new_state) {		
dcc_state_location_code	8	uimbsf
dcc_state_location_code_text()	var	
}		
if (update_type==new_county) {		
state_code	8	uimbsf
reserved	6	'111111'
dcc_county_location_code	10	uimbsf
dcc_county_location_code_text()	var	
}		
reserved	6	'111111'
dccsct_descriptors_length	10	uimbsf
for (j = 0; j < N; j++) {		
dccsct_descriptors()		
}		
}		
reserved	6	'111111'
dccsct_additional_descriptors_length	10	uimbsf
for (i = 0; i < N; i++) {		
dccsct_additional_descriptors()		
}		
CRC_32	32	rpchof
}		

table_id — This is an 8-bit field, which shall be set to 0xD4, identifying this table as the DCC Selection Code Table (DCCSCT).

section_syntax_indicator — This 1-bit field shall be set to '1'. It denotes that the section follows the generic section syntax beyond the section length field.

- private_indicator** — This 1-bit field shall be set to ‘1’.
- section_length** — 12-bit field specifying the number of remaining bytes in this section immediately following the section_length field up to the end of the section.
- dccsct_type** — A 16-bit unsigned integer field whose value specifies the type of DCC selection code information contained within the table section, and its syntax and semantics. Currently only dccsct_type value 0x0000 is defined. The DCCR is expected to discard DCCSCT table sections with nonzero values of dccsct_type until such time as they are standardized and supported.
- version_number** — This 5-bit field is the version number of the DCCSC Table identified by the combination of the table_id and dccsct_type fields. The version number shall be incremented by 1 modulo 32 when any field in this instance of the DCC Selection Code Table changes. The value of the version_number shall be identical to that of the corresponding entry in the MGT.
- current_next_indicator** — This 1-bit indicator is always set to ‘1’.
- section_number** — The value of this 8-bit field shall always be 0x00.
- last_section_number** — The value of this 8-bit field shall always be 0x00.
- protocol_version** — An 8-bit unsigned integer field whose function is to allow, in the future, this table type to carry parameters that may be structured differently than those defined in the current protocol. At present, the only valid value for protocol_version is 0x00. Non-zero values of protocol_version may be used by a future version of this standard to indicate structurally different tables.
- update_type** — This 8-bit field indicates the type of update to be supplied in this iteration of the “for” loop. Table 6.24 defines the coding.

Table 6.24 Update Type Coding

update_type	Meaning
0x00	Reserved
0x01	new_genre_category —Genre table update
0x02	new_state —Addition to state code data
0x03	new_county —Addition to county code data
0x04-0xFF	Reserved for future use

- update_data_length** — An unsigned integer field that shall indicate the number of bytes of data in the “if” statement to follow. After skipping ahead the number of bytes given by update_length, the next field will be the 6-bit reserved field ahead of dccsct_descriptors_length. Receiving devices are expected to use update_data_length to skip data for unknown values of update_type.
- genre_category_code** — An 8-bit unsigned integer code that references a reserved value in the Categorical Genre Code Assignment Table (Table 6.20). Values for genre_category_code shall be in the range 0x01 to 0x1F for expansion of the Basic genre categories, or in the range 0xAE through 0xFE for expansion of the Detailed genre categories. The integer values specifying new Categorical Genre Codes shall be those assigned by the ATSC.
- selection_category_name_text()** — A data structure containing a multiple string structure which specifies the genre category name; e.g., “Rugby.” Text strings are formatted according to the

rules outlined in Section 6.10. The displayed string for the genre category name shall be limited to 24 characters or less.

dcc_state_location_code — This 8-bit unsigned integer in the range 79 to 99 specifies the State or Territory to be added. The integer values specifying new States or Territories shall be those assigned by the ATSC.

dcc_state_location_code_text() — The name of the new State or Territory in the format of a multiple string structure (see Section 6.10).

state_code — This 8-bit unsigned integer number identifies the state to which the county information to follow applies. Allowed values for `state_code` include the codes associated with the states defined in Annex H¹⁰ plus the codes for any new states added by state updates in this DCCSCT.

dcc_county_location_code — This 10-bit unsigned integer in the range 1 to 999 specifies a new county within the state identified in `state_code`. Allowed values for `dcc_county_location_code` shall be limited to values not already assigned in Annex H for the state identified in `state_code`¹¹. The integer values specifying new counties shall be those assigned by the ATSC.

dcc_county_location_code_text() — The name of a new county in the format of a multiple string structure (see Section 6.10).

dccsct_descriptors_length — Total length of the descriptor list that follows (in bytes).

dccsct_descriptors() — Zero or more descriptors, as appropriate, may be included.

CRC_32 — This is a 32-bit field that contains the CRC value that ensures a zero output from the registers in the decoder defined in Annex A of ISO/IEC 13818-1 “MPEG-2 Systems” after processing the entire DCC Selection Code Table section.

6.9 Core Descriptors

Table 6.25 lists descriptor tags along with their names, and shows the use of each when the relevant table section listed is present in the transport stream. Table 6.25 indicates all the core descriptors, their tags, and their allowed locations in the PSIP tables. The `service_location_descriptor()` shall always be present in the terrestrial VCT (shown with an “S”). Table 6.25 does not specify the rules governing whether or not a particular descriptor must be present in any given situation. When used, some descriptors shall be in each indicated location (shown with an “M”). Some descriptors also may be present in a second location within either the terrestrial or the cable case (shown with an “O”). Asterisks mark the tables where the descriptors may appear without restrictions.

¹⁰ Although unlikely to occur, this provision allows the DCCSCT to indicate a change to an existing state’s spelling or name.

¹¹ If a county changes its name, the convention is to add a new county code rather than re-define the old one.

Table 6.25a List and Location of PSIP Descriptors

Descriptor Name	Descriptor Tag	Terrestrial Broadcast					
		PMT	MGT	VCT	EIT	DCCT	DCCSCT
stuffing descriptor	0x80	*	*	*	*	*	*
AC-3 audio descriptor	0x81	M			M		
caption service descriptor	0x86	O			M		
content advisory descriptor	0x87	O			M		
extended channel name descriptor	0xA0			M			
service location descriptor	0xA1			S			
time-shifted service descriptor	0xA2			M			
component name descriptor	0xA3	M					
DCC departing request descriptor	0xA8					M	
DCC arriving request descriptor	0xA9					M	
redistribution control descriptor	0xAA	M			M		

Table 6.25b List and Location of PSIP Descriptors

Descriptor Name	Descriptor Tag	Cable					
		PMT	MGT	VCT	EIT	DCCT	DCCSCT
stuffing descriptor	0x80	*	*	*	*	*	*
AC-3 audio descriptor	0x81	M			M		
caption service descriptor	0x86	M			M		
content advisory descriptor	0x87	M			M		
extended channel name descriptor	0xA0			M			
service location descriptor	0xA1			M			
time-shifted service descriptor	0xA2			M			
component name descriptor	0xA3	M					
DCC departing request descriptor	0xA8					M	
DCC arriving request descriptor	0xA9					M	
redistribution control descriptor	0xAA	M			M ¹²		

The descriptors listed here are those currently defined. Others may be defined in the future. Receivers are expected to disregard unsupported descriptors. Additions to PSIP functionality are contemplated in the future and may result in additional descriptors being present in each of these tables.

6.9.1 AC-3 Audio Descriptor

The AC-3 audio descriptor, of Ref. [1] may be used in the EIT.

¹² When the EIT is present.

6.9.2 Program Identifier Descriptor

The `program_identifier_descriptor`, as defined in Ref. [5], shall not be used in any PSIP descriptor loops.

6.9.3 Caption Service Descriptor

The caption service descriptor provides closed captioning information, such as closed captioning type and language code for events with closed captioning service. This descriptor shall appear in the `descriptor()` loop for each EIT event that has closed captioning.

A `caption_service_descriptor()` may be present in the descriptor loop describing the video `stream_type`, immediately following the `ES_info_length` field in the `TS_program_map_section()` (as defined in ISO/IEC 13818-1 [9] sections 2.4.4.8 and 2.4.4.9).

The bit stream syntax for the closed captioning service descriptor is shown in Table 6.26.

Table 6.26 Bit Stream Syntax for the Caption Service Descriptor

Syntax	No. of Bits	Format
<code>caption_service_descriptor () {</code>		
descriptor_tag	8	0x86
descriptor_length	8	uimsbf
reserved	3	'111'
number_of_services	5	uimsbf
for (i=0;i<number_of_services;i++) {		
language	8*3	uimsbf
cc_type	1	bslbf
reserved	1	'1'
if (cc_type==line21) {		
reserved	5	'11111'
line21_field	1	bslbf
}		
else		
caption_service_number	6	uimsbf
easy_reader	1	bslbf
wide_aspect_ratio	1	bslbf
reserved	14	'11111111111111'
}		
}		

descriptor_tag — An 8-bit field that identifies the type of descriptor. For the `caption_service_descriptor()` the value is 0x86.

descriptor_length — An 8-bit count of the number of bytes following the `descriptor_length` itself.

number_of_services — An unsigned 5-bit integer in the range 1 to 16 that indicates the number of closed caption services present in the associated video service. Note that if the video service does not carry television closed captioning, the `caption_service_descriptor()` shall not be present either in the Program Map Table or in the Event Information Table.

Each iteration of the “for” loop defines one closed caption service present as a sub-stream within the 9600 bit per second closed captioning stream. Each iteration provides the sub-stream’s language, attributes, and (for advanced captions) the associated Service Number

reference. Refer to Ref. [13] for a description of the use of the Service Number field within the syntax of the closed caption stream.

language — A 3-byte language code per ISO 639.2/B (Ref. [7]) defining the language associated with one closed caption service. The `ISO_639_language_code` field contains a three-character code as specified by ISO 639.2/B. Each character is coded into 8 bits according to ISO 8859-1 (ISO Latin-1) and inserted in order into the 24-bit field.

cc_type — A flag that indicates, when set, that an advanced television closed caption service is present in accordance with Ref. [13]. When the flag is clear, a line-21 closed caption service is present. For line 21 closed captions, the `line21_field` field indicates whether the service is carried in the even or odd field.

line21_field — A flag that indicates, when set, that the line 21 closed caption service is associated with the field 2 of the NTSC waveform. When the flag is clear, the line-21 closed caption service is associated with field 1 of the NTSC waveform. The `line21_field` flag is defined only if the `cc_type` flag indicates line-21 closed caption service.

caption_service_number — A 6-bit unsigned integer value in the range zero to 63 that identifies the Service Number within the closed captioning stream that is associated with the language and attributes defined in this iteration of the “for” loop. See Ref. [13] for a description of the use of the Service Number. The `caption_service_number` field is defined only if the `cc_type` flag indicates closed captioning in accordance with Ref. [13].

easy_reader — A Boolean flag which indicates, when set, that the closed caption service contains text tailored to the needs of beginning readers. Refer to Ref. [13] for a description of “easy reader” television closed captioning services. When the flag is clear, the closed caption service is not so tailored.

wide_aspect_ratio — A Boolean flag which indicates, when set, that the closed caption service is formatted for displays with 16:9 aspect ratio. When the flag is clear, the closed caption service is formatted for 4:3 display, but may be optionally displayed centered within a 16:9 display.

6.9.4 Content Advisory Descriptor

The Content Advisory Descriptor is used to indicate, for a given event, ratings for any or all of the rating dimensions defined in the RRT (Rating Region Table). Ratings may be given for any or all of the defined regions, up to a maximum of 8 regions per event. An Event without a Content Advisory Descriptor indicates that the rating value for any rating dimension defined in any rating region is zero. The absence of ratings for a specific dimension is completely equivalent to having a zero-valued rating for such a dimension. The absence of ratings for a specific region implies the absence of ratings for all of the dimensions in the region. The absence of a Content Advisory Descriptor for a specific event implies the absence of ratings for all of the regions for the event.

A `content_advisory_descriptor()` may be present in the descriptor loop immediately following the `program_info_length` field in the `TS_program_map_section()` (as defined in ISO/IEC 13818-1 [9] sections 2.4.4.8 and 2.4.4.9). This descriptor shall appear in the `descriptor()` loop for each EIT event that has closed captioning.

The bit stream syntax for the Content Advisory Descriptor is shown in Table 6.27.

Table 6.27 Stream Syntax for the Content Advisory Descriptor

Syntax	No. of Bits	Format
content_advisory_descriptor () {		
descriptor_tag	8	0x87
descriptor_length	8	uimsbf
reserved	2	'11'
rating_region_count	6	
for (i=0; i<rating_region_count; i++) {		
rating_region	8	uimsbf
rated_dimensions	8	uimsbf
for (j=0; j<rated_dimensions; j++) {		
rating_dimension_j	8	uimsbf
reserved	4	'1111'
rating_value	4	uimsbf
}		
rating_description_length	8	uimsbf
rating_description_text()	var	
}		
}		

descriptor_tag — This 8-bit unsigned integer shall have the value 0x87, identifying this descriptor as content_advisory_descriptor.

descriptor_length — This 8-bit unsigned integer specifies the length (in bytes) immediately following this field up to the end of this descriptor.

rating_region_count — A 6-bit unsigned integer value in the range 1 to 8 that indicates the number of rating region specifications to follow.

rating_region — An unsigned 8-bit integer that specifies the rating region for which the data in the bytes to follow is defined. The rating_region associates ratings data given here with data defined in a Ratings Region Table tagged with the corresponding rating region.

rated_dimensions — An 8-bit unsigned integer field that specifies the number of rating dimensions for which content advisories are specified for this event. The value of this field shall not be greater than the value specified by the field dimensions_defined in the corresponding RRT section.

rating_dimension_j — An 8-bit unsigned integer field specifies the dimension index into the RRT instance for the region specified by the field rating_region. These dimension indices shall be listed in numerical order; i.e., the value of rating_dimension_j+1 shall be greater than that of rating_dimension_j.

rating_value — A 4-bit field represents the rating value of the dimension specified by the field rating_dimension_j for the region given by rating_region.

rating_description_length — An 8-bit unsigned integer value in the range zero to 80 that represents the length of the rating_description_text() field to follow.

rating_description_text() — The rating description in the format of a multiple string structure (see Section 6.10). The rating_description display string shall be limited to 16 characters or less. The rating description text shall represent the program's rating in an abbreviated form suitable for on-screen display. The rating description text collects multidimensional text information into a single small text string. If "xxx" and "yyy" are abbreviated forms for rating values in two

dimensions, then “xxx-yyy” and “xxx (yyy)” are examples of possible strings represented in rating_description_text().

6.9.5 Extended Channel Name Descriptor

The extended channel name descriptor provides the long channel name for the virtual channel containing this descriptor.

The bit stream syntax for the extended channel name descriptor is shown in Table 6.28.

Table 6.28 Bit Stream Syntax for the Extended Channel Name Descriptor

Syntax	No. of Bits	Format
extended_channel_name_descriptor () {		
descriptor_tag	8	0xA0
descriptor_length	8	uimsbf
long_channel_name_text()	var	
}		

descriptor_tag — This 8-bit unsigned integer shall have the value 0xA0, identifying this descriptor as extended_channel_name_descriptor().

descriptor_length — This 8-bit unsigned integer specifies the length (in bytes) immediately following this field up to the end of this descriptor.

long_channel_name_text() — The long channel name in the format of a multiple string structure (see Section 6.10).

6.9.6 Service Location Descriptor

This descriptor specifies the stream types, PID and language code for each elementary stream. An instance of this descriptor shall appear in the TVCT for each active channel. A service_location_descriptor() shall not be present for any inactive channel. When present, the service_location_descriptor() must be valid for the current event in the corresponding virtual channel.

Note that for cable, the information in the service_location_descriptor() is carried in the PMT with the syntax defined by Ref. [10].

The service_location_descriptor() shall indicate the same Elementary Stream data as the corresponding portion of the Program Map Table currently being transmitted. At minimum, the Service Location Descriptor shall include the video elementary stream (if one is present in the service), and all audio streams present in the service.

The bit stream syntax for the service_location_descriptor() is shown in Table 6.29.

Table 6.29 Bit Stream Syntax for the Service Location Descriptor

Syntax	No. of Bits	Format
service_location_descriptor () {		
descriptor_tag	8	0xA1
descriptor_length	8	uimsbf
reserved	3	'111'
PCR_PID	13	uimsbf
number_elements	8	uimsbf
for (i=0;i<number_elements;i++) {		
stream_type	8	uimsbf
reserved	3	'111'
elementary_PID	13	uimsbf
ISO_639_language_code	8*3	uimsbf
}		
}		

descriptor_tag — This 8-bit unsigned integer shall have the value 0xA1, identifying this descriptor as service_location_descriptor().

descriptor_length — This 8-bit unsigned integer specifies the length (in bytes) immediately following this field up to the end of this descriptor.

PCR_PID — This is a 13 bit field indicating the PID of the Transport Stream packets which shall contain the PCR fields valid for the program specified by program_number. If no PCR is associated with a program definition for private streams then this field shall take the value of 0x1FFF. The value of PCR_PID shall be the same as the PCR_PID field of the TS_program_map_section() currently being transmitted for that program number.

number_elements — This 8-bit unsigned integer indicates the number of PIDs used for this program.

stream_type — This 8-bit unsigned integer field specifies the type of the elementary stream. Values for each stream_type, elementary_PID, and associated ISO 639 language code shall be the same as those delivered in the corresponding ES_info loop of the TS_program_map_section() currently being transmitted. Informative Table 6.30 lists assignments for selected stream_type values.

Table 6.30 Selected Stream Type Assignments (Informative)

stream_type	Description
0x02	ITU-T Rec. H.262 ISO/IEC 13818-2 Video or ISO/IEC 11172-2 constrained parameter video stream
0x06	PES packets containing A/90 streaming, synchronized data
0x0B	DSM-CC sections containing A/90 asynchronous data
0x0D	DSM-CC addressable sections per A/90
0x14	DSM-CC sections containing non-streaming, synchronized data per A/90
0x81	Audio per ATSC A/53B [2] Annex B
0x95	Sections conveying A/90 Data Service Table, Network Resources Table
0xC2	PES packets containing A/90 streaming, synchronous data

elementary_PID — Packet Identifier for the elementary stream. The value for elementary_PID, stream_type, and the associated ISO 639 language code shall be the same as those delivered in an ES_info loop of the TS_program_map_section() currently being transmitted.

ISO_639_language_code — This 3-byte (24 bits) field, in conformance with ISO 639.2/B, specifies the language used for the elementary stream. In case of no language specified for this elementary stream, e.g. video, each byte shall have the value 0x00. The value of the ISO_639_language_code field in the service_location_descriptor() shall be the same as the value in the corresponding ES_info loop of the TS_program_map_section() currently being transmitted. If no ISO_639_language_descriptor() is present in the ES_info loop for this Elementary Stream in the currently transmitted TS_program_map_section(), each byte of the ISO_639_language_code field shall be zero.

6.9.7 Time-Shifted Service Descriptor

This descriptor links one virtual channel with one or more virtual channels that carry the same programming on a time-shifted basis. The typical application is for Near Video On Demand (NVOD) services. The time_shifted_service_descriptor() shall be used only in the case that the time shift is constant across the time period covered by all EITs.

The base channel of a set of NVOD channels is the sole channel in that set that carries a time_shifted_service_descriptor() within its VCT entry. An NVOD base channel's EIT subtables shall be the same as that of a normal channel, except that EIT-0, in addition to its normal entries, shall list all events that have *expired* in the base channel's schedule until they have expired in all its child channels. NVOD child services derive their EIT information from that of the base channel by applying the time_shift specified in the base channels' time_shifted_service_descriptor(). ETMs for events expired in the base channel shall be carried on the PID listed for ETT-0 until they are no longer referenced by EIT-0.

Two example scenarios can be found in informative Annex D Section 7.

The bit stream syntax for the time_shifted_service_descriptor() is shown in Table 6.31.

Table 6.31 Bit Stream Syntax for the Time Shifted Service Descriptor

Syntax	No. of Bits	Format
time_shifted_service_descriptor () {		
descriptor_tag	8	0xA2
descriptor_length	8	uimsbf
reserved	3	'111'
number_of_services	5	uimsbf
for (i=0;i<number_of_services;i++) {		
reserved	6	'111111'
time_shift	10	uimsbf
reserved	4	'1111'
major_channel_number	10	uimsbf
minor_channel_number	10	uimsbf
}		
}		

descriptor_tag — This 8-bit unsigned integer shall have the value 0xA2, identifying this descriptor as time_shifted_service_descriptor().

descriptor_length — This 8-bit unsigned integer specifies the length (in bytes) immediately following this field up to the end of this descriptor.

number_of_services — A 5-bit number in the range 1 to 20 that indicates the number of time-shifted services being defined here.

time_shift — A 10-bit number in the range 1 to 720 that represents the number of minutes the time-shifted service indicated by `major_channel_number` and `minor_channel_number` is time-shifted from the virtual channel associated with this descriptor.

major_channel_number — A 10-bit number in the range 1 to 999 that represents the “major” channel number associated with a time-shifted service.

minor_channel_number — A 10-bit number in the range 0 to 999 that, when non-zero, represents the “minor” or “sub-“ channel number of the virtual channel that carries a time-shifted service.

6.9.8 Component Name Descriptor

Table 6.32 defines the `component_name_descriptor()`, which serves to define an optional textual name tag for any component of the service.

Whenever a service includes two or more audio components labeled with the same `ISO_639_language_code` (in the ISO 639 Language Descriptor) and `bsmod` (in the AC-3 Audio Descriptor), a unique `component_name_descriptor()` shall be placed into the descriptor loop immediately following `ES_info_length` in the `TS_program_map_section()` describing each such audio component.

Whenever a service includes an audio component whose bit stream mode (`bsmod`, as indicated in the AC-3 Audio Descriptor) is music and effects (ME) (`bsmod = 1`), and the component is a full service suitable for presentation (as indicated by the `full_svc` flag in the AC-3 Audio Descriptor being set) a unique `component_name_descriptor()` should be placed into the descriptor loop immediately following `ES_info_length` in the `TS_program_map_section()` of the `TS_program_map_section()` describing that component.

Table 6.32 Bit Stream Syntax for the Component Name Descriptor

Syntax	No. of Bits	Format
<code>component_name_descriptor() {</code>		
descriptor_tag	8	0xA3
descriptor_length	8	uimsbf
component_name_string()	var	
<code>}</code>		

descriptor_tag — This 8-bit unsigned integer shall have the value 0xA3, identifying this descriptor as `component_name_descriptor`.

descriptor_length — This 8-bit unsigned integer specifies the length (in bytes) immediately following this field up to the end of this descriptor.

component_name_string() — The name string in the format of a multiple string structure (see Section 6.10).

6.9.9 Stuffing Descriptor

For certain applications it is necessary to define a block of N bytes as a placeholder. The N bytes themselves are not to be processed or interpreted. The `stuffing_descriptor()` is specified for this purpose. The `stuffing_descriptor()` is simply a descriptor type for which the contents, as indicated by the `descriptor_length` field, are to be disregarded. The tag type for the stuffing descriptor is 0x80. The `stuffing_descriptor()` may appear where descriptors are allowed in any table defined in the PSIP.

6.9.10 Descriptors for Inactive Channels

The `service_location_descriptor()` shall not be present for inactive channels. Any other descriptors, if present, shall provide valid information about the inactive channel. The `extended_channel_name_descriptor()`, for example, can be used to provide the long-form channel name of the inactive channel.

6.9.11 DCC Departing Request Descriptor

This descriptor provides instructions for the actions to be performed by a DCCRR upon detection of a manual channel change requested by the viewer using the channel change controls on the DCCRR or a DCCRR remote control device, or any DCC term set that evaluates to cause a channel change, just prior to executing the channel change itself. This function shall be defeatable by the viewer within setup menu selections and shall default to “not enabled” if the viewer does not explicitly enable it. This descriptor may appear within the `dcc_additional_descriptor` loop if it is desired to associate a departing request with a manual channel change, and within the `dcc_test_descriptor` loop if it is desired to associate a departing request with a particular virtual channel's DCC event.

The bit stream syntax for the `dcc_departing_request_descriptor()` is shown in Table 6.33.

Table 6.33 Bit Stream Syntax for the DCC Departing Request Descriptor

Syntax	No. of Bits	Format
<code>dcc_departing_request_descriptor () {</code>		
descriptor_tag	8	0xA8
descriptor_length	8	uimsbf
dcc_departing_request_type	8	uimsbf
dcc_departing_request_text_length	8	uimsbf
dcc_departing_request_text()	var	
<code>}</code>		

descriptor_tag — This 8-bit unsigned integer shall have the value 0xA8, identifying this descriptor as `dcc_departing_request_descriptor()`.

descriptor_length — This 8-bit unsigned integer specifies the length (in bytes) immediately following this field up to the end of this descriptor.

dcc_departing_request_type — This 8-bit unsigned integer specifies the type of the DCC departing request and shall have the values listed in Table 6.34.

Table 6.34 DCC Departing Request Type Assignments

dcc_departing_request_type	Meaning
0x00	Reserved.
0x01	Cancel any outstanding departing request type and immediately perform a channel change upon request by the viewer.
* 0x02	Display departing request text in a centered window for a minimum of 10 seconds prior to performing the channel change requested by the viewer or for a lesser amount of time if the viewer issues another channel change request or a "continue", "OK", "proceed", or equivalent command.
* 0x03	Display departing request text in a centered window indefinitely until viewer issues another channel change request or a "continue", "OK", "proceed", or equivalent command.
0x04-0xFF	Reserved

* Note: The above suggested behavior of the DCCRR's implementation of Departing Request types 0x02 and 0x03 are within the discretion of DCCRR manufacturers. The DCCRR's reaction to these commands may also be disabled by viewers through an interactive setup session.

dcc_departing_request_text_length — An 8-bit unsigned integer number that specifies the total length in bytes of the `dcc_departing_request_text()` field to follow.

dcc_departing_request_text() — The departing request window text in the format of a multiple string structure (see Section 6.10).

6.9.12 DCC Arriving Request Descriptor

This descriptor provides instructions for the actions to be performed by a DCCRR upon arrival at a newly changed channel. The arrival channel change request shall be executed within 30 seconds of arrival at, and detection within, the channel PSIP stream (this implies that, and is dependent upon, the descriptor being repeated or issued by the broadcaster and detected by the DCCRR in at least 30 second cycles). The `dcc_arriving_request_descriptor` shall only be located within the `dcc_test_descriptor` loop. This function shall be defeatable by the viewer within setup menu selections and shall default to "not enabled" if the viewer does not explicitly enable it.

The bit stream syntax for the `dcc_arriving_request_descriptor()` is shown in Table 6.35.

Table 6.35 Bit Stream Syntax for the DCC Arriving Request Descriptor

Syntax	No. of Bits	Format
<code>dcc_arriving_request_descriptor () {</code>		
descriptor_tag	8	0xA9
descriptor_length	8	uimsbf
dcc_arriving_request_type	8	uimsbf
dcc_arriving_request_text_length	8	uimsbf
dcc_arriving_request_text()	var	
<code>}</code>		

descriptor_tag — This 8-bit unsigned integer shall have the value 0xA9, identifying this descriptor as `dcc_arriving_request_descriptor()`.

descriptor_length — This 8-bit unsigned integer specifies the length (in bytes) immediately following this field up to the end of this descriptor.

dcc_arriving_request_type — This 8-bit unsigned integer specifies the type of the DCC arriving request and shall have the values listed in Table 6.36.

Table 6.36 DCC Arriving Request Type Assignments

dcc_arriving_request_type	Meaning
0x00	Reserved
0x01*	Display arriving request text in a centered window for a minimum of 10 seconds after performing the channel change requested by the viewer, or for a less amount of time if the viewer issues a "continue", "OK", "proceed", or equivalent command.
0x02*	Display arriving request text in a centered window indefinitely after performing a channel change request requested by the viewer until viewer issues a "continue", "OK", "proceed", or equivalent command.
0x03-0xFF	Reserved

* Note: The above suggested behavior of the DCCRR's implementation of Arriving Request types 0x01 and 0x02 are within the discretion of DCCRR manufacturers. The DCCRR's reaction to these commands may also be disabled by viewers through an interactive setup session.

dcc_arriving_request_text_length — An 8-bit unsigned integer number that specifies the total length in bytes of the `dcc_arriving_request_text()` field to follow.

dcc_arriving_request_text() — The arriving request window text in the format of a multiple string structure (see Section 6.10).

6.9.13 Redistribution Control (RC) Descriptor

The purpose of the Redistribution Control descriptor is to convey a certain type of redistribution information held by the program rightsholder for audio, video, or data events. The descriptor's existence within the ATSC stream shall mean: "technological control of consumer redistribution is signaled."

The redistribution control information conveyed by the `rc_descriptor()` defined in Table 6.37 concerns the video/audio/data programming identified either by the `event_id` within the EIT or the `program_number` within the `TS_program_map_section()`.

For terrestrial broadcast transport, the `rc_descriptor()`, when transmitted, shall be present in both the EIT and `TS_program_map_section()`. For cable transport, the `rc_descriptor()`, when transmitted, shall be present in the `TS_program_map_section()`, and, when the EIT is carried, in the EIT.

The `rc_descriptor()`, when in the EIT, shall apply to a specific event associated with the Virtual Channel and the related MPEG-2 Program. It shall be placed within the descriptor loop after `descriptors_length` for the `event_id` for which this information is being signaled. The `rc_descriptor()`, shall be placed within the descriptor loop after `program_info_length` in the `TS_program_map_section()` for the `program_number` for which this information is being signaled. When the descriptor is placed in the `TS_program_map_section()`, it shall also be placed in the current event of EIT-0 for the Virtual Channel associated with the MPEG-2 Program; and it should be placed in the EIT for this event as far in advance as possible (i.e., minimally EIT-1, EIT-2, and EIT-3).

For data-only services¹³, the `rc_descriptor()` shall be placed in the DET (whose syntax and semantics are defined in ATSC A/90 Data Broadcasting Standard) under the same provisions described for the EIT.

It is out of the scope of this standard to assert how any receiving device reacts when the `rc_descriptor` is present.

The bit stream syntax for the redistribution control descriptor is shown in Table 6.37.

Table 6.37 Bit Stream Syntax for the Redistribution Control Descriptor

Syntax	No. of Bits	Format
<code>rc_descriptor() {</code>		
descriptor_tag	8	0xAA
descriptor_length	8	uimsbf
for (<code>i = 0; i < descriptor_length; i++</code>) {		
rc_information()	8	uimsbf
}		
}		

descriptor_tag — This 8-bit unsigned integer shall have the value 0xAA, identifying this descriptor as the `rc_descriptor()`.

descriptor_length — This 8-bit unsigned integer specifies the length (in bytes) immediately following this field through the last byte of this descriptor. The `descriptor_length` may, in the future, have a value other than 0x00. If the `descriptor_length` is not 0x00, optional information having a length of `descriptor_length` shall be contained within the `rc_information` field.

rc_information() — Optional additional redistribution control information that may be defined in the future.

6.10 Multiple String Structure

This is a general data structure used specifically for text strings. Text strings appear as event titles, long channel names, the ETT messages, and RRT text items. The bit stream syntax for the Multiple String Structure is shown in Table 6.38.

¹³ As defined in the ATSC A/90 Data Broadcast Standard.

Table 6.38 Bit Stream Syntax for the Multiple String Structure

Syntax	No. of Bits	Format
multiple_string_structure () { number_strings	8	uimsbf
for (i= 0;i< number_strings;i++) { ISO_639_language_code	24	uimsbf
number_segments	8	uimsbf
for (j=0;j<number_segments;j++) { compression_type	8	uimsbf
mode	8	uimsbf
number_bytes	8	uimsbf
for (k= 0;k<number_bytes;k++) compressed_string_byte [k]	8	bslbf
}		
}		
}		

number_strings — This 8-bit unsigned integer field identifies the number of strings in the following data.

ISO_639_language_code — This 3-byte (24 bits) field, in conformance with ISO 639.2/B, specifies the language used for the i^{th} string.

number_segments — This 8-bit unsigned integer field identifies the number of segments in the following data. A specific mode is assigned for each segment.

compression_type — This 8-bit field identifies the compression type for the j^{th} segment. Allowed values for this field are shown in Table 6.39. Compression types 0x01 and 0x02 shall be restricted for use with text mode 0x00.

Table 6.39 Compression Types

compression_type	Compression Method
0x00	No compression
0x01	Huffman coding using standard encode/decode tables defined in Table C.4 and C.5 in Annex C.
0x02	Huffman coding using standard encode/decode tables defined in Table C.6 and C.7 in Annex C.
0x03 to 0xAF	reserved
0xB0 to 0xFF	Used in other systems

mode — An 8-bit value representing a mode to be used to interpret the segment's contents as encoded character (textual) data. Allowed values for this field are shown in Table 6.40. In the case that a decoder does not support a mode, then the string entry that includes that mode within the multiple string structure shall be ignored. When using modes 0x01-0x06, 0x09-0x0E, 0x10, 0x20-0x27, 0x30-0x33, the value of `compression_type` shall be 0x00 (no compression).

When mode values 0x01-0x06, 0x09-0x0E, 0x10, 0x20-0x27, or 0x30-0x33 are used, the segment's bytes shall represent the least significant 8-bits of a sequence of 16-bit Unicode code

values where the most significant 8-bits of these code values is implied by the mode value itself. For example, the sequence of Unicode code values [0x0E50, 0x0E51, 0x0E52] may be represented by a single segment with mode 0x0E and with segment string bytes [0x50, 0x51, 0x52]. These modes provide a simple form of run-length encoding for a sequence of 16-bit Unicode code values.

See [19] for a detailed specification of the encoding of mode 0x3E.

When using mode 0x3F, the UTF-16 representation of Unicode character data shall apply. UTF-16 is a sequence of 16-bit Unicode code values where each code value either (1) designates a particular standardized or user private character; or (2) forms either the low or high part of a surrogate pair that collectively designates a particular standardized or user private character. See The Unicode Standard [18] for precise specification of UTF-16. When using mode 0x3F, 16-bit Unicode code values comprising UTF-16 code elements shall be encoded as unsigned integers, most significant bit first (uimsbf).

It is recommended that the representation of strings not covered by mode 0x00 make use of either modes 0x3E (preferred) or 0x3F (alternate) according to whichever mode results in the fewest octets.

number_bytes — This 8-bit unsigned integer field identifies the number of bytes that follows.

compressed_string_byte[k] — The k^{th} byte of the j^{th} segment. This field shall occupy an integral number of octets and shall be padded as necessary to satisfy this requirement. The interpretation of these octets shall be in accordance with the segment's mode and compression_type.

Table 6.40 Modes

Mode	Meaning
0x00	Select Unicode Code Range 0x0000 – 0x00FF
0x01	Select Unicode Code Range 0x0100 – 0x01FF
0x02	Select Unicode Code Range 0x0200 – 0x02FF
0x03	Select Unicode Code Range 0x0300 – 0x03FF
0x04	Select Unicode Code Range 0x0400 – 0x04FF
0x05	Select Unicode Code Range 0x0500 – 0x05FF
0x06	Select Unicode Code Range 0x0600 – 0x06FF
0x07-0x08	Reserved
0x09	Select Unicode Code Range 0x0900 – 0x09FF
0x0A	Select Unicode Code Range 0x0A00 – 0x0AFF
0x0B	Select Unicode Code Range 0x0B00 – 0x0BFF
0x0C	Select Unicode Code Range 0x0C00 – 0x0CFF
0x0D	Select Unicode Code Range 0x0D00 – 0x0DFF
0x0E	Select Unicode Code Range 0x0E00 – 0x0EFF
0x0F	Select Unicode Code Range 0x0F00 – 0x0FFF
0x10	Select Unicode Code Range 0x1000 – 0x10FF
0x11-0x1F	Reserved
0x20	Select Unicode Code Range 0x2000 – 0x20FF
0x21	Select Unicode Code Range 0x2100 – 0x21FF
0x22	Select Unicode Code Range 0x2200 – 0x22FF
0x23	Select Unicode Code Range 0x2300 – 0x23FF
0x24	Select Unicode Code Range 0x2400 – 0x24FF
0x25	Select Unicode Code Range 0x2500 – 0x25FF
0x26	Select Unicode Code Range 0x2600 – 0x26FF
0x27	Select Unicode Code Range 0x2700 – 0x27FF
0x28-0x2F	Reserved
0x30	Select Unicode Code Range 0x3000 – 0x30FF
0x31	Select Unicode Code Range 0x3100 – 0x31FF
0x32	Select Unicode Code Range 0x3200 – 0x32FF
0x33	Select Unicode Code Range 0x3300 – 0x33FF
0x34-0x3D	Reserved
0x3E	Select Standard Compression Scheme for Unicode (SCSU) [19]
0x3F	Select Unicode, UTF-16 Form
0x40-0x41	Assigned to ATSC standard for Taiwan
0x42-0x47	Reserved for future ATSC use
0x48	Assigned to ATSC standard for South Korea
0x49-0xDF	Reserved for future ATSC use
0xE0-0xFE	Used in other systems
0xFF	Not applicable

7. PSIP STD MODEL

7.1 Buffer Model for Terrestrial Broadcast

Table 7.1 lists the maximum cycle time for all PSIP tables, except EITs and ETTs. Table 7.2 lists the maximum transmission rate for PSIP packet streams according to their PIDs. The recommended maximum cycle time for EIT-0 is 500 ms.

Table 7.1 Maximum Cycle Time for the STT, MGT, VCT and RRT

Table	STT	MGT	VCT	RRT
Cycle time (ms)	1000	150	400	60000

Table 7.2 Maximum Rate for Each PSIP Packet Stream

PID	base_PID	EIT_PID	ETT_PID
Rate (bps)	250,000	250,000	250,000

For terrestrial broadcast applications the following constraints apply:

- In terrestrial broadcast applications, the PSIP elementary streams identified by Transport Stream packets with PID 0x1FFB (base_PID), EIT PIDs and ETT PIDs shall adhere to an STD model with the following parameters:
- sb_leak_rate shall be 625 (indicating a leak rate of 250,000 bps)
- sb_size shall be 1024 (indicating a smoothing buffer size of 1024 bytes)

7.2 Buffer Model for Cable

Transmission rates for cable will be standardized by the SCTE.

7.3 Buffer Model Considerations to Support Directed Channel Change for Terrestrial Broadcast

The maximum cycle time for the Directed Channel Change Table (DCCT) is recommended not to exceed 150 ms. while a DCC request is in progress. The maximum cycle time for the DCCT is recommended not to exceed 400 ms. within 2 seconds of an impending DCC request. It is recommended that there be no maximum cycle time for the DCCT if there are no impending DCC requests.

The maximum cycle time for the Directed Channel Change Selection Code Table (DCCSCT) is recommended not to exceed 1 hour.

Annex A

Daylight Savings Time Control

(Normative)

In order to convert GPS into local time, the receiver needs to store a time offset (from GPS to local time) in local memory and an indicator as to whether daylight savings is observed. These two quantities can be obtained from the user interface (indicating time zone and daylight savings observance) or from the conditional access system, if present, and stored in non-volatile receiver memory.

Since there is a common time (GPS) transmitted in the PSIP, there needs to be a mechanism to indicate when the receiver should switch into (or out of) daylight savings time at the appropriate local time. Once all the receivers have transitioned at their local times, the entire system can be shifted into daylight savings time. This is accomplished by appropriate setting of the daylight_savings in the STT. The structure of daylight savings time control is shown in Table A1, and the basic use of daylight savings fields through the year is shown in Table A2.

Table A1 Structure of Daylight Savings Time Control

Syntax	No. of Bits	Format
daylight_savings () {		
DS_status	1	bslbf
reserved	2	'11'
DS_day_of_month	5	uimsbf
DS_hour	8	uimsbf
}		

DS_status — This bit indicate the status of daylight savings.

DS_status = '0': Not in daylight savings time.

DS_status = '1': In daylight savings time.

DS_day_of_month — This 5-bit unsigned integer field indicates the local day of the month on which the transition into or out of daylight savings time is to occur (1–31).

DS_hour — This 8-bit unsigned integer field indicates the local hour at which the transition into or out of daylight savings time is to occur (0–18). This usually occurs at 2 a.m. in the U.S.

Table A2 Basic Use of Daylight Savings Fields Through the Year

Conditions	DS_status	DS_day_ of_month	DS_hour
At the beginning of the year (January) daylight savings is off. This is the status of the fields until:	0	0	0
<ul style="list-style-type: none"> When the transition into daylight savings time is within less than one month, the DS_day_of_month field takes the value day_in, and the DS_hour field takes the value hour_in. The DS_status bit is 0 indicating it is not yet daylight savings time. (The transition is to occur on the day_in day of the month at hour=hour_in; for example, if the transition were on April 15 at 2 a.m., then day_in=15 and hour_in=2) 	0	day_in	hour_in
<ul style="list-style-type: none"> After all time zone daylight transitions (within the span of the network) have occurred, the DS_status bit takes the value 1, indicating that daylight savings time is on. The DS_day_of_month field and the DS_hour field take the value 0. (In the U.S., this transition has to occur no later than 7 p.m. Pacific Time on the day day_in). This is the status of the fields until:	1	0	0
<ul style="list-style-type: none"> When the transition out of daylight savings time is within less than one month, the DS_day_of_month field takes the value day_out, and the DS_hour field takes the value hour_out. The DS_status bit is 1 indicating it is still daylight savings time. (The transition is to occur on the day_out day of the month at hour=hour_out; for example, if the transition were on October 27 at 2 a.m., then day_out=27 and hour_out=2) 	1	day_out	hour_out
<ul style="list-style-type: none"> After all time zones (within the span of the network) have shifted out of daylight savings time, the DS_status bit takes the value 0, indicating that daylight savings time is off. The DS_day_of_month field and the DS_hour field take the value 0. (In the U.S., this transition has to occur no later than 7 p.m. Pacific Time on the day day_out). This finishes the cycle.	0	0	0

Annex B

Additional Constraints on Virtual Channel Table For the U.S.

(Normative)

1. ASSIGNMENT OF MAJOR CHANNEL NUMBER VALUES FOR TERRESTRIAL BROADCAST IN THE U.S.

The assignment of `major_channel_number` values in the U.S. is based on the rules below.

1. For broadcasters with existing NTSC licenses, the `major_channel_number` for the existing NTSC channels, as well as the digital virtual channels, controlled by the broadcaster, shall be set to the current NTSC RF channel number. E.g., assume a broadcaster who has an NTSC broadcast license for RF channel 13 is assigned RF channel 39 for digital ATSC broadcast. That broadcaster is required to use `major_channel_number` 13 for identification of the analog NTSC channel on RF channel 13, as well as the digital virtual channels it is controlling on RF channel 39.
2. For a new broadcaster without an existing NTSC license, the `major_channel_number` for the digital virtual channels controlled by the broadcaster shall be set to the FCC assigned RF channel number for ATSC digital TV broadcast. E.g., assume a broadcaster who currently has no NTSC broadcast license applies and receives a license for digital ATSC broadcast on RF channel 49. That broadcaster is required to use `major_channel_number` 49 for identification of the digital virtual channels that it is controlling on RF channel 49.
3. If during or at the end of the transition period, the RF channel assigned to a broadcaster for digital ATSC broadcast is changed for any reason, the `major_channel_number` used by that broadcaster shall not change.
4. If, after the transition, a previously used NTSC RF channel in a market is assigned to a newly-licensed DTV broadcaster in that market, the newly-licensed DTV broadcaster shall use, as his `major_channel_number`, the number of the current actual DTV RF channel being used by the previous NTSC licensee of the assigned channel.
5. If a broadcaster owns or controls broadcast licenses for two or more different RF channels having overlapping service areas, he may use a common `major_channel_number` for all services on all channels. He may choose the `major_channel_number` as determined above for any one of the RF channels. The values in the `minor_channel_number` fields must be partitioned to insure that there is no duplication of the two-part channel number in the DTV service area, including the overlapping DTV service areas of other broadcasters using that same `major_channel_number`.
6. The two-part channel numbers for other broadcasts may be included in the DTV transport stream, provided that the `channel_TSID` and `source_id` are exactly associated with the two-part channel number combinations used by the referenced broadcaster.

- and there is no duplication with those used by any broadcaster whose DTV service¹⁴ area overlaps with the emitting station's DTV service¹⁵ area.
7. A broadcaster may include in the transmitted multiplex programming originating from a different licensed broadcaster and use the major/minor channel numbers of the original broadcast if the major/minor channel number combinations are coordinated in the local broadcast area to avoid conflicts. The coordination process is beyond the scope of this document.
 8. The provisions listed above assign major_channel_number values 2 through 69 uniquely to broadcasters licensed to broadcast Digital ATSC signals and guarantee that the two-part channel number combinations used by a broadcaster will be different from those used by any other broadcaster with an overlapping DTV service¹⁶ area.
 9. Values for major_channel_number from 70 to 99 may be used to identify groups of digital services carried in an ATSC multiplex that the broadcaster wishes to be identified by a different major channel number. Values 70 through 99 must be unique in each potential receiving location or the receiver will not be able to correctly select such services. For example a local broadcaster transmitting community college lectures in its bit stream may want to use a major_channel_number different than its own major_channel_number for the virtual channel carrying the lectures. The assessment of the feasibility of using this capability, as well as the coordination process for assignment of these major_channel_number values is beyond the scope of this document.
 10. For a translated signal, the major/minor channel numbers shall remain the same as the original broadcast station unless the major channel conflicts with a broadcaster operating in the service area of the translator. In that case, the translator shall change the major number to a non-conflicting number.

2. REQUIREMENT TO TRANSMIT ANALOG TRANSMISSION SIGNAL ID

Broadcasters which reference an NTSC signal by inserting a channel_TSID in a VCT shall cause insertion of an analog Transmission Signal ID within the VBI of each referenced NTSC signal per [14]. Refer to Annex D Section 9 for a discussion of the use of the analog Transmission Signal ID.

¹⁴ CFR 47 73.622(e)

¹⁵ CFR 47 73.622(e)

¹⁶ CFR 47 73.622(e)

Annex C

Standard Huffman Tables for Text Compression¹⁷

(Normative)

1. SCOPE

This Annex describes the compression method adopted for the transmission of English-language text strings in PSIP. The method distinguishes two types of text strings: titles and program descriptions. For each of these types, Huffman tables are defined based on 1st-order conditional probabilities. Section 3 defines standard Huffman encode and decode tables optimized for English-language text such as that typically found in program titles. Section 4 defines Huffman encode and decode tables optimized for English-language text such as that typically found in program descriptions. Receivers supporting the English language are expected to support decoding of text using either of these two standard Huffman compression tables.

The encode tables provide necessary and sufficient information to build the Huffman trees that need to be implemented for decoding. The decode tables described in Tables C5 and C7 are a particular mapping of those trees into a numerical array suitable for storage. This array can be easily implemented and used with the decoding algorithm. However, the user is free to design its own decoding tables as long as they follow the Huffman trees and rules defined in this Annex.

2. CHARACTER SET DEFINITION

This compression method supports the full ISO/IEC 8859-1 (Latin-1) character set, although only characters in the ASCII range (character codes 1 to 127) can be compressed. The following characters have special definitions:

Table C1 Characters with Special Definitions

Character	Value (Decimal)	Meaning
String Terminate (ASCII Null)	0	The <i>Terminate</i> character is used to terminate strings. The Terminate character is appended to the string in either compressed or uncompressed form. The first encoded character in a compressed string is encoded/decoded from the Terminate sub-tree. In other words, when encoding or decoding the first character in a compressed string, assume that the previous character was a Terminate character.
Order-1 Escape (ASCII ESC)	27	Used to escape from first-order context to uncompressed context. The character which follows the Escape character is uncompressed.

2.1 First Order Escape

The order-1 Huffman trees are *partial*, that is, codes are not defined for every possible character sequence. For example, the standard decode tables do not contain codes for the character

¹⁷ Tables C4 through C7 are © 1997 General Instrument Corporation. Unlimited use in conjunction with this ATSC standard is granted on a royalty-free basis by General Instrument Corporation. All other rights are reserved.

sequence *qp*. When uncompressed text contains a character sequence which is not defined in the decode table, the order-1 escape character is used to escape back to the uncompressed context. Uncompressed symbols are coded as 8-bit ASCII (Latin I). For example, the character sequence *qpa* would be coded with *compressed q*, *compressed ESC*, *uncompressed p*, *compressed a*.

First-order escape rules for compressed strings:

- Any character which follows a first-order escape character is an uncompressed (8-bit) character. (Any character which follows an uncompressed escape character is compressed).
- Characters (128 .. 255) cannot be compressed.
- Any character which follows a character from the set (128 .. 255) is uncompressed.

2.2 Decode Table Data Structures

Decode tables have two sections:

- **Tree Root Offset List:** Provides the table offsets, in *bytes* from the start of the decode table, for the roots of the 128 first-order decode trees. The list is contained in bytes (0 .. 255) of the decode table, and is defined by the first “for” loop in Table C1.
- **Order-1 Decode Trees:** Each and every character in the range (0 .. 127) has a corresponding first-order decode tree. For example, if the previous character was "s", then the decoder would use the "s" first-order decode tree (decode tree #115) to decode the next character (ASCII "s" equals 115 decimal). These 128 decode trees are delimited by the second “for” loop in Table C2.

Decode tables have the following format:

Table C2 Decode Table Format

Syntax	No. of Bits	Format
<pre> decode_table() { for (i==0; i<128; i++) { byte_offset_of_char_i_tree_root } for (i==0; i<128; i++) { character_i_order_1_tree() } } </pre>	16	uimsbf
	8*M	

Note that even though the ISO Latin-1 character set supports up to 256 characters, only the first 128 characters may be represented in compressed form.

2.2.1 Tree Root Byte Offsets

byte_offset_of_character_i_tree_root — A 16-bit unsigned integer specifying the location, in bytes from the beginning of the decode table, of the root for the *i*th character’s order-1 tree.

2.2.2 Order-1 Decode Trees

Order-1 decode trees are binary trees. The roots of the decode trees are located at the table offsets specified in the tree root offset list. The left and right children of a given node are specified as *word* offsets from the root of the tree (a *word* is equivalent to two bytes).

Decode trees have the format given in Table C3.

Table C3 Decode Tree Format

Syntax	No. of Bits	Format
<pre>character_i_order_1_tree() { for (j==0; j<N; j++) { left_child_word_offset_or_char_leaf right_child_word_offset_or_char_leaf } }</pre>	8	uimsbf
	8	uimsbf

left_child_word_offset_or_char_leaf — An 8-bit unsigned integer number with the following interpretation: If the highest bit is cleared (i.e., bit 7 is zero), the number specifies the offset, in words, of the left child from the root of the order-1 decode tree; if the highest bit is set (bit 7 is one), the lower 7 bits give the code (e.g., in ASCII) for a leaf character.

right_child_word_offset_or_char_leaf — An 8-bit unsigned integer number with the following interpretation: If the highest bit is cleared (i.e., bit 7 is zero), the number specifies the offset, in words, of the right child from the root of the order-1 decode tree; if the highest bit is set (bit 7 is one), the lower 7 bits give the code (e.g., in ASCII) for a leaf character.

It can be seen from Figure F3 (Annex F) that each node (corresponding to one iteration of the for-loop) has a byte for the left child or character, and a byte for the right child or character.

Characters are *leaves* of the order-1 decode trees, and are differentiated from intermediate nodes by the byte's most significant bit. When the most significant bit is set, the byte is a character leaf. When the most significant bit is not set, the byte contains the tabular word offset of the child node.

3. STANDARD COMPRESSION TYPE 1 ENCODE/DECODE TABLES

The following encode/decode tables are optimized for English-language program title text. These tables correspond to `multiple_string_structure()` with `compression_type` value `0x01`, and a mode equal to `0xFF`.

Table C4 English-language Program Title Encode Table

Prior Symbol: 0 Symbol: 27 Code: 11001011	Prior Symbol: '' Symbol: '9' Code: 000000000	Prior Symbol: '' Symbol: 'R' Code: 1001
Prior Symbol: 0 Symbol: '\$' Code: 1100101011	Prior Symbol: '' Symbol: 'A' Code: 10111	Prior Symbol: '' Symbol: 'S' Code: 1010
Prior Symbol: 0 Symbol: '2' Code: 0110100010	Prior Symbol: '' Symbol: 'B' Code: 0010	Prior Symbol: '' Symbol: 'T' Code: 1011
Prior Symbol: 0 Symbol: '4' Code: 1100101010	Prior Symbol: '' Symbol: 'C' Code: 1100	Prior Symbol: '' Symbol: 'U' Code: 1100
Prior Symbol: 0 Symbol: '7' Code: 011010011	Prior Symbol: '' Symbol: 'D' Code: 11100	Prior Symbol: '' Symbol: 0 Code: 111
Prior Symbol: 0 Symbol: 'A' Code: 0111	Prior Symbol: '' Symbol: 'E' Code: 01101010	Prior Symbol: '' Symbol: 27 Code: 101
Prior Symbol: 0 Symbol: 'B' Code: 1001	Prior Symbol: '' Symbol: 'F' Code: 10011	Prior Symbol: '' Symbol: '' Code: 0
Prior Symbol: 0 Symbol: 'C' Code: 1011	Prior Symbol: '' Symbol: 'G' Code: 00001	Prior Symbol: '' Symbol: '' Code: 110
Prior Symbol: 0 Symbol: 'D' Code: 11011	Prior Symbol: '' Symbol: 'H' Code: 10101	Prior Symbol: '' Symbol: 'I' Code: 10010
Prior Symbol: 0 Symbol: 'E' Code: 10001	Prior Symbol: '' Symbol: 'I' Code: 11111	Prior Symbol: '' Symbol: 'S' Code: 1000
Prior Symbol: 0 Symbol: 'F' Code: 11000	Prior Symbol: '' Symbol: 'J' Code: 111110	Prior Symbol: '' Symbol: 'W' Code: 10011
Prior Symbol: 0 Symbol: 'G' Code: 11100	Prior Symbol: '' Symbol: 'K' Code: 010011	Prior Symbol: '' Symbol: 27 Code: 1
Prior Symbol: 0 Symbol: 'H' Code: 11111	Prior Symbol: '' Symbol: 'L' Code: 11110	Prior Symbol: '0' Symbol: 0 Code: 01
Prior Symbol: 0 Symbol: 'I' Code: 10000	Prior Symbol: '' Symbol: 'M' Code: 0101	Prior Symbol: '0' Symbol: 27 Code: 001
Prior Symbol: 0 Symbol: 'J' Code: 01100	Prior Symbol: '' Symbol: 'N' Code: 10110	Prior Symbol: '0' Symbol: '' Code: 10
Prior Symbol: 0 Symbol: 'K' Code: 1100110	Prior Symbol: '' Symbol: 'O' Code: 011011	Prior Symbol: '0' Symbol: '' Code: 000
Prior Symbol: 0 Symbol: 'L' Code: 11101	Prior Symbol: '' Symbol: 'P' Code: 11101	Prior Symbol: '0' Symbol: '0' Code: 11
Prior Symbol: 0 Symbol: 'M' Code: 1010	Prior Symbol: '' Symbol: 'Q' Code: 100100011	Prior Symbol: '1' Symbol: 0 Code: 010
Prior Symbol: 0 Symbol: 'N' Code: 0011	Prior Symbol: '' Symbol: 'R' Code: 10100	Prior Symbol: '1' Symbol: 27 Code: 011
Prior Symbol: 0 Symbol: 'O' Code: 011011	Prior Symbol: '' Symbol: 'S' Code: 1101	Prior Symbol: '1' Symbol: '' Code: 110
Prior Symbol: 0 Symbol: 'P' Code: 11110	Prior Symbol: '' Symbol: 'T' Code: 1000	Prior Symbol: '1' Symbol: '0' Code: 111
Prior Symbol: 0 Symbol: 'Q' Code: 01101000	Prior Symbol: '' Symbol: 'U' Code: 1001001	Prior Symbol: '1' Symbol: '1' Code: 100
Prior Symbol: 0 Symbol: 'R' Code: 11010	Prior Symbol: '' Symbol: 'V' Code: 1001011	Prior Symbol: '1' Symbol: '' Code: 101
Prior Symbol: 0 Symbol: 'S' Code: 000	Prior Symbol: '' Symbol: 'W' Code: 0011	Prior Symbol: '1' Symbol: '9' Code: 00
Prior Symbol: 0 Symbol: 'T' Code: 010	Prior Symbol: '' Symbol: 'X' Code: 0000000010	Prior Symbol: '2' Symbol: 0 Code: 11
Prior Symbol: 0 Symbol: 'U' Code: 01101010	Prior Symbol: '' Symbol: 'Y' Code: 000001	Prior Symbol: '2' Symbol: 27 Code: 10
Prior Symbol: 0 Symbol: 'V' Code: 1100111	Prior Symbol: '' Symbol: 'Z' Code: 00000011	Prior Symbol: '2' Symbol: '0' Code: 01
Prior Symbol: 0 Symbol: 'W' Code: 0010	Prior Symbol: '' Symbol: 'a' Code: 01100	Prior Symbol: '2' Symbol: '1' Code: 000
Prior Symbol: 0 Symbol: 'Y' Code: 1100100	Prior Symbol: '' Symbol: 'b' Code: 10010101	Prior Symbol: '2' Symbol: '' Code: 001
Prior Symbol: 0 Symbol: 'Z' Code: 110010100	Prior Symbol: '' Symbol: 'c' Code: 01000000	Prior Symbol: '3' Symbol: 0 Code: 0
Prior Symbol: 1 Symbol: 27 Code: 1	Prior Symbol: '' Symbol: 'd' Code: 01000011	Prior Symbol: '3' Symbol: 27 Code: 11
Prior Symbol: 2 Symbol: 27 Code: 1	Prior Symbol: '' Symbol: 'e' Code: 0000000011	Prior Symbol: '3' Symbol: '0' Code: 10
Prior Symbol: 3 Symbol: 27 Code: 1	Prior Symbol: '' Symbol: 'f' Code: 10010000	Prior Symbol: '4' Symbol: 27 Code: 0
Prior Symbol: 4 Symbol: 27 Code: 1	Prior Symbol: '' Symbol: 'i' Code: 010010	Prior Symbol: '4' Symbol: '8' Code: 1
Prior Symbol: 5 Symbol: 27 Code: 1	Prior Symbol: '' Symbol: 'l' Code: 100100010	Prior Symbol: '5' Symbol: '27 Code: 1
Prior Symbol: 6 Symbol: 27 Code: 1	Prior Symbol: '' Symbol: 'o' Code: 0001	Prior Symbol: '6' Symbol: 27 Code: 1
Prior Symbol: 7 Symbol: 27 Code: 1	Prior Symbol: '' Symbol: 'r' Code: 0111	Prior Symbol: '7' Symbol: 27 Code: 0
Prior Symbol: 8 Symbol: 27 Code: 1	Prior Symbol: '' Symbol: 0 Code: 1	Prior Symbol: '7' Symbol: '0' Code: 1
Prior Symbol: 9 Symbol: 27 Code: 1	Prior Symbol: '' Symbol: 27 Code: 01	Prior Symbol: '8' Symbol: 27 Code: 0
Prior Symbol: 10 Symbol: 27 Code: 1	Prior Symbol: '' Symbol: '' Code: 00	Prior Symbol: '8' Symbol: '' Code: 1
Prior Symbol: 11 Symbol: 27 Code: 1	Prior Symbol: '' Symbol: 27 Code: 1	Prior Symbol: '9' Symbol: '27 Code: 11
Prior Symbol: 12 Symbol: 27 Code: 1	Prior Symbol: '#' Symbol: 27 Code: 1	Prior Symbol: '9' Symbol: '0' Code: 01
Prior Symbol: 13 Symbol: 27 Code: 1	Prior Symbol: '\$' Symbol: 27 Code: 1	Prior Symbol: '9' Symbol: '1' Code: 100
Prior Symbol: 14 Symbol: 27 Code: 1	Prior Symbol: '\$' Symbol: '1' Code: 0	Prior Symbol: '9' Symbol: '9' Code: 101
Prior Symbol: 15 Symbol: 27 Code: 1	Prior Symbol: '%' Symbol: 27 Code: 1	Prior Symbol: '9' Symbol: '9' Code: 00
Prior Symbol: 16 Symbol: 27 Code: 1	Prior Symbol: '&' Symbol: 27 Code: 0	Prior Symbol: '' Symbol: 27 Code: 0
Prior Symbol: 17 Symbol: 27 Code: 1	Prior Symbol: '&' Symbol: '' Code: 1	Prior Symbol: '' Symbol: '' Code: 1
Prior Symbol: 18 Symbol: 27 Code: 1	Prior Symbol: '' Symbol: 27 Code: 011	Prior Symbol: '' Symbol: 27 Code: 1
Prior Symbol: 19 Symbol: 27 Code: 1	Prior Symbol: '' Symbol: '' Code: 010	Prior Symbol: '<' Symbol: 27 Code: 1
Prior Symbol: 20 Symbol: 27 Code: 1	Prior Symbol: '' Symbol: '9' Code: 0001	Prior Symbol: '=' Symbol: 27 Code: 1
Prior Symbol: 21 Symbol: 27 Code: 1	Prior Symbol: '' Symbol: 'd' Code: 0000	Prior Symbol: '>' Symbol: 27 Code: 1
Prior Symbol: 22 Symbol: 27 Code: 1	Prior Symbol: '' Symbol: 's' Code: 1	Prior Symbol: '?' Symbol: 0 Code: 1
Prior Symbol: 23 Symbol: 27 Code: 1	Prior Symbol: '' Symbol: 't' Code: 001	Prior Symbol: '?' Symbol: 27 Code: 0
Prior Symbol: 24 Symbol: 27 Code: 1	Prior Symbol: '(' Symbol: 27 Code: 1	Prior Symbol: '@' Symbol: 27 Code: 1
Prior Symbol: 25 Symbol: 27 Code: 1	Prior Symbol: ')' Symbol: 27 Code: 1	Prior Symbol: 'A' Symbol: 27 Code: 00010
Prior Symbol: 26 Symbol: 27 Code: 1	Prior Symbol: '' Symbol: 27 Code: 00	Prior Symbol: 'A' Symbol: '' Code: 010
Prior Symbol: 27 Symbol: 27 Code: 1	Prior Symbol: '' Symbol: 'A' Code: 01	Prior Symbol: 'A' Symbol: '' Code: 1101000
Prior Symbol: 28 Symbol: 27 Code: 1	Prior Symbol: '' Symbol: 'H' Code: 10	Prior Symbol: 'A' Symbol: '' Code: 1101001
Prior Symbol: 29 Symbol: 27 Code: 1	Prior Symbol: '' Symbol: 'S' Code: 11	Prior Symbol: 'A' Symbol: '' Code: 1101010
Prior Symbol: 30 Symbol: 27 Code: 1	Prior Symbol: '+' Symbol: 27 Code: 1	Prior Symbol: 'A' Symbol: 'B' Code: 110110
Prior Symbol: 31 Symbol: 27 Code: 1	Prior Symbol: ',' Symbol: 27 Code: 0	Prior Symbol: 'A' Symbol: 'b' Code: 110010
Prior Symbol: '' Symbol: 27 Code: 10010100	Prior Symbol: '' Symbol: '' Code: 1	Prior Symbol: 'A' Symbol: 'c' Code: 01100
Prior Symbol: '' Symbol: '&' Code: 010001	Prior Symbol: '' Symbol: 27 Code: 01	Prior Symbol: 'A' Symbol: 'd' Code: 001
Prior Symbol: '' Symbol: '' Code: 010000100	Prior Symbol: '' Symbol: '' Code: 111	Prior Symbol: 'A' Symbol: 'f' Code: 01101
Prior Symbol: '' Symbol: '' Code: 00000001	Prior Symbol: '' Symbol: '' Code: 1101	Prior Symbol: 'A' Symbol: 'g' Code: 011110
Prior Symbol: '' Symbol: '1' Code: 010000101	Prior Symbol: '' Symbol: '1' Code: 1000	Prior Symbol: 'A' Symbol: 'i' Code: 110011
Prior Symbol: '' Symbol: '2' Code: 00000010	Prior Symbol: '' Symbol: 'A' Code: 001	Prior Symbol: 'A' Symbol: 'l' Code: 100
Prior Symbol: '' Symbol: '3' Code: 01000001	Prior Symbol: '' Symbol: 'M' Code: 000	Prior Symbol: 'A' Symbol: 'm' Code: 111

Prior Symbol: 'A' Symbol: 'n' Code: 101	Prior Symbol: 'H' Symbol: 'i' Code: 1111	Prior Symbol: 'P' Symbol: 'u' Code: 01101
Prior Symbol: 'A' Symbol: 'p' Code: 110111	Prior Symbol: 'H' Symbol: 'o' Code: 0	Prior Symbol: 'P' Symbol: 'y' Code: 011000
Prior Symbol: 'A' Symbol: 'r' Code: 0000	Prior Symbol: 'H' Symbol: 'u' Code: 11100	Prior Symbol: 'Q' Symbol: '27' Code: 00
Prior Symbol: 'A' Symbol: 's' Code: 00011	Prior Symbol: 'I' Symbol: '0' Code: 1000	Prior Symbol: 'Q' Symbol: 'v' Code: 01
Prior Symbol: 'A' Symbol: 't' Code: 011111	Prior Symbol: 'I' Symbol: '27' Code: 1001	Prior Symbol: 'Q' Symbol: 'u' Code: 1
Prior Symbol: 'A' Symbol: 'u' Code: 11000	Prior Symbol: 'I' Symbol: '' Code: 11110	Prior Symbol: 'R' Symbol: '27' Code: 10001
Prior Symbol: 'A' Symbol: 'v' Code: 1101011	Prior Symbol: 'I' Symbol: '.' Code: 111110	Prior Symbol: 'R' Symbol: 'a' Code: 101
Prior Symbol: 'A' Symbol: 'w' Code: 01110	Prior Symbol: 'I' Symbol: ':' Code: 101110	Prior Symbol: 'R' Symbol: 'e' Code: 11
Prior Symbol: 'B' Symbol: '27' Code: 00010	Prior Symbol: 'I' Symbol: '!' Code: 1100	Prior Symbol: 'R' Symbol: 'h' Code: 10000
Prior Symbol: 'B' Symbol: 'A' Code: 000110	Prior Symbol: 'I' Symbol: 'T' Code: 101111	Prior Symbol: 'R' Symbol: 'i' Code: 00
Prior Symbol: 'B' Symbol: 'C' Code: 0000	Prior Symbol: 'I' Symbol: 'c' Code: 10110	Prior Symbol: 'R' Symbol: 'o' Code: 01
Prior Symbol: 'B' Symbol: 'S' Code: 000111	Prior Symbol: 'I' Symbol: 'l' Code: 1010	Prior Symbol: 'R' Symbol: 'u' Code: 1001
Prior Symbol: 'B' Symbol: 'a' Code: 111	Prior Symbol: 'I' Symbol: 'n' Code: 0	Prior Symbol: 'S' Symbol: '27' Code: 101110
Prior Symbol: 'B' Symbol: 'e' Code: 01	Prior Symbol: 'I' Symbol: 'r' Code: 111111	Prior Symbol: 'S' Symbol: '' Code: 1110100
Prior Symbol: 'B' Symbol: 'f' Code: 1010	Prior Symbol: 'I' Symbol: 's' Code: 1101	Prior Symbol: 'S' Symbol: '*' Code: 1011000
Prior Symbol: 'B' Symbol: 'i' Code: 1011	Prior Symbol: 'I' Symbol: 't' Code: 1110	Prior Symbol: 'S' Symbol: '.' Code: 1011011
Prior Symbol: 'B' Symbol: 'o' Code: 110	Prior Symbol: 'J' Symbol: '27' Code: 000	Prior Symbol: 'S' Symbol: 'a' Code: 1111
Prior Symbol: 'B' Symbol: 'r' Code: 001	Prior Symbol: 'J' Symbol: '!' Code: 01	Prior Symbol: 'S' Symbol: 'c' Code: 11100
Prior Symbol: 'B' Symbol: 'u' Code: 100	Prior Symbol: 'J' Symbol: 'e' Code: 11	Prior Symbol: 'S' Symbol: 'e' Code: 000
Prior Symbol: 'C' Symbol: '27' Code: 00101	Prior Symbol: 'J' Symbol: 'o' Code: 10	Prior Symbol: 'S' Symbol: 'h' Code: 100
Prior Symbol: 'C' Symbol: '' Code: 10110	Prior Symbol: 'J' Symbol: 'u' Code: 001	Prior Symbol: 'S' Symbol: 'i' Code: 1100
Prior Symbol: 'C' Symbol: 'A' Code: 0011100	Prior Symbol: 'K' Symbol: '27' Code: 000	Prior Symbol: 'S' Symbol: 'k' Code: 101111
Prior Symbol: 'C' Symbol: 'B' Code: 001111	Prior Symbol: 'K' Symbol: 'a' Code: 0100	Prior Symbol: 'S' Symbol: 'l' Code: 1011001
Prior Symbol: 'C' Symbol: 'O' Code: 101110	Prior Symbol: 'K' Symbol: 'e' Code: 001	Prior Symbol: 'S' Symbol: 'm' Code: 1110110
Prior Symbol: 'C' Symbol: 'a' Code: 100	Prior Symbol: 'K' Symbol: 'i' Code: 1	Prior Symbol: 'S' Symbol: 'n' Code: 1110111
Prior Symbol: 'C' Symbol: 'e' Code: 101111	Prior Symbol: 'K' Symbol: 'n' Code: 0111	Prior Symbol: 'S' Symbol: 'o' Code: 1010
Prior Symbol: 'C' Symbol: 'h' Code: 01	Prior Symbol: 'K' Symbol: 'o' Code: 0101	Prior Symbol: 'S' Symbol: 'p' Code: 001
Prior Symbol: 'C' Symbol: 'i' Code: 00110	Prior Symbol: 'K' Symbol: 'u' Code: 0110	Prior Symbol: 'S' Symbol: 'q' Code: 1011010
Prior Symbol: 'C' Symbol: 'l' Code: 000	Prior Symbol: 'L' Symbol: '27' Code: 01001	Prior Symbol: 'S' Symbol: 'r' Code: 01
Prior Symbol: 'C' Symbol: 'o' Code: 11	Prior Symbol: 'L' Symbol: '' Code: 01000	Prior Symbol: 'S' Symbol: 'u' Code: 1101
Prior Symbol: 'C' Symbol: 'r' Code: 1010	Prior Symbol: 'L' Symbol: 'a' Code: 10	Prior Symbol: 'S' Symbol: 'w' Code: 1110101
Prior Symbol: 'C' Symbol: 'u' Code: 00100	Prior Symbol: 'L' Symbol: 'e' Code: 011	Prior Symbol: 'T' Symbol: '27' Code: 1111010
Prior Symbol: 'C' Symbol: 'y' Code: 0011101	Prior Symbol: 'L' Symbol: 'i' Code: 11	Prior Symbol: 'T' Symbol: '.' Code: 11110110
Prior Symbol: 'D' Symbol: '27' Code: 01001	Prior Symbol: 'L' Symbol: 'o' Code: 00	Prior Symbol: 'T' Symbol: 'N' Code: 11110111
Prior Symbol: 'D' Symbol: 'a' Code: 10	Prior Symbol: 'L' Symbol: 'u' Code: 0101	Prior Symbol: 'T' Symbol: 'V' Code: 111100
Prior Symbol: 'D' Symbol: 'e' Code: 111	Prior Symbol: 'M' Symbol: '27' Code: 1011111	Prior Symbol: 'T' Symbol: 'a' Code: 1010
Prior Symbol: 'D' Symbol: 'i' Code: 110	Prior Symbol: 'M' Symbol: '*' Code: 10111100	Prior Symbol: 'T' Symbol: 'e' Code: 1011
Prior Symbol: 'D' Symbol: 'o' Code: 00	Prior Symbol: 'M' Symbol: 'T' Code: 10111101	Prior Symbol: 'T' Symbol: 'h' Code: 0
Prior Symbol: 'D' Symbol: 'r' Code: 011	Prior Symbol: 'M' Symbol: 'a' Code: 11	Prior Symbol: 'T' Symbol: 'i' Code: 1110
Prior Symbol: 'D' Symbol: 'u' Code: 0101	Prior Symbol: 'M' Symbol: 'o' Code: 101110	Prior Symbol: 'T' Symbol: 'o' Code: 110
Prior Symbol: 'D' Symbol: 'y' Code: 01000	Prior Symbol: 'M' Symbol: 'e' Code: 1010	Prior Symbol: 'T' Symbol: 'r' Code: 100
Prior Symbol: 'E' Symbol: '27' Code: 011	Prior Symbol: 'M' Symbol: 'i' Code: 100	Prior Symbol: 'T' Symbol: 'u' Code: 111110
Prior Symbol: 'E' Symbol: 'C' Code: 1010	Prior Symbol: 'M' Symbol: 'o' Code: 00	Prior Symbol: 'T' Symbol: 'l' Code: 111111
Prior Symbol: 'E' Symbol: 'a' Code: 111	Prior Symbol: 'M' Symbol: 'r' Code: 10110	Prior Symbol: 'U' Symbol: '27' Code: 101
Prior Symbol: 'E' Symbol: 'd' Code: 000	Prior Symbol: 'M' Symbol: 'u' Code: 010	Prior Symbol: 'U' Symbol: '.' Code: 1001
Prior Symbol: 'E' Symbol: 'f' Code: 1100	Prior Symbol: 'M' Symbol: 'y' Code: 011	Prior Symbol: 'U' Symbol: '!' Code: 1000
Prior Symbol: 'E' Symbol: 'm' Code: 0100	Prior Symbol: 'N' Symbol: '27' Code: 1000	Prior Symbol: 'U' Symbol: 'n' Code: 0
Prior Symbol: 'E' Symbol: 'n' Code: 1101	Prior Symbol: 'N' Symbol: '' Code: 110001	Prior Symbol: 'U' Symbol: 'p' Code: 11
Prior Symbol: 'E' Symbol: 'q' Code: 101110	Prior Symbol: 'N' Symbol: 'B' Code: 1001	Prior Symbol: 'V' Symbol: '0' Code: 000
Prior Symbol: 'E' Symbol: 's' Code: 10110	Prior Symbol: 'N' Symbol: 'F' Code: 110010	Prior Symbol: 'V' Symbol: '27' Code: 0011
Prior Symbol: 'E' Symbol: 'u' Code: 101111	Prior Symbol: 'N' Symbol: 'N' Code: 110000	Prior Symbol: 'V' Symbol: '' Code: 01010
Prior Symbol: 'E' Symbol: 'v' Code: 100	Prior Symbol: 'N' Symbol: 'a' Code: 1101	Prior Symbol: 'V' Symbol: 'C' Code: 01011
Prior Symbol: 'E' Symbol: 'x' Code: 001	Prior Symbol: 'N' Symbol: 'e' Code: 0	Prior Symbol: 'V' Symbol: 'a' Code: 011
Prior Symbol: 'E' Symbol: 'y' Code: 0101	Prior Symbol: 'N' Symbol: 'i' Code: 111	Prior Symbol: 'V' Symbol: 'e' Code: 0100
Prior Symbol: 'F' Symbol: '27' Code: 011111	Prior Symbol: 'N' Symbol: 'o' Code: 101	Prior Symbol: 'V' Symbol: 'i' Code: 1
Prior Symbol: 'F' Symbol: '' Code: 011110	Prior Symbol: 'N' Symbol: 'u' Code: 110011	Prior Symbol: 'V' Symbol: 'o' Code: 0010
Prior Symbol: 'F' Symbol: 'L' Code: 01110	Prior Symbol: 'O' Symbol: '27' Code: 010	Prior Symbol: 'W' Symbol: '27' Code: 00011
Prior Symbol: 'F' Symbol: 'a' Code: 10	Prior Symbol: 'O' Symbol: '' Code: 001	Prior Symbol: 'W' Symbol: 'F' Code: 000100
Prior Symbol: 'F' Symbol: 'e' Code: 0110	Prior Symbol: 'O' Symbol: 'd' Code: 01110	Prior Symbol: 'W' Symbol: 'W' Code: 000101
Prior Symbol: 'F' Symbol: 'i' Code: 110	Prior Symbol: 'O' Symbol: 'f' Code: 11010	Prior Symbol: 'W' Symbol: 'a' Code: 111
Prior Symbol: 'F' Symbol: 'l' Code: 000	Prior Symbol: 'O' Symbol: 'y' Code: 1100	Prior Symbol: 'W' Symbol: 'e' Code: 110
Prior Symbol: 'F' Symbol: 'o' Code: 010	Prior Symbol: 'O' Symbol: 'n' Code: 10	Prior Symbol: 'W' Symbol: 'h' Code: 001
Prior Symbol: 'F' Symbol: 'r' Code: 111	Prior Symbol: 'O' Symbol: 'p' Code: 0001	Prior Symbol: 'W' Symbol: 'i' Code: 01
Prior Symbol: 'F' Symbol: 'u' Code: 001	Prior Symbol: 'O' Symbol: 'r' Code: 0110	Prior Symbol: 'W' Symbol: 'o' Code: 10
Prior Symbol: 'G' Symbol: '27' Code: 10110	Prior Symbol: 'O' Symbol: 's' Code: 01111	Prior Symbol: 'W' Symbol: 'r' Code: 0000
Prior Symbol: 'G' Symbol: '.' Code: 101010	Prior Symbol: 'O' Symbol: 'u' Code: 111	Prior Symbol: 'X' Symbol: '27' Code: 1
Prior Symbol: 'G' Symbol: 'A' Code: 101111	Prior Symbol: 'O' Symbol: 'v' Code: 11011	Prior Symbol: 'Y' Symbol: '27' Code: 001
Prior Symbol: 'G' Symbol: 'a' Code: 1110	Prior Symbol: 'O' Symbol: 'w' Code: 0000	Prior Symbol: 'Y' Symbol: 'a' Code: 000
Prior Symbol: 'G' Symbol: 'e' Code: 110	Prior Symbol: 'P' Symbol: '27' Code: 111111	Prior Symbol: 'Y' Symbol: 'e' Code: 01
Prior Symbol: 'G' Symbol: 'h' Code: 10100	Prior Symbol: 'P' Symbol: '' Code: 1111100	Prior Symbol: 'Y' Symbol: 'o' Code: 1
Prior Symbol: 'G' Symbol: 'i' Code: 100	Prior Symbol: 'P' Symbol: '.' Code: 011001	Prior Symbol: 'Z' Symbol: '27' Code: 00
Prior Symbol: 'G' Symbol: 'l' Code: 101011	Prior Symbol: 'P' Symbol: 'G' Code: 111101	Prior Symbol: 'Z' Symbol: 'a' Code: 01
Prior Symbol: 'G' Symbol: 'o' Code: 01	Prior Symbol: 'P' Symbol: 'R' Code: 111100	Prior Symbol: 'Z' Symbol: 'o' Code: 1
Prior Symbol: 'G' Symbol: 'r' Code: 00	Prior Symbol: 'P' Symbol: 'a' Code: 00	Prior Symbol: '[]' Symbol: '27' Code: 1
Prior Symbol: 'G' Symbol: 'u' Code: 1111	Prior Symbol: 'P' Symbol: 'e' Code: 010	Prior Symbol: ']' Symbol: '27' Code: 1
Prior Symbol: 'G' Symbol: 'y' Code: 101110	Prior Symbol: 'P' Symbol: 'i' Code: 0111	Prior Symbol: '^' Symbol: '27' Code: 1
Prior Symbol: 'H' Symbol: '0' Code: 111010	Prior Symbol: 'P' Symbol: 'l' Code: 1110	Prior Symbol: '_' Symbol: '27' Code: 1
Prior Symbol: 'H' Symbol: '27' Code: 111011	Prior Symbol: 'P' Symbol: 'o' Code: 110	Prior Symbol: '`' Symbol: '27' Code: 1
Prior Symbol: 'H' Symbol: 'a' Code: 110	Prior Symbol: 'P' Symbol: 'r' Code: 111101	Prior Symbol: 'a' Symbol: '0' Code: 00010
Prior Symbol: 'H' Symbol: 'e' Code: 10	Prior Symbol: 'P' Symbol: 's' Code: 1111101	

Prior Symbol: 'a' Symbol: '27' Code: 1111010110	Prior Symbol: 'e' Symbol: "" Code: 10101100	Prior Symbol: 'i' Symbol: 'b' Code: 0011000
Prior Symbol: 'a' Symbol: '' Code: 10110	Prior Symbol: 'e' Symbol: ':' Code: 1010111110	Prior Symbol: 'i' Symbol: 'c' Code: 1111
Prior Symbol: 'a' Symbol: "" Code: 11110100	Prior Symbol: 'e' Symbol: ':' Code: 000100010	Prior Symbol: 'i' Symbol: 'd' Code: 00010
Prior Symbol: 'a' Symbol: ':' Code: 1111010111	Prior Symbol: 'e' Symbol: 'a' Code: 1000	Prior Symbol: 'i' Symbol: 'e' Code: 1101
Prior Symbol: 'a' Symbol: 'b' Code: 010010	Prior Symbol: 'e' Symbol: 'b' Code: 10101101	Prior Symbol: 'i' Symbol: 'f' Code: 00111
Prior Symbol: 'a' Symbol: 'c' Code: 11111	Prior Symbol: 'e' Symbol: 'c' Code: 1001111	Prior Symbol: 'i' Symbol: 'g' Code: 1100
Prior Symbol: 'a' Symbol: 'd' Code: 10100	Prior Symbol: 'e' Symbol: 'd' Code: 00011	Prior Symbol: 'i' Symbol: 'h' Code: 00110010
Prior Symbol: 'a' Symbol: 'e' Code: 101011000	Prior Symbol: 'e' Symbol: 'e' Code: 10100	Prior Symbol: 'i' Symbol: 'k' Code: 00110011
Prior Symbol: 'a' Symbol: 'f' Code: 10101101	Prior Symbol: 'e' Symbol: 'f' Code: 1001100	Prior Symbol: 'i' Symbol: 'l' Code: 0110
Prior Symbol: 'a' Symbol: 'g' Code: 01000	Prior Symbol: 'e' Symbol: 'g' Code: 1010100	Prior Symbol: 'i' Symbol: 'm' Code: 11101
Prior Symbol: 'a' Symbol: 'h' Code: 0100111	Prior Symbol: 'e' Symbol: 'h' Code: 1010111111	Prior Symbol: 'i' Symbol: 'n' Code: 10
Prior Symbol: 'a' Symbol: 'i' Code: 10111	Prior Symbol: 'e' Symbol: 'i' Code: 10101110	Prior Symbol: 'i' Symbol: 'o' Code: 0100
Prior Symbol: 'a' Symbol: 'j' Code: 101011001	Prior Symbol: 'e' Symbol: 'j' Code: 000100000	Prior Symbol: 'i' Symbol: 'p' Code: 000101
Prior Symbol: 'a' Symbol: 'k' Code: 101010	Prior Symbol: 'e' Symbol: 'k' Code: 1010101	Prior Symbol: 'i' Symbol: 'r' Code: 11100
Prior Symbol: 'a' Symbol: 'l' Code: 001	Prior Symbol: 'e' Symbol: 'l' Code: 10010	Prior Symbol: 'i' Symbol: 's' Code: 0111
Prior Symbol: 'a' Symbol: 'm' Code: 0101	Prior Symbol: 'e' Symbol: 'm' Code: 1001101	Prior Symbol: 'i' Symbol: 't' Code: 0101
Prior Symbol: 'a' Symbol: 'n' Code: 110	Prior Symbol: 'e' Symbol: 'n' Code: 1110	Prior Symbol: 'i' Symbol: 'v' Code: 0000
Prior Symbol: 'a' Symbol: 'o' Code: 111100	Prior Symbol: 'e' Symbol: 'o' Code: 000101	Prior Symbol: 'i' Symbol: 'w' Code: 0011010001
Prior Symbol: 'a' Symbol: 'r' Code: 100	Prior Symbol: 'e' Symbol: 'p' Code: 000001	Prior Symbol: 'i' Symbol: 'z' Code: 00110111
Prior Symbol: 'a' Symbol: 's' Code: 1110	Prior Symbol: 'e' Symbol: 'q' Code: 000100001	Prior Symbol: 'j' Symbol: '27' Code: 10
Prior Symbol: 'a' Symbol: 't' Code: 011	Prior Symbol: 'e' Symbol: 'r' Code: 110	Prior Symbol: 'j' Symbol: 'a' Code: 11
Prior Symbol: 'a' Symbol: 'u' Code: 1111011	Prior Symbol: 'e' Symbol: 's' Code: 1111	Prior Symbol: 'j' Symbol: 'o' Code: 0
Prior Symbol: 'a' Symbol: 'v' Code: 00011	Prior Symbol: 'e' Symbol: 't' Code: 10110	Prior Symbol: 'k' Symbol: '0' Code: 01
Prior Symbol: 'a' Symbol: 'w' Code: 1010111	Prior Symbol: 'e' Symbol: 'u' Code: 000100010	Prior Symbol: 'k' Symbol: '27' Code: 00011
Prior Symbol: 'a' Symbol: 'x' Code: 111101010	Prior Symbol: 'e' Symbol: 'v' Code: 000000	Prior Symbol: 'k' Symbol: '' Code: 111
Prior Symbol: 'a' Symbol: 'y' Code: 0000	Prior Symbol: 'e' Symbol: 'w' Code: 10111	Prior Symbol: 'k' Symbol: ':' Code: 00001
Prior Symbol: 'a' Symbol: 'z' Code: 0100110	Prior Symbol: 'e' Symbol: 'x' Code: 00010011	Prior Symbol: 'k' Symbol: 'T' Code: 000000
Prior Symbol: 'b' Symbol: '0' Code: 11111	Prior Symbol: 'e' Symbol: 'y' Code: 00001	Prior Symbol: 'k' Symbol: 'a' Code: 001111
Prior Symbol: 'b' Symbol: '27' Code: 111101	Prior Symbol: 'e' Symbol: 'z' Code: 000100011	Prior Symbol: 'k' Symbol: 'e' Code: 10
Prior Symbol: 'b' Symbol: '' Code: 0110	Prior Symbol: 'f' Symbol: '0' Code: 11100	Prior Symbol: 'k' Symbol: 'o' Code: 000100
Prior Symbol: 'b' Symbol: 'a' Code: 00	Prior Symbol: 'f' Symbol: '27' Code: 1111001	Prior Symbol: 'k' Symbol: 'i' Code: 110
Prior Symbol: 'b' Symbol: 'b' Code: 01111	Prior Symbol: 'f' Symbol: '' Code: 0	Prior Symbol: 'k' Symbol: 'l' Code: 000101
Prior Symbol: 'b' Symbol: 'e' Code: 1010	Prior Symbol: 'f' Symbol: 'a' Code: 11101	Prior Symbol: 'k' Symbol: 'o' Code: 000001
Prior Symbol: 'b' Symbol: 'f' Code: 1110	Prior Symbol: 'f' Symbol: 'e' Code: 110	Prior Symbol: 'k' Symbol: 's' Code: 0010
Prior Symbol: 'b' Symbol: 'h' Code: 010	Prior Symbol: 'f' Symbol: 'f' Code: 1011	Prior Symbol: 'k' Symbol: 'w' Code: 001110
Prior Symbol: 'b' Symbol: 'i' Code: 110	Prior Symbol: 'f' Symbol: 'g' Code: 1001	Prior Symbol: 'k' Symbol: 'y' Code: 00110
Prior Symbol: 'b' Symbol: 'j' Code: 1011	Prior Symbol: 'f' Symbol: 'h' Code: 111101	Prior Symbol: 'l' Symbol: '0' Code: 1000
Prior Symbol: 'b' Symbol: 's' Code: 111100	Prior Symbol: 'f' Symbol: 'i' Code: 1010	Prior Symbol: 'l' Symbol: '27' Code: 0111001
Prior Symbol: 'b' Symbol: 't' Code: 01110	Prior Symbol: 'f' Symbol: 'j' Code: 111111	Prior Symbol: 'l' Symbol: '' Code: 010
Prior Symbol: 'b' Symbol: 'y' Code: 100	Prior Symbol: 'f' Symbol: 's' Code: 111110	Prior Symbol: 'l' Symbol: "" Code: 01100010
Prior Symbol: 'c' Symbol: '0' Code: 010110	Prior Symbol: 'f' Symbol: 't' Code: 1000	Prior Symbol: 'l' Symbol: ':' Code: 11110011
Prior Symbol: 'c' Symbol: '27' Code: 1000011	Prior Symbol: 'f' Symbol: 'u' Code: 1111000	Prior Symbol: 'l' Symbol: '.' Code: 01100011
Prior Symbol: 'c' Symbol: '' Code: 0100	Prior Symbol: 'f' Symbol: 'v' Code: 0 Code: 110	Prior Symbol: 'l' Symbol: '0' Code: 1110
Prior Symbol: 'c' Symbol: 'C' Code: 0010110	Prior Symbol: 'f' Symbol: '27' Code: 1110000	Prior Symbol: 'l' Symbol: 'b' Code: 0110000
Prior Symbol: 'c' Symbol: 'G' Code: 1000010	Prior Symbol: 'f' Symbol: '' Code: 01	Prior Symbol: 'l' Symbol: 'c' Code: 01110000
Prior Symbol: 'c' Symbol: 'L' Code: 0010111	Prior Symbol: 'f' Symbol: "" Code: 1001100	Prior Symbol: 'l' Symbol: 'd' Code: 00010
Prior Symbol: 'c' Symbol: 'a' Code: 011	Prior Symbol: 'f' Symbol: ':' Code: 11100010	Prior Symbol: 'l' Symbol: 'e' Code: 110
Prior Symbol: 'c' Symbol: 'c' Code: 001010	Prior Symbol: 'f' Symbol: 'a' Code: 1000	Prior Symbol: 'l' Symbol: 'f' Code: 1111000
Prior Symbol: 'c' Symbol: 'e' Code: 111	Prior Symbol: 'f' Symbol: 'b' Code: 101	Prior Symbol: 'l' Symbol: 'h' Code: 001
Prior Symbol: 'c' Symbol: 'h' Code: 101	Prior Symbol: 'f' Symbol: 'g' Code: 1111010	Prior Symbol: 'l' Symbol: 'k' Code: 011001
Prior Symbol: 'c' Symbol: 'i' Code: 0011	Prior Symbol: 'f' Symbol: 'h' Code: 00	Prior Symbol: 'l' Symbol: 'l' Code: 101
Prior Symbol: 'c' Symbol: 'k' Code: 110	Prior Symbol: 'f' Symbol: 'i' Code: 11101	Prior Symbol: 'l' Symbol: 'm' Code: 1111010
Prior Symbol: 'c' Symbol: 'l' Code: 010111	Prior Symbol: 'f' Symbol: 'j' Code: 1111011	Prior Symbol: 'l' Symbol: 'o' Code: 11111
Prior Symbol: 'c' Symbol: 'o' Code: 1001	Prior Symbol: 'f' Symbol: 'n' Code: 100111	Prior Symbol: 'l' Symbol: 'r' Code: 11110010
Prior Symbol: 'c' Symbol: 'o' Code: 10001	Prior Symbol: 'f' Symbol: 'o' Code: 111001	Prior Symbol: 'l' Symbol: 's' Code: 01101
Prior Symbol: 'c' Symbol: 's' Code: 00100	Prior Symbol: 'f' Symbol: 'r' Code: 10010	Prior Symbol: 'l' Symbol: 't' Code: 011101
Prior Symbol: 'c' Symbol: 't' Code: 000	Prior Symbol: 'f' Symbol: 's' Code: 11111	Prior Symbol: 'l' Symbol: 'u' Code: 011111
Prior Symbol: 'c' Symbol: 'u' Code: 01010	Prior Symbol: 'f' Symbol: 't' Code: 1001101	Prior Symbol: 'l' Symbol: 'v' Code: 1111011
Prior Symbol: 'c' Symbol: 'y' Code: 100000	Prior Symbol: 'f' Symbol: 'u' Code: 111100	Prior Symbol: 'l' Symbol: 'w' Code: 01110001
Prior Symbol: 'd' Symbol: '0' Code: 011	Prior Symbol: 'f' Symbol: 'y' Code: 11100011	Prior Symbol: 'l' Symbol: 'y' Code: 1001
Prior Symbol: 'd' Symbol: '27' Code: 1011110	Prior Symbol: 'h' Symbol: '0' Code: 11101	Prior Symbol: 'm' Symbol: '0' Code: 0100
Prior Symbol: 'd' Symbol: '' Code: 11	Prior Symbol: 'h' Symbol: '27' Code: 1110001	Prior Symbol: 'm' Symbol: '27' Code: 010101
Prior Symbol: 'd' Symbol: '' Code: 101101110	Prior Symbol: 'h' Symbol: '' Code: 1011	Prior Symbol: 'm' Symbol: '' Code: 001
Prior Symbol: 'd' Symbol: 'a' Code: 1010	Prior Symbol: 'h' Symbol: 'a' Code: 1100	Prior Symbol: 'm' Symbol: 'a' Code: 101
Prior Symbol: 'd' Symbol: 'd' Code: 100000	Prior Symbol: 'h' Symbol: 'b' Code: 11100110	Prior Symbol: 'm' Symbol: 'b' Code: 0000
Prior Symbol: 'd' Symbol: 'e' Code: 00	Prior Symbol: 'h' Symbol: 'e' Code: 0	Prior Symbol: 'm' Symbol: 'e' Code: 011
Prior Symbol: 'd' Symbol: 'g' Code: 100001	Prior Symbol: 'h' Symbol: 'i' Code: 100	Prior Symbol: 'm' Symbol: 'f' Code: 011
Prior Symbol: 'd' Symbol: 'i' Code: 1001	Prior Symbol: 'h' Symbol: 'j' Code: 1110010	Prior Symbol: 'm' Symbol: 'm' Code: 0001
Prior Symbol: 'd' Symbol: 'l' Code: 1011010	Prior Symbol: 'h' Symbol: 'n' Code: 101001	Prior Symbol: 'm' Symbol: 'o' Code: 1001
Prior Symbol: 'd' Symbol: 'o' Code: 101111	Prior Symbol: 'h' Symbol: 'o' Code: 1101	Prior Symbol: 'm' Symbol: 'p' Code: 1000
Prior Symbol: 'd' Symbol: 'r' Code: 101100	Prior Symbol: 'h' Symbol: 'r' Code: 10101	Prior Symbol: 'm' Symbol: 's' Code: 010111
Prior Symbol: 'd' Symbol: 's' Code: 0101	Prior Symbol: 'h' Symbol: 't' Code: 1111	Prior Symbol: 'm' Symbol: 'u' Code: 010110
Prior Symbol: 'd' Symbol: 'u' Code: 101101111	Prior Symbol: 'h' Symbol: 'u' Code: 11100111	Prior Symbol: 'm' Symbol: 'y' Code: 010100
Prior Symbol: 'd' Symbol: 'v' Code: 10001	Prior Symbol: 'h' Symbol: 'w' Code: 1110000	Prior Symbol: 'n' Symbol: '0' Code: 000
Prior Symbol: 'd' Symbol: 'w' Code: 10110110	Prior Symbol: 'h' Symbol: 'y' Code: 101000	Prior Symbol: 'n' Symbol: '27' Code: 01110011
Prior Symbol: 'd' Symbol: 'y' Code: 0100	Prior Symbol: 'i' Symbol: '0' Code: 00110101	Prior Symbol: 'n' Symbol: '' Code: 110
Prior Symbol: 'e' Symbol: '0' Code: 001	Prior Symbol: 'i' Symbol: '27' Code: 00110110	Prior Symbol: 'n' Symbol: "" Code: 011101
Prior Symbol: 'e' Symbol: '27' Code: 1010111100	Prior Symbol: 'i' Symbol: '' Code: 000100	Prior Symbol: 'n' Symbol: ':' Code: 1001010
Prior Symbol: 'e' Symbol: '' Code: 01	Prior Symbol: 'i' Symbol: '!' Code: 001101000	Prior Symbol: 'n' Symbol: 'a' Code: 11100
Prior Symbol: 'e' Symbol: 'l' Code: 1010111101	Prior Symbol: 'i' Symbol: 'a' Code: 00011	Prior Symbol: 'n' Symbol: 'b' Code: 111010000

Prior Symbol: 'n' Symbol: 'c' Code: 01111	Prior Symbol: 'r' Symbol: 'b' Code: 01111101	Prior Symbol: 'u' Symbol: 'e' Code: 0010
Prior Symbol: 'n' Symbol: 'd' Code: 001	Prior Symbol: 'r' Symbol: 'c' Code: 01111111	Prior Symbol: 'u' Symbol: 'f' Code: 00111111
Prior Symbol: 'n' Symbol: 'e' Code: 010	Prior Symbol: 'r' Symbol: 'd' Code: 11000	Prior Symbol: 'u' Symbol: 'g' Code: 11101
Prior Symbol: 'n' Symbol: 'f' Code: 1001011	Prior Symbol: 'r' Symbol: 'e' Code: 101	Prior Symbol: 'u' Symbol: 'h' Code: 0001011
Prior Symbol: 'n' Symbol: 'g' Code: 101	Prior Symbol: 'r' Symbol: 'f' Code: 11001111	Prior Symbol: 'u' Symbol: 'i' Code: 00011
Prior Symbol: 'n' Symbol: 'h' Code: 111010101	Prior Symbol: 'r' Symbol: 'g' Code: 01111101	Prior Symbol: 'u' Symbol: 'j' Code: 0001010
Prior Symbol: 'n' Symbol: 'i' Code: 1000	Prior Symbol: 'r' Symbol: 'h' Code: 010	Prior Symbol: 'u' Symbol: 'k' Code: 110010
Prior Symbol: 'n' Symbol: 'j' Code: 111010001	Prior Symbol: 'r' Symbol: 'i' Code: 110010	Prior Symbol: 'u' Symbol: 'l' Code: 110
Prior Symbol: 'n' Symbol: 'k' Code: 1110110	Prior Symbol: 'r' Symbol: 'j' Code: 0011	Prior Symbol: 'u' Symbol: 'm' Code: 10001
Prior Symbol: 'n' Symbol: 'l' Code: 111010110	Prior Symbol: 'r' Symbol: 'k' Code: 011000	Prior Symbol: 'u' Symbol: 'n' Code: 01
Prior Symbol: 'n' Symbol: 'm' Code: 111010111	Prior Symbol: 'r' Symbol: 'l' Code: 01101	Prior Symbol: 'u' Symbol: 'o' Code: 101
Prior Symbol: 'n' Symbol: 'n' Code: 10011	Prior Symbol: 'r' Symbol: 'm' Code: 1101	Prior Symbol: 'u' Symbol: 'p' Code: 1111
Prior Symbol: 'n' Symbol: 'o' Code: 1110111	Prior Symbol: 'r' Symbol: 'n' Code: 01111100	Prior Symbol: 'u' Symbol: 'q' Code: 0001011
Prior Symbol: 'n' Symbol: 'p' Code: 111010100	Prior Symbol: 'r' Symbol: 'o' Code: 01110	Prior Symbol: 'u' Symbol: 'r' Code: 0010
Prior Symbol: 'n' Symbol: 'q' Code: 0110	Prior Symbol: 'r' Symbol: 'p' Code: 1110	Prior Symbol: 'u' Symbol: 's' Code: 000
Prior Symbol: 'n' Symbol: 'r' Code: 1111	Prior Symbol: 'r' Symbol: 'q' Code: 1000	Prior Symbol: 'u' Symbol: 't' Code: 1
Prior Symbol: 'n' Symbol: 's' Code: 11101001	Prior Symbol: 'r' Symbol: 'r' Code: 1100110	Prior Symbol: 'u' Symbol: 'u' Code: 01
Prior Symbol: 'n' Symbol: 't' Code: 0111000	Prior Symbol: 'r' Symbol: 's' Code: 01100100	Prior Symbol: 'u' Symbol: 'v' Code: 00111
Prior Symbol: 'n' Symbol: 'u' Code: 100100	Prior Symbol: 'r' Symbol: 't' Code: 0010	Prior Symbol: 'u' Symbol: 'w' Code: 00110
Prior Symbol: 'n' Symbol: 'v' Code: 01110010	Prior Symbol: 'r' Symbol: 'u' Code: 11	Prior Symbol: 'u' Symbol: 'x' Code: 001
Prior Symbol: 'n' Symbol: 'w' Code: 00101	Prior Symbol: 'r' Symbol: 'v' Code: 0010011	Prior Symbol: 'u' Symbol: 'y' Code: 01010
Prior Symbol: 'n' Symbol: 'x' Code: 01110001	Prior Symbol: 'r' Symbol: 'w' Code: 01	Prior Symbol: 'u' Symbol: 'z' Code: 011
Prior Symbol: 'n' Symbol: 'y' Code: 0110000	Prior Symbol: 'r' Symbol: 'x' Code: 001011010	Prior Symbol: 'u' Symbol: '' Code: 010010
Prior Symbol: 'n' Symbol: 'z' Code: 01110010	Prior Symbol: 'r' Symbol: 'y' Code: 001011011	Prior Symbol: 'u' Symbol: 'a' Code: 000
Prior Symbol: 'o' Symbol: 0 Code: 00101	Prior Symbol: 'r' Symbol: 'z' Code: 00100101	Prior Symbol: 'u' Symbol: 'b' Code: 010011
Prior Symbol: 'o' Symbol: 27 Code: 01110001	Prior Symbol: 'r' Symbol: '' Code: 0000001	Prior Symbol: 'u' Symbol: 'c' Code: 010111
Prior Symbol: 'o' Symbol: '' Code: 0101	Prior Symbol: 'r' Symbol: '?' Code: 001011100	Prior Symbol: 'u' Symbol: 'd' Code: 1110
Prior Symbol: 'o' Symbol: '0' Code: 01110000	Prior Symbol: 'r' Symbol: 'C' Code: 001011101	Prior Symbol: 'u' Symbol: 'e' Code: 1100
Prior Symbol: 'o' Symbol: '1' Code: 0111011010	Prior Symbol: 'r' Symbol: 'H' Code: 001011110	Prior Symbol: 'u' Symbol: 'f' Code: 010110
Prior Symbol: 'o' Symbol: '?' Code: 011101100	Prior Symbol: 'r' Symbol: 'I' Code: 101010	Prior Symbol: 'u' Symbol: 'g' Code: 1101
Prior Symbol: 'o' Symbol: 'a' Code: 1100010	Prior Symbol: 'r' Symbol: 'J' Code: 101011	Prior Symbol: 'u' Symbol: 'h' Code: 01000
Prior Symbol: 'o' Symbol: 'b' Code: 001001	Prior Symbol: 'r' Symbol: 'K' Code: 101011	Prior Symbol: 'u' Symbol: 'i' Code: 01000
Prior Symbol: 'o' Symbol: 'c' Code: 1100000	Prior Symbol: 'r' Symbol: 'L' Code: 001011111	Prior Symbol: 'u' Symbol: 'j' Code: 10
Prior Symbol: 'o' Symbol: 'd' Code: 01111	Prior Symbol: 'r' Symbol: 'O' Code: 1011	Prior Symbol: 'u' Symbol: 'k' Code: 110
Prior Symbol: 'o' Symbol: 'e' Code: 0111001	Prior Symbol: 'r' Symbol: 'P' Code: 00000000	Prior Symbol: 'u' Symbol: 'l' Code: 01000
Prior Symbol: 'o' Symbol: 'f' Code: 1001	Prior Symbol: 'r' Symbol: 'Q' Code: 00001	Prior Symbol: 'u' Symbol: 'm' Code: 10
Prior Symbol: 'o' Symbol: 'g' Code: 00010	Prior Symbol: 'r' Symbol: 'R' Code: 0011	Prior Symbol: 'u' Symbol: 'n' Code: 110
Prior Symbol: 'o' Symbol: 'h' Code: 0111010	Prior Symbol: 'r' Symbol: 'S' Code: 000001	Prior Symbol: 'u' Symbol: 'o' Code: 1010
Prior Symbol: 'o' Symbol: 'i' Code: 01110111	Prior Symbol: 'r' Symbol: 'T' Code: 00101010	Prior Symbol: 'u' Symbol: 'p' Code: 100
Prior Symbol: 'o' Symbol: 'j' Code: 1100011	Prior Symbol: 'r' Symbol: 'U' Code: 00000001	Prior Symbol: 'u' Symbol: 'q' Code: 111
Prior Symbol: 'o' Symbol: 'k' Code: 0100	Prior Symbol: 'r' Symbol: 'V' Code: 00101011	Prior Symbol: 'u' Symbol: 'r' Code: 01
Prior Symbol: 'o' Symbol: 'l' Code: 1000	Prior Symbol: 'r' Symbol: 'W' Code: 10100	Prior Symbol: 'u' Symbol: 's' Code: 0
Prior Symbol: 'o' Symbol: 'm' Code: 111	Prior Symbol: 'r' Symbol: 'X' Code: 001000	Prior Symbol: 'u' Symbol: 't' Code: 111110
Prior Symbol: 'o' Symbol: 'n' Code: 0011	Prior Symbol: 'r' Symbol: 'Y' Code: 00100100	Prior Symbol: 'u' Symbol: 'u' Code: 111011
Prior Symbol: 'o' Symbol: 'p' Code: 01101	Prior Symbol: 'r' Symbol: 'Z' Code: 0001	Prior Symbol: 'u' Symbol: 'v' Code: 1110101
Prior Symbol: 'o' Symbol: 'q' Code: 101	Prior Symbol: 'r' Symbol: 'a' Code: 100	Prior Symbol: 'u' Symbol: 'w' Code: 1101101
Prior Symbol: 'o' Symbol: 'r' Code: 11001	Prior Symbol: 'r' Symbol: 'b' Code: 0010100	Prior Symbol: 'u' Symbol: 'x' Code: 110101
Prior Symbol: 'o' Symbol: 's' Code: 00011	Prior Symbol: 'r' Symbol: 'c' Code: 00101100	Prior Symbol: 'u' Symbol: 'y' Code: 11101010
Prior Symbol: 'o' Symbol: 't' Code: 1101	Prior Symbol: 'r' Symbol: 'd' Code: 0010	Prior Symbol: 'u' Symbol: 'z' Code: 110110
Prior Symbol: 'o' Symbol: 'u' Code: 01100	Prior Symbol: 'r' Symbol: 'e' Code: 11000010	Prior Symbol: 'u' Symbol: 'a' Code: 1101101
Prior Symbol: 'o' Symbol: 'v' Code: 0000	Prior Symbol: 'r' Symbol: 'f' Code: 101	Prior Symbol: 'u' Symbol: 'b' Code: 110101
Prior Symbol: 'o' Symbol: 'w' Code: 0010000	Prior Symbol: 'r' Symbol: 'g' Code: 11000011	Prior Symbol: 'u' Symbol: 'c' Code: 11101011
Prior Symbol: 'o' Symbol: 'x' Code: 0010001	Prior Symbol: 'r' Symbol: 'h' Code: 110110000	Prior Symbol: 'u' Symbol: 'd' Code: 1100000
Prior Symbol: 'o' Symbol: 'y' Code: 00100010	Prior Symbol: 'r' Symbol: 'i' Code: 101	Prior Symbol: 'u' Symbol: 'e' Code: 110001
Prior Symbol: 'o' Symbol: 'z' Code: 0111011011	Prior Symbol: 'r' Symbol: 'j' Code: 10110001	Prior Symbol: 'u' Symbol: 'f' Code: 111111
Prior Symbol: 'p' Symbol: 0 Code: 1101	Prior Symbol: 'r' Symbol: 'k' Code: 0000	Prior Symbol: 'u' Symbol: 'g' Code: 1101111
Prior Symbol: 'p' Symbol: 27 Code: 101110	Prior Symbol: 'r' Symbol: 'l' Code: 100000	Prior Symbol: 'u' Symbol: 'h' Code: 1100010
Prior Symbol: 'p' Symbol: '' Code: 010	Prior Symbol: 'r' Symbol: 'm' Code: 1101101	Prior Symbol: 'u' Symbol: 'i' Code: 1100011
Prior Symbol: 'p' Symbol: '0' Code: 1100101	Prior Symbol: 'r' Symbol: 'n' Code: 11000000	Prior Symbol: 'u' Symbol: 'j' Code: 1100100
Prior Symbol: 'p' Symbol: '1' Code: 1001	Prior Symbol: 'r' Symbol: 'o' Code: 011	Prior Symbol: 'u' Symbol: 'k' Code: 110
Prior Symbol: 'p' Symbol: 'a' Code: 101111	Prior Symbol: 'r' Symbol: 'p' Code: 111	Prior Symbol: 'u' Symbol: 'l' Code: 1101001
Prior Symbol: 'p' Symbol: 'b' Code: 111	Prior Symbol: 'r' Symbol: 'q' Code: 001	Prior Symbol: 'u' Symbol: 'm' Code: 1101100
Prior Symbol: 'p' Symbol: 'c' Code: 11000	Prior Symbol: 'r' Symbol: 'r' Code: 10001	Prior Symbol: 'u' Symbol: 'n' Code: 11100
Prior Symbol: 'p' Symbol: 'd' Code: 10111	Prior Symbol: 'r' Symbol: 's' Code: 100001	Prior Symbol: 'u' Symbol: 'o' Code: 110
Prior Symbol: 'p' Symbol: 'e' Code: 111	Prior Symbol: 'r' Symbol: 't' Code: 11011001	Prior Symbol: 'u' Symbol: 'p' Code: 100
Prior Symbol: 'p' Symbol: 'f' Code: 11000	Prior Symbol: 'r' Symbol: 'u' Code: 0001	Prior Symbol: 'u' Symbol: 'q' Code: 000
Prior Symbol: 'p' Symbol: 'g' Code: 1010	Prior Symbol: 'r' Symbol: 'v' Code: 11011	Prior Symbol: 'u' Symbol: 'r' Code: 01
Prior Symbol: 'p' Symbol: 'h' Code: 0110	Prior Symbol: 'r' Symbol: 'w' Code: 1100000	Prior Symbol: 'u' Symbol: 's' Code: 110
Prior Symbol: 'p' Symbol: 'i' Code: 1100100	Prior Symbol: 'r' Symbol: 'x' Code: 011	Prior Symbol: 'u' Symbol: 't' Code: 1101001
Prior Symbol: 'p' Symbol: 'j' Code: 00	Prior Symbol: 'r' Symbol: 'y' Code: 111	Prior Symbol: 'u' Symbol: 'u' Code: 1101100
Prior Symbol: 'p' Symbol: 'k' Code: 0111	Prior Symbol: 'r' Symbol: 'z' Code: 10001	Prior Symbol: 'u' Symbol: 'v' Code: 11100
Prior Symbol: 'p' Symbol: 'l' Code: 10001	Prior Symbol: 'r' Symbol: 'a' Code: 11011001	Prior Symbol: 'u' Symbol: 'w' Code: 110
Prior Symbol: 'p' Symbol: 'm' Code: 10000	Prior Symbol: 'r' Symbol: 'b' Code: 1001	Prior Symbol: 'u' Symbol: 'x' Code: 27
Prior Symbol: 'p' Symbol: 'n' Code: 10110	Prior Symbol: 'r' Symbol: 'c' Code: 11010	Prior Symbol: 'u' Symbol: 'y' Code: 100
Prior Symbol: 'p' Symbol: 'o' Code: 10110	Prior Symbol: 'r' Symbol: 'd' Code: 0001	Prior Symbol: 'u' Symbol: 'z' Code: 000
Prior Symbol: 'p' Symbol: 'p' Code: 110011	Prior Symbol: 'r' Symbol: 'e' Code: 110111	Prior Symbol: 'u' Symbol: 'a' Code: 01
Prior Symbol: 'q' Symbol: 27 Code: 0	Prior Symbol: 'r' Symbol: 'f' Code: 11001	Prior Symbol: 'u' Symbol: 'b' Code: 1010
Prior Symbol: 'q' Symbol: 'u' Code: 1	Prior Symbol: 'r' Symbol: 'g' Code: 1100001	Prior Symbol: 'u' Symbol: 'c' Code: 111
Prior Symbol: 'r' Symbol: 0 Code: 1001	Prior Symbol: 'r' Symbol: 'h' Code: 11000001	Prior Symbol: 'u' Symbol: 'd' Code: 001
Prior Symbol: 'r' Symbol: 27 Code: 01100101	Prior Symbol: 'u' Symbol: 0 Code: 0011110	Prior Symbol: 'u' Symbol: 'e' Code: 1011
Prior Symbol: 'r' Symbol: '' Code: 1111	Prior Symbol: 'u' Symbol: 27 Code: 000100	Prior Symbol: 'u' Symbol: 'f' Code: 27
Prior Symbol: 'r' Symbol: '0' Code: 0110011	Prior Symbol: 'u' Symbol: '' Code: 001110	Prior Symbol: 'u' Symbol: 'g' Code: 27
Prior Symbol: 'r' Symbol: '1' Code: 110011101	Prior Symbol: 'u' Symbol: 'a' Code: 00110	Prior Symbol: 'u' Symbol: 'h' Code: 27
Prior Symbol: 'r' Symbol: '' Code: 0111100	Prior Symbol: 'u' Symbol: 'b' Code: 10011	Prior Symbol: 'u' Symbol: 'i' Code: 27
Prior Symbol: 'r' Symbol: '0' Code: 110011100	Prior Symbol: 'u' Symbol: 'c' Code: 1100	Prior Symbol: 'u' Symbol: 'j' Code: 27
Prior Symbol: 'r' Symbol: 'a' Code: 000	Prior Symbol: 'u' Symbol: 'd' Code: 10000	Prior Symbol: 'u' Symbol: 'k' Code: 27

Table C5 English-language Program Title Decode Table

0 1	76 1	152 3	228 6	304 212	380 185	456 35
1 0	77 218	153 50	229 102	305 18	381 1	457 36
2 1	78 1	154 3	230 6	306 19	382 167	458 37
3 58	79 220	155 62	231 154	307 20	383 177	459 38
4 1	80 1	156 3	232 6	308 21	384 236	460 39
5 60	81 230	157 82	233 208	309 22	385 209	461 40
6 1	82 1	158 3	234 6	310 23	386 2	462 1
7 62	83 232	159 100	235 252	311 24	387 173	463 128
8 1	84 1	160 3	236 7	312 25	388 178	464 160
9 64	85 234	161 122	237 34	313 26	389 218	465 155
10 1	86 1	162 3	238 7	314 155	390 227	466 155
11 66	87 240	163 148	239 44	315 155	391 179	467 155
12 1	88 1	164 3	240 7	316 155	392 3	468 155
13 68	89 242	165 152	241 70	317 155	393 228	469 155
14 1	90 1	166 3	242 7	318 155	394 230	470 177
15 70	91 244	167 164	243 84	319 155	395 4	471 155
16 1	92 2	168 3	244 7	320 155	396 155	472 155
17 72	93 6	169 200	245 124	321 155	397 226	473 155
18 1	94 2	170 3	246 7	322 155	398 5	474 155
19 74	95 18	171 222	247 138	323 155	399 6	475 160
20 1	96 2	172 3	248 7	324 155	400 7	476 4
21 76	97 20	173 230	249 140	325 155	401 8	477 243
22 1	98 2	174 3	250 7	326 155	402 9	478 228
23 78	99 28	175 244	251 142	327 155	403 213	479 185
24 1	100 2	176 4	252 7	328 155	404 10	480 1
25 80	101 40	177 4	253 144	329 155	405 214	481 244
26 1	102 2	178 4	254 7	330 155	406 11	482 160
27 82	103 48	179 6	255 146	331 155	407 217	483 155
28 1	104 2	180 4	256 27	332 155	408 12	484 2
29 84	105 52	181 12	257 28	333 155	409 166	485 3
30 1	106 2	182 4	258 180	334 155	410 233	486 155
31 86	107 54	183 16	259 164	335 155	411 203	487 155
32 1	108 2	184 4	260 178	336 155	412 197	488 155
33 88	109 56	185 18	261 183	337 155	413 207	489 155
34 1	110 2	186 4	262 218	338 155	414 13	490 1
35 90	111 58	187 20	263 1	339 155	415 14	491 2
36 1	112 2	188 4	264 209	340 155	416 202	492 155
37 92	113 60	189 22	265 2	341 155	417 201	493 193
38 1	114 2	190 4	266 3	342 155	418 15	494 200
39 94	115 62	191 24	267 155	343 155	419 199	495 211
40 1	116 2	192 4	268 4	344 155	420 16	496 155
41 96	117 70	193 26	269 213	345 155	421 17	497 155
42 1	118 2	194 4	270 217	346 155	422 225	498 155
43 98	119 72	195 28	271 5	347 155	423 18	499 160
44 1	120 2	196 4	272 203	348 155	424 19	500 7
45 100	121 74	197 82	273 214	349 155	425 198	501 8
46 1	122 2	198 4	274 6	350 155	426 210	502 177
47 102	123 76	199 106	275 207	351 155	427 200	503 210
48 1	124 2	200 4	276 7	352 155	428 206	504 211
49 104	125 78	201 142	277 8	353 155	429 193	505 212
50 1	126 2	202 4	278 202	354 155	430 196	506 213
51 106	127 80	203 174	279 9	355 155	431 208	507 173
52 1	128 2	204 4	280 201	356 155	432 204	508 205
53 108	129 82	205 238	281 197	357 155	433 20	509 193
54 1	130 2	206 5	282 198	358 155	434 21	510 1
55 110	131 84	207 6	283 10	359 155	435 239	511 2
56 1	132 2	208 5	284 210	360 155	436 194	512 3
57 112	133 126	209 40	285 196	361 155	437 215	513 160
58 1	134 2	210 5	286 199	362 155	438 22	514 4
59 114	135 146	211 68	287 204	363 155	439 205	515 155
60 1	136 2	212 5	288 208	364 155	440 23	516 5
61 116	137 172	213 114	289 200	365 155	441 244	517 6
62 1	138 2	214 5	290 215	366 155	442 212	518 160
63 118	139 186	215 118	291 206	367 155	443 24	519 5
64 1	140 2	216 5	292 11	368 155	444 25	520 201
65 120	141 210	217 144	293 193	369 155	445 26	521 215
66 1	142 2	218 5	294 12	370 155	446 195	522 211
67 206	143 228	219 190	295 194	371 155	447 211	523 1
68 1	144 2	220 5	296 205	372 155	448 27	524 2
69 210	145 250	221 214	297 195	373 155	449 28	525 155
70 1	146 3	222 6	298 13	374 155	450 29	526 174
71 212	147 6	223 10	299 14	375 155	451 30	527 128
72 1	148 3	224 6	300 15	376 41	452 31	528 3
73 214	149 30	225 68	301 16	377 42	453 32	529 4
74 1	150 3	226 6	302 211	378 216	454 33	530 155
75 216	151 38	227 100	303 17	379 229	455 34	531 155

532	2	612	227	692	233	772	229	852	206	932	16	1012	6
533	3	613	230	693	229	773	4	853	160	933	17	1013	7
534	173	614	247	694	239	774	238	854	198	934	170	1014	198
535	155	615	3	695	3	775	11	855	245	935	236	1015	215
536	1	616	245	696	225	776	186	856	1	936	241	1016	1
537	128	617	4	697	4	777	212	857	2	937	174	1017	155
538	160	618	5	698	10	778	174	858	155	938	160	1018	242
539	176	619	6	699	11	779	242	859	194	939	247	1019	2
540	4	620	242	700	241	780	227	860	3	940	237	1020	3
541	5	621	7	701	245	781	1	861	225	941	238	1021	232
542	128	622	8	702	243	782	160	862	4	942	1	1022	229
543	155	623	9	703	1	783	2	863	239	943	2	1023	225
544	177	624	10	704	237	784	128	864	5	944	155	1024	4
545	178	625	11	705	249	785	155	865	233	945	235	1025	233
546	160	626	12	706	195	786	237	866	6	946	3	1026	239
547	176	627	228	707	2	787	3	867	7	947	4	1027	5
548	185	628	160	708	236	788	201	868	9	948	5	1028	155
549	1	629	13	709	238	789	243	869	10	949	6	1029	155
550	2	630	236	710	228	790	244	870	228	950	227	1030	2
551	3	631	238	711	248	791	4	871	243	951	7	1031	239
552	2	632	14	712	3	792	5	872	230	952	239	1032	225
553	3	633	237	713	155	793	6	873	246	953	8	1033	155
554	177	634	15	714	246	794	7	874	247	954	233	1034	1
555	186	635	16	715	4	795	8	875	240	955	245	1035	229
556	1	636	17	716	5	796	9	876	242	956	9	1036	1
557	176	637	18	717	225	797	10	877	1	957	225	1037	239
558	155	638	8	718	6	798	2	878	236	958	229	1038	155
559	128	639	9	719	7	799	3	879	2	959	240	1039	225
560	128	640	193	720	8	800	155	880	3	960	232	1040	155
561	1	641	211	721	9	801	245	881	160	961	10	1041	155
562	176	642	155	722	7	802	1	882	155	962	11	1042	155
563	155	643	1	723	8	803	225	883	4	963	12	1043	155
564	155	644	195	724	160	804	239	884	5	964	13	1044	155
565	184	645	2	725	155	805	229	885	245	965	244	1045	155
566	155	646	233	726	204	806	5	886	6	966	14	1046	155
567	155	647	236	727	1	807	233	887	7	967	15	1047	155
568	155	648	3	728	229	808	225	888	238	968	232	1048	155
569	155	649	242	729	2	809	239	889	8	969	10	1049	155
570	155	650	245	730	236	810	245	890	11	970	173	1050	155
571	176	651	4	731	245	811	238	891	12	971	206	1051	155
572	155	652	239	732	239	812	155	892	160	972	155	1052	25
573	160	653	225	733	3	813	229	893	243	973	1	1053	26
574	2	654	5	734	233	814	1	894	249	974	214	1054	155
575	3	655	229	735	242	815	2	895	174	975	2	1055	186
576	177	656	6	736	4	816	3	896	210	976	245	1056	229
577	179	657	7	737	5	817	4	897	199	977	247	1057	234
578	185	658	11	738	225	818	4	898	1	978	3	1058	248
579	176	659	12	739	6	819	5	899	155	979	4	1059	1
580	1	660	193	740	9	820	160	900	2	980	225	1060	2
581	155	661	249	741	10	821	155	901	245	981	229	1061	230
582	155	662	1	742	174	822	1	902	3	982	233	1062	167
583	160	663	194	743	236	823	245	903	4	983	5	1063	3
584	155	664	207	744	249	824	2	904	5	984	242	1064	250
585	155	665	229	745	193	825	229	905	233	985	6	1065	232
586	155	666	245	746	232	826	239	906	236	986	239	1066	4
587	155	667	155	747	1	827	3	907	6	987	7	1067	247
588	155	668	233	748	155	828	225	908	229	988	8	1068	5
589	155	669	2	749	2	829	233	909	7	989	9	1069	245
590	155	670	160	750	3	830	8	910	239	990	238	1070	226
591	155	671	3	751	4	831	9	911	8	991	3	1071	6
592	155	672	4	752	225	832	170	912	225	992	236	1072	235
593	128	673	5	753	245	833	212	913	9	993	174	1073	7
594	155	674	242	754	233	834	1	914	242	994	1	1074	240
595	155	675	6	755	5	835	155	915	10	995	155	1075	8
596	19	676	236	756	229	836	227	916	1	996	2	1076	128
597	20	677	7	757	6	837	2	917	245	997	240	1077	246
598	170	678	225	758	242	838	242	918	155	998	6	1078	231
599	173	679	8	759	239	839	3	919	214	999	233	1079	9
600	174	680	9	760	7	840	229	920	4	1000	160	1080	228
601	246	681	232	761	8	841	4	921	5	1001	195	1081	10
602	231	682	10	762	239	842	245	922	232	1002	239	1082	160
603	244	683	239	763	5	843	249	923	155	1003	155	1083	233
604	226	684	5	764	128	844	233	924	1	1004	229	1084	11
605	233	685	6	765	155	845	5	925	245	1005	1	1085	227
606	1	686	249	766	245	846	239	926	2	1006	128	1086	249
607	2	687	155	767	1	847	6	927	225	1007	2	1087	12
608	194	688	1	768	2	848	7	928	233	1008	3	1088	13
609	240	689	245	769	233	849	225	929	239	1009	225	1089	237
610	155	690	2	770	225	850	229	930	3	1010	4	1090	14
611	243	691	242	771	3	851	8	931	229	1011	5	1091	15

1092	243	1172	236	1252	23	1332	4	1412	4	1492	9	1572	9
1093	16	1173	2	1253	128	1333	242	1413	5	1493	229	1573	128
1094	17	1174	228	1254	24	1334	5	1414	243	1494	24	1574	246
1095	236	1175	231	1255	25	1335	128	1415	6	1495	25	1575	240
1096	18	1176	242	1256	242	1336	6	1416	7	1496	226	1576	10
1097	244	1177	3	1257	26	1337	160	1417	8	1497	234	1577	228
1098	242	1178	155	1258	27	1338	225	1418	233	1498	242	1578	11
1099	19	1179	239	1259	160	1339	239	1419	160	1499	232	1579	243
1100	238	1180	4	1260	28	1340	7	1420	9	1500	236	1580	247
1101	20	1181	246	1261	29	1341	244	1421	128	1501	237	1581	12
1102	21	1182	5	1262	160	1342	233	1422	229	1502	250	1582	13
1103	22	1183	6	1263	11	1343	8	1423	10	1503	155	1583	239
1104	23	1184	249	1264	245	1344	9	1424	21	1504	1	1584	236
1105	24	1185	243	1265	155	1345	10	1425	22	1505	245	1585	160
1106	10	1186	7	1266	1	1346	11	1426	167	1506	2	1586	14
1107	11	1187	233	1267	236	1347	12	1427	186	1507	3	1587	15
1108	243	1188	225	1268	243	1348	21	1428	227	1508	246	1588	237
1109	155	1189	8	1269	242	1349	22	1429	247	1509	4	1589	230
1110	245	1190	9	1270	128	1350	161	1430	242	1510	186	1590	16
1111	226	1191	128	1271	225	1351	248	1431	173	1511	230	1591	245
1112	1	1192	10	1272	2	1352	233	1432	226	1512	5	1592	17
1113	128	1193	11	1273	3	1353	235	1433	1	1513	6	1593	18
1114	160	1194	229	1274	244	1354	1	1434	2	1514	235	1594	19
1115	2	1195	12	1275	233	1355	128	1435	155	1515	239	1595	20
1116	229	1196	13	1276	239	1356	155	1436	230	1516	7	1596	21
1117	242	1197	160	1277	230	1357	250	1437	3	1517	167	1597	242
1118	233	1198	30	1278	4	1358	226	1438	237	1518	249	1598	22
1119	3	1199	31	1279	5	1359	2	1439	246	1519	8	1599	238
1120	236	1200	155	1280	6	1360	3	1440	4	1520	9	1600	23
1121	4	1201	161	1281	7	1361	4	1441	235	1521	10	1601	24
1122	249	1202	173	1282	229	1362	160	1442	5	1522	11	1602	25
1123	5	1203	232	1283	8	1363	240	1443	244	1523	227	1603	26
1124	239	1204	234	1284	9	1364	5	1444	6	1524	12	1604	14
1125	6	1205	241	1285	10	1365	6	1445	7	1525	238	1605	15
1126	225	1206	245	1286	15	1366	7	1446	8	1526	225	1606	237
1127	7	1207	250	1287	16	1367	225	1447	243	1527	13	1607	167
1128	8	1208	1	1288	186	1368	8	1448	9	1528	243	1608	155
1129	9	1209	2	1289	249	1369	230	1449	245	1529	14	1609	228
1130	16	1210	3	1290	167	1370	242	1450	10	1530	233	1610	1
1131	17	1211	4	1291	244	1371	237	1451	239	1531	15	1611	249
1132	195	1212	186	1292	155	1372	246	1452	11	1532	16	1612	243
1133	204	1213	248	1293	1	1373	9	1453	12	1533	244	1613	242
1134	199	1214	167	1294	231	1374	228	1454	128	1534	128	1614	244
1135	155	1215	226	1295	236	1375	10	1455	249	1535	228	1615	2
1136	227	1216	233	1296	2	1376	239	1456	225	1536	229	1616	232
1137	1	1217	5	1297	238	1377	244	1457	13	1537	17	1617	3
1138	128	1218	6	1298	3	1378	236	1458	228	1538	18	1618	236
1139	236	1219	7	1299	239	1379	243	1459	233	1539	231	1619	240
1140	249	1220	230	1300	245	1380	231	1460	160	1540	160	1620	4
1141	2	1221	237	1301	4	1381	229	1461	14	1541	19	1621	225
1142	243	1222	231	1302	242	1382	11	1462	15	1542	20	1622	233
1143	3	1223	235	1303	5	1383	227	1463	236	1543	21	1623	5
1144	245	1224	8	1304	6	1384	12	1464	229	1544	22	1624	6
1145	4	1225	9	1305	233	1385	13	1465	16	1545	23	1625	128
1146	5	1226	246	1306	7	1386	14	1466	17	1546	27	1626	160
1147	242	1227	240	1307	243	1387	15	1467	18	1547	28	1627	7
1148	6	1228	10	1308	225	1388	16	1468	19	1548	174	1628	8
1149	233	1229	239	1309	8	1389	17	1469	20	1549	250	1629	9
1150	160	1230	11	1310	9	1390	18	1470	10	1550	191	1630	10
1151	7	1231	227	1311	10	1391	19	1471	11	1551	1	1631	229
1152	8	1232	12	1312	11	1392	238	1472	249	1552	167	1632	239
1153	239	1233	13	1313	229	1393	20	1473	155	1553	155	1633	11
1154	244	1234	14	1314	128	1394	239	1474	245	1554	2	1634	12
1155	9	1235	249	1315	12	1395	1	1475	243	1555	233	1635	13
1156	10	1236	15	1316	232	1396	155	1476	1	1556	248	1636	155
1157	225	1237	228	1317	160	1397	225	1477	2	1557	249	1637	245
1158	11	1238	236	1318	13	1398	11	1478	226	1558	3	1638	24
1159	232	1239	16	1319	14	1399	12	1479	237	1559	229	1639	25
1160	235	1240	229	1320	229	1400	212	1480	128	1560	232	1640	186
1161	229	1241	17	1321	13	1401	239	1481	3	1561	4	1641	172
1162	12	1242	244	1322	226	1402	230	1482	240	1562	225	1642	246
1163	13	1243	247	1323	245	1403	236	1483	239	1563	235	1643	155
1164	14	1244	18	1324	247	1404	247	1484	4	1564	5	1644	240
1165	15	1245	19	1325	155	1405	225	1485	160	1565	226	1645	226
1166	14	1246	225	1326	236	1406	1	1486	5	1566	6	1646	1
1167	15	1247	20	1327	1	1407	186	1487	233	1567	7	1647	230
1168	174	1248	21	1328	249	1408	2	1488	6	1568	227	1648	2
1169	245	1249	22	1329	238	1409	155	1489	225	1569	8	1649	167
1170	247	1250	238	1330	2	1410	249	1490	7	1570	231	1650	174
1171	1	1251	243	1331	3	1411	3	1491	8	1571	244	1651	231

1652	3	1694	191	1736	20	1778	128	1820	238	1862	5	1904	9
1653	227	1695	195	1737	21	1779	229	1821	13	1863	6	1905	10
1654	245	1696	200	1738	244	1780	14	1822	14	1864	155	1906	11
1655	4	1697	228	1739	22	1781	160	1823	242	1865	160	1907	12
1656	237	1698	230	1740	23	1782	15	1824	15	1866	225	1908	13
1657	5	1699	237	1741	160	1783	232	1825	16	1867	229	1909	14
1658	6	1700	242	1742	24	1784	16	1826	4	1868	233	1910	243
1659	7	1701	174	1743	128	1785	17	1827	229	1869	1	1911	15
1660	235	1702	236	1744	20	1786	18	1828	243	1870	128	1912	16
1661	8	1703	238	1745	21	1787	19	1829	239	1871	240	1913	17
1662	9	1704	249	1746	186	1788	17	1830	155	1872	2	1914	28
1663	238	1705	1	1747	191	1789	18	1831	1	1873	244	1915	18
1664	242	1706	2	1748	228	1790	235	1832	225	1874	3	1916	5
1665	10	1707	3	1749	247	1791	250	1833	2	1875	4	1917	6
1666	228	1708	4	1750	155	1792	128	1834	3	1876	160	1918	229
1667	11	1709	186	1751	167	1793	230	1835	233	1877	19	1919	250
1668	249	1710	5	1752	1	1794	155	1836	11	1878	227	1920	160
1669	236	1711	155	1753	238	1795	1	1837	12	1879	173	1921	249
1670	12	1712	245	1754	2	1796	160	1838	167	1880	228	1922	155
1671	13	1713	6	1755	3	1797	2	1839	226	1881	233	1923	1
1672	244	1714	7	1756	4	1798	3	1840	236	1882	238	1924	128
1673	128	1715	8	1757	227	1799	233	1841	227	1883	239	1925	233
1674	14	1716	9	1758	226	1800	225	1842	242	1884	240	1926	2
1675	239	1717	235	1759	237	1801	4	1843	1	1885	244	1927	225
1676	243	1718	240	1760	5	1802	228	1844	155	1886	246	1928	3
1677	160	1719	10	1761	249	1803	240	1845	2	1887	161	1929	4
1678	225	1720	11	1762	6	1804	237	1846	3	1888	225	1930	155
1679	15	1721	12	1763	244	1805	226	1847	4	1889	237	1931	155
1680	233	1722	225	1764	7	1806	227	1848	233	1890	1	1932	155
1681	16	1723	227	1765	236	1807	231	1849	239	1891	226	1933	155
1682	17	1724	13	1766	8	1808	236	1850	238	1892	2	1934	155
1683	229	1725	232	1767	245	1809	5	1851	229	1893	3	1935	155
1684	18	1726	14	1768	242	1810	229	1852	225	1894	4	1936	155
1685	19	1727	15	1769	9	1811	6	1853	128	1895	167	1937	155
1686	20	1728	239	1770	225	1812	7	1854	5	1896	5	1938	155
1687	21	1729	16	1771	243	1813	8	1855	160	1897	6	1939	155
1688	22	1730	17	1772	10	1814	9	1856	6	1898	247		
1689	23	1731	243	1773	239	1815	244	1857	7	1899	7		
1690	25	1732	18	1774	11	1816	10	1858	8	1900	155		
1691	26	1733	233	1775	12	1817	11	1859	9	1901	236		
1692	167	1734	19	1776	13	1818	12	1860	243	1902	8		
1693	172	1735	229	1777	233	1819	243	1861	10	1903	229		

4. STANDARD COMPRESSION TYPE 2 HUFFMAN ENCODE/DECODE TABLES

The following encode/decode tables are optimized for English-language program description text. These tables correspond to `multiple_string_structure()` with `compression_type` value 0x02, and `mode` equal to 0xFF.

Table C6 English-language Program Description Encode Table

Prior Symbol: 0 Symbol: 27 Code: 1110000	Prior Symbol: '' Symbol: 'C' Code: 111100	Prior Symbol: '' Symbol: '' Code: 1
Prior Symbol: 0 Symbol: "" Code: 111001	Prior Symbol: '' Symbol: 'D' Code: 1111010	Prior Symbol: '' Symbol: "" Code: 01
Prior Symbol: 0 Symbol: 'A' Code: 010	Prior Symbol: '' Symbol: 'E' Code: 0100011	Prior Symbol: '' Symbol: 27 Code: 10
Prior Symbol: 0 Symbol: 'B' Code: 0011	Prior Symbol: '' Symbol: 'F' Code: 0101010	Prior Symbol: '' Symbol: '' Code: 1110
Prior Symbol: 0 Symbol: 'C' Code: 0111	Prior Symbol: '' Symbol: 'G' Code: 000010	Prior Symbol: '' Symbol: '27' Code: 000
Prior Symbol: 0 Symbol: 'D' Code: 11101	Prior Symbol: '' Symbol: 'H' Code: 1111011	Prior Symbol: '' Symbol: 'b' Code: 0010
Prior Symbol: 0 Symbol: 'E' Code: 10010	Prior Symbol: '' Symbol: 'I' Code: 11001011	Prior Symbol: '' Symbol: 'c' Code: 110
Prior Symbol: 0 Symbol: 'F' Code: 10110	Prior Symbol: '' Symbol: 'J' Code: 000011	Prior Symbol: '' Symbol: 'd' Code: 0011
Prior Symbol: 0 Symbol: 'G' Code: 011011	Prior Symbol: '' Symbol: 'K' Code: 1100100	Prior Symbol: '' Symbol: 'e' Code: 0100
Prior Symbol: 0 Symbol: 'H' Code: 10111	Prior Symbol: '' Symbol: 'L' Code: 010110	Prior Symbol: '' Symbol: 'f' Code: 0101
Prior Symbol: 0 Symbol: 'I' Code: 011000	Prior Symbol: '' Symbol: 'M' Code: 101001	Prior Symbol: '' Symbol: 'f' Code: 1111
Prior Symbol: 0 Symbol: 'J' Code: 1100	Prior Symbol: '' Symbol: 'N' Code: 001100	Prior Symbol: '' Symbol: 's' Code: 011
Prior Symbol: 0 Symbol: 'K' Code: 00101	Prior Symbol: '' Symbol: 'O' Code: 10100001	Prior Symbol: '' Symbol: 0 Code: 1
Prior Symbol: 0 Symbol: 'L' Code: 10011	Prior Symbol: '' Symbol: 'P' Code: 001101	Prior Symbol: '' Symbol: 27 Code: 000
Prior Symbol: 0 Symbol: 'M' Code: 1111	Prior Symbol: '' Symbol: 'R' Code: 1111100	Prior Symbol: '' Symbol: '' Code: 01
Prior Symbol: 0 Symbol: 'N' Code: 00100	Prior Symbol: '' Symbol: 'S' Code: 01001	Prior Symbol: '' Symbol: "" Code: 0010
Prior Symbol: 0 Symbol: 'O' Code: 0110001	Prior Symbol: '' Symbol: 'T' Code: 1100110	Prior Symbol: '' Symbol: 'J' Code: 00110
Prior Symbol: 0 Symbol: 'P' Code: 000	Prior Symbol: '' Symbol: 'U' Code: 111111011	Prior Symbol: '' Symbol: 'S' Code: 00111
Prior Symbol: 0 Symbol: 'R' Code: 1000	Prior Symbol: '' Symbol: 'V' Code: 111111100	Prior Symbol: 'f' Symbol: 27 Code: 0
Prior Symbol: 0 Symbol: 'S' Code: 1010	Prior Symbol: '' Symbol: 'W' Code: 010000	Prior Symbol: 'f' Symbol: '' Code: 1
Prior Symbol: 0 Symbol: 'T' Code: 1101	Prior Symbol: '' Symbol: 'Y' Code: 111111101	Prior Symbol: '0' Symbol: 27 Code: 100
Prior Symbol: 0 Symbol: 'V' Code: 1110001	Prior Symbol: '' Symbol: 'Z' Code: 1010000001	Prior Symbol: '0' Symbol: '' Code: 111
Prior Symbol: 0 Symbol: 'W' Code: 011010	Prior Symbol: '' Symbol: 'a' Code: 011	Prior Symbol: '0' Symbol: '0' Code: 00
Prior Symbol: 1 Symbol: 27 Code: 1	Prior Symbol: '' Symbol: 'b' Code: 10111	Prior Symbol: '0' Symbol: '7' Code: 101
Prior Symbol: 2 Symbol: 27 Code: 1	Prior Symbol: '' Symbol: 'c' Code: 10011	Prior Symbol: '0' Symbol: 's' Code: 01
Prior Symbol: 3 Symbol: 27 Code: 1	Prior Symbol: '' Symbol: 'd' Code: 10000	Prior Symbol: '0' Symbol: 't' Code: 110
Prior Symbol: 4 Symbol: 27 Code: 1	Prior Symbol: '' Symbol: 'e' Code: 100010	Prior Symbol: '1' Symbol: 27 Code: 111
Prior Symbol: 5 Symbol: 27 Code: 1	Prior Symbol: '' Symbol: 'f' Code: 11101	Prior Symbol: '1' Symbol: '' Code: 10
Prior Symbol: 6 Symbol: 27 Code: 1	Prior Symbol: '' Symbol: 'g' Code: 100011	Prior Symbol: '1' Symbol: '8' Code: 110
Prior Symbol: 7 Symbol: 27 Code: 1	Prior Symbol: '' Symbol: 'h' Code: 0001	Prior Symbol: '1' Symbol: '9' Code: 0
Prior Symbol: 8 Symbol: 27 Code: 1	Prior Symbol: '' Symbol: 'i' Code: 10101	Prior Symbol: '2' Symbol: 27 Code: 101
Prior Symbol: 9 Symbol: 27 Code: 1	Prior Symbol: '' Symbol: 'j' Code: 11001111	Prior Symbol: '2' Symbol: '' Code: 11
Prior Symbol: 10 Symbol: 27 Code: 1	Prior Symbol: '' Symbol: 'k' Code: 11111010	Prior Symbol: '2' Symbol: '' Code: 0
Prior Symbol: 11 Symbol: 27 Code: 1	Prior Symbol: '' Symbol: 'l' Code: 010111	Prior Symbol: '2' Symbol: '6' Code: 100
Prior Symbol: 12 Symbol: 27 Code: 1	Prior Symbol: '' Symbol: 'm' Code: 00000	Prior Symbol: '3' Symbol: 27 Code: 10
Prior Symbol: 13 Symbol: 27 Code: 1	Prior Symbol: '' Symbol: 'n' Code: 1010001	Prior Symbol: '3' Symbol: '' Code: 0
Prior Symbol: 14 Symbol: 27 Code: 1	Prior Symbol: '' Symbol: 'o' Code: 0010	Prior Symbol: '3' Symbol: '0' Code: 11
Prior Symbol: 15 Symbol: 27 Code: 1	Prior Symbol: '' Symbol: 'p' Code: 10110	Prior Symbol: '4' Symbol: 27 Code: 10
Prior Symbol: 16 Symbol: 27 Code: 1	Prior Symbol: '' Symbol: 'q' Code: 110010101	Prior Symbol: '4' Symbol: '' Code: 11
Prior Symbol: 17 Symbol: 27 Code: 1	Prior Symbol: '' Symbol: 'r' Code: 00111	Prior Symbol: '4' Symbol: '' Code: 0
Prior Symbol: 18 Symbol: 27 Code: 1	Prior Symbol: '' Symbol: 's' Code: 11100	Prior Symbol: '5' Symbol: 27 Code: 11
Prior Symbol: 19 Symbol: 27 Code: 1	Prior Symbol: '' Symbol: 't' Code: 1101	Prior Symbol: '5' Symbol: '' Code: 10
Prior Symbol: 20 Symbol: 27 Code: 1	Prior Symbol: '' Symbol: 'u' Code: 11111011	Prior Symbol: '5' Symbol: '' Code: 0
Prior Symbol: 21 Symbol: 27 Code: 1	Prior Symbol: '' Symbol: 'v' Code: 11111100	Prior Symbol: '6' Symbol: 27 Code: 1
Prior Symbol: 22 Symbol: 27 Code: 1	Prior Symbol: '' Symbol: 'w' Code: 11000	Prior Symbol: '7' Symbol: 27 Code: 0
Prior Symbol: 23 Symbol: 27 Code: 1	Prior Symbol: '' Symbol: 'y' Code: 11001110	Prior Symbol: '7' Symbol: '' Code: 10
Prior Symbol: 24 Symbol: 27 Code: 1	Prior Symbol: '!' Symbol: 27 Code: 1	Prior Symbol: '7' Symbol: '' Code: 11
Prior Symbol: 25 Symbol: 27 Code: 1	Prior Symbol: "" Symbol: 0 Code: 000	Prior Symbol: '8' Symbol: 27 Code: 1
Prior Symbol: 26 Symbol: 27 Code: 1	Prior Symbol: "" Symbol: 27 Code: 10	Prior Symbol: '9' Symbol: 27 Code: 110
Prior Symbol: 27 Symbol: 27 Code: 1	Prior Symbol: "" Symbol: '' Code: 11	Prior Symbol: '9' Symbol: '' Code: 111
Prior Symbol: 28 Symbol: 27 Code: 1	Prior Symbol: "" Symbol: '!' Code: 001	Prior Symbol: '9' Symbol: '5' Code: 00
Prior Symbol: 29 Symbol: 27 Code: 1	Prior Symbol: "" Symbol: 'H' Code: 010	Prior Symbol: '9' Symbol: '6' Code: 01
Prior Symbol: 30 Symbol: 27 Code: 1	Prior Symbol: "" Symbol: 'T' Code: 011	Prior Symbol: '9' Symbol: '8' Code: 10
Prior Symbol: 31 Symbol: 27 Code: 1	Prior Symbol: '#' Symbol: 27 Code: 1	Prior Symbol: '' Symbol: '' Symbol: 27 Code: 0
Prior Symbol: '' Symbol: 27 Code: 101000001	Prior Symbol: '\$' Symbol: 27 Code: 1	Prior Symbol: '' Symbol: '' Code: 1
Prior Symbol: '' Symbol: "" Code: 111111010	Prior Symbol: '%' Symbol: 27 Code: 1	Prior Symbol: '' Symbol: 27 Code: 0
Prior Symbol: '' Symbol: 'l' Code: 1111111100	Prior Symbol: '&' Symbol: 27 Code: 1	Prior Symbol: '' Symbol: '' Code: 1
Prior Symbol: '' Symbol: '!' Code: 11111111110	Prior Symbol: "" Symbol: 27 Code: 00	Prior Symbol: '<' Symbol: 27 Code: 1
Prior Symbol: '' Symbol: 'f' Code: 11111111111	Prior Symbol: "" Symbol: '' Code: 010	Prior Symbol: '=' Symbol: 27 Code: 1
Prior Symbol: '' Symbol: '1' Code: 0101011	Prior Symbol: "" Symbol: 's' Code: 1	Prior Symbol: '>' Symbol: 27 Code: 1
Prior Symbol: '' Symbol: '2' Code: 0100010	Prior Symbol: "" Symbol: 't' Code: 011	Prior Symbol: '?' Symbol: 27 Code: 0
Prior Symbol: '' Symbol: '3' Code: 1111111101	Prior Symbol: '()' Symbol: 27 Code: 1	Prior Symbol: '?' Symbol: '' Code: 1
Prior Symbol: '' Symbol: '4' Code: 110010100	Prior Symbol: ']' Symbol: 27 Code: 1	Prior Symbol: '@' Symbol: 27 Code: 1
Prior Symbol: '' Symbol: '5' Code: 11111111110	Prior Symbol: '}' Symbol: '' Code: 0	Prior Symbol: 'A' Symbol: 27 Code: 10010
Prior Symbol: '' Symbol: '7' Code: 1010000000	Prior Symbol: "" Symbol: 27 Code: 1	Prior Symbol: 'A' Symbol: '' Code: 11
Prior Symbol: '' Symbol: 'A' Code: 10010	Prior Symbol: '+' Symbol: 27 Code: 1	Prior Symbol: 'A' Symbol: 'd' Code: 10011
Prior Symbol: '' Symbol: 'B' Code: 010100	Prior Symbol: ',' Symbol: 27 Code: 00	Prior Symbol: 'A' Symbol: 'f' Code: 101000

Prior Symbol: 'A' Symbol: 'l' Code: 00	Prior Symbol: 'L' Symbol: 'a' Code: 11	Prior Symbol: '.' Symbol: 27 Code: 1
Prior Symbol: 'A' Symbol: 'm' Code: 10101	Prior Symbol: 'L' Symbol: 'e' Code: 00	Prior Symbol: "" Symbol: 27 Code: 1
Prior Symbol: 'A' Symbol: 'n' Code: 01	Prior Symbol: 'L' Symbol: 'i' Code: 0111	Prior Symbol: 'a' Symbol: 27 Code: 111001101
Prior Symbol: 'A' Symbol: 'r' Code: 1011	Prior Symbol: 'L' Symbol: 'o' Code: 10	Prior Symbol: 'a' Symbol: '.' Code: 101
Prior Symbol: 'A' Symbol: 's' Code: 10000	Prior Symbol: 'L' Symbol: 'u' Code: 010	Prior Symbol: 'a' Symbol: "" Code: 111001110
Prior Symbol: 'A' Symbol: 't' Code: 10001	Prior Symbol: 'M' Symbol: 'y' Code: 1101010	Prior Symbol: 'a' Symbol: '.' Code: 1110010
Prior Symbol: 'A' Symbol: 'u' Code: 101001	Prior Symbol: 'M' Symbol: 'a' Code: 0	Prior Symbol: 'a' Symbol: 'b' Code: 001011
Prior Symbol: 'B' Symbol: 27 Code: 10010	Prior Symbol: 'M' Symbol: 'c' Code: 11011	Prior Symbol: 'a' Symbol: 'c' Code: 11001
Prior Symbol: 'B' Symbol: 'a' Code: 101	Prior Symbol: 'M' Symbol: 'e' Code: 1111	Prior Symbol: 'a' Symbol: 'd' Code: 00111
Prior Symbol: 'B' Symbol: 'e' Code: 111	Prior Symbol: 'M' Symbol: 'i' Code: 10	Prior Symbol: 'a' Symbol: 'e' Code: 00110001
Prior Symbol: 'B' Symbol: 'i' Code: 00	Prior Symbol: 'M' Symbol: 'o' Code: 1100	Prior Symbol: 'a' Symbol: 'f' Code: 001010
Prior Symbol: 'B' Symbol: 'l' Code: 10011	Prior Symbol: 'M' Symbol: 'u' Code: 1110	Prior Symbol: 'a' Symbol: 'g' Code: 00100
Prior Symbol: 'B' Symbol: 'o' Code: 110	Prior Symbol: 'N' Symbol: 27 Code: 1100	Prior Symbol: 'a' Symbol: 'h' Code: 001100010
Prior Symbol: 'B' Symbol: 'r' Code: 01	Prior Symbol: 'N' Symbol: 'a' Code: 111	Prior Symbol: 'a' Symbol: 'i' Code: 111000
Prior Symbol: 'B' Symbol: 's' Code: 1000	Prior Symbol: 'N' Symbol: 'e' Code: 0	Prior Symbol: 'a' Symbol: 'j' Code: 1110000
Prior Symbol: 'C' Symbol: 27 Code: 01110	Prior Symbol: 'N' Symbol: 'i' Code: 1101	Prior Symbol: 'a' Symbol: 'k' Code: 1101
Prior Symbol: 'C' Symbol: 'a' Code: 00	Prior Symbol: 'N' Symbol: 'o' Code: 10	Prior Symbol: 'a' Symbol: 'l' Code: 11101
Prior Symbol: 'C' Symbol: 'e' Code: 10	Prior Symbol: 'N' Symbol: 'u' Code: 10	Prior Symbol: 'a' Symbol: 'm' Code: 11101
Prior Symbol: 'C' Symbol: 'i' Code: 01111	Prior Symbol: 'O' Symbol: 'a' Code: 010	Prior Symbol: 'a' Symbol: 'n' Code: 01
Prior Symbol: 'C' Symbol: 'l' Code: 110	Prior Symbol: 'O' Symbol: 'e' Code: 110	Prior Symbol: 'a' Symbol: 'o' Code: 001100011
Prior Symbol: 'C' Symbol: 'o' Code: 111	Prior Symbol: 'O' Symbol: 'i' Code: 011	Prior Symbol: 'a' Symbol: 'p' Code: 00000
Prior Symbol: 'C' Symbol: 'r' Code: 0101	Prior Symbol: 'O' Symbol: 'u' Code: 111	Prior Symbol: 'a' Symbol: 'q' Code: 100
Prior Symbol: 'C' Symbol: 'u' Code: 0110	Prior Symbol: 'O' Symbol: 'y' Code: 00	Prior Symbol: 'a' Symbol: 'r' Code: 0001
Prior Symbol: 'C' Symbol: 'y' Code: 0100	Prior Symbol: 'P' Symbol: 27 Code: 10010	Prior Symbol: 'a' Symbol: 's' Code: 1111
Prior Symbol: 'D' Symbol: 27 Code: 1111	Prior Symbol: 'P' Symbol: 'a' Code: 0	Prior Symbol: 'a' Symbol: 't' Code: 110001
Prior Symbol: 'D' Symbol: 'a' Code: 01	Prior Symbol: 'P' Symbol: 'e' Code: 111	Prior Symbol: 'a' Symbol: 'v' Code: 001101
Prior Symbol: 'D' Symbol: 'e' Code: 100	Prior Symbol: 'P' Symbol: 'i' Code: 10011	Prior Symbol: 'a' Symbol: 'w' Code: 111001111
Prior Symbol: 'D' Symbol: 'i' Code: 00	Prior Symbol: 'P' Symbol: 'o' Code: 1000	Prior Symbol: 'a' Symbol: 'x' Code: 111001100
Prior Symbol: 'D' Symbol: 'o' Code: 101	Prior Symbol: 'P' Symbol: 'u' Code: 1101	Prior Symbol: 'a' Symbol: 'y' Code: 00001
Prior Symbol: 'D' Symbol: 'r' Code: 1101	Prior Symbol: 'P' Symbol: 'y' Code: 101	Prior Symbol: 'a' Symbol: 'z' Code: 00110000
Prior Symbol: 'D' Symbol: 'u' Code: 1110	Prior Symbol: 'Q' Symbol: 'a' Code: 1100	Prior Symbol: 'b' Symbol: 27 Code: 101000
Prior Symbol: 'D' Symbol: 'y' Code: 1100	Prior Symbol: 'Q' Symbol: 'e' Code: 1	Prior Symbol: 'b' Symbol: '.' Code: 0101
Prior Symbol: 'E' Symbol: 27 Code: 10	Prior Symbol: 'R' Symbol: 27 Code: 0000	Prior Symbol: 'b' Symbol: '.' Code: 101001
Prior Symbol: 'E' Symbol: 'a' Code: 0110	Prior Symbol: 'R' Symbol: '.' Code: 0001	Prior Symbol: 'b' Symbol: 'a' Code: 100
Prior Symbol: 'E' Symbol: 'd' Code: 000	Prior Symbol: 'R' Symbol: 'a' Code: 01	Prior Symbol: 'b' Symbol: 'b' Code: 101010
Prior Symbol: 'E' Symbol: 'i' Code: 0111	Prior Symbol: 'R' Symbol: 'e' Code: 10	Prior Symbol: 'b' Symbol: 'c' Code: 1010110
Prior Symbol: 'E' Symbol: 'l' Code: 001	Prior Symbol: 'R' Symbol: 'i' Code: 001	Prior Symbol: 'b' Symbol: 'e' Code: 00
Prior Symbol: 'E' Symbol: 'n' Code: 1100	Prior Symbol: 'R' Symbol: 'o' Code: 11	Prior Symbol: 'b' Symbol: 'f' Code: 1011
Prior Symbol: 'E' Symbol: 'r' Code: 111	Prior Symbol: 'R' Symbol: 'u' Code: 1011	Prior Symbol: 'b' Symbol: 'g' Code: 0100
Prior Symbol: 'E' Symbol: 's' Code: 010	Prior Symbol: 'R' Symbol: 'y' Code: 0001	Prior Symbol: 'b' Symbol: 'h' Code: 110
Prior Symbol: 'E' Symbol: 't' Code: 1101	Prior Symbol: 'S' Symbol: 'a' Code: 100	Prior Symbol: 'b' Symbol: 'i' Code: 1010111
Prior Symbol: 'F' Symbol: 27 Code: 00	Prior Symbol: 'S' Symbol: 'c' Code: 0010	Prior Symbol: 'b' Symbol: 'j' Code: 1111
Prior Symbol: 'F' Symbol: 'a' Code: 100	Prior Symbol: 'S' Symbol: 'e' Code: 1110	Prior Symbol: 'b' Symbol: 'k' Code: 011
Prior Symbol: 'F' Symbol: 'l' Code: 101	Prior Symbol: 'S' Symbol: 'i' Code: 110	Prior Symbol: 'c' Symbol: 27 Code: 00010
Prior Symbol: 'F' Symbol: 'o' Code: 01	Prior Symbol: 'S' Symbol: 'o' Code: 0011	Prior Symbol: 'c' Symbol: '.' Code: 10000
Prior Symbol: 'F' Symbol: 'r' Code: 11	Prior Symbol: 'S' Symbol: 'u' Code: 1111	Prior Symbol: 'c' Symbol: '.' Code: 010000
Prior Symbol: 'G' Symbol: 27 Code: 000	Prior Symbol: 'S' Symbol: 'y' Code: 01	Prior Symbol: 'c' Symbol: '.' Code: 0100011
Prior Symbol: 'G' Symbol: 'a' Code: 110	Prior Symbol: 'S' Symbol: 'a' Code: 1010	Prior Symbol: 'c' Symbol: 'D' Code: 0100110
Prior Symbol: 'G' Symbol: 'e' Code: 01	Prior Symbol: 'S' Symbol: 'c' Code: 00000	Prior Symbol: 'c' Symbol: 'd' Code: 110
Prior Symbol: 'G' Symbol: 'i' Code: 100	Prior Symbol: 'S' Symbol: 'e' Code: 00001	Prior Symbol: 'c' Symbol: 'e' Code: 010010
Prior Symbol: 'G' Symbol: 'l' Code: 001	Prior Symbol: 'T' Symbol: 27 Code: 1010	Prior Symbol: 'c' Symbol: 'f' Code: 011
Prior Symbol: 'G' Symbol: 'o' Code: 1011	Prior Symbol: 'T' Symbol: 'a' Code: 1000	Prior Symbol: 'c' Symbol: 'g' Code: 111
Prior Symbol: 'G' Symbol: 'r' Code: 111	Prior Symbol: 'T' Symbol: 'e' Code: 1001	Prior Symbol: 'c' Symbol: 'h' Code: 0101
Prior Symbol: 'G' Symbol: 'u' Code: 1010	Prior Symbol: 'T' Symbol: 'i' Code: 11010	Prior Symbol: 'c' Symbol: 'i' Code: 1001
Prior Symbol: 'H' Symbol: 27 Code: 010	Prior Symbol: 'T' Symbol: 'o' Code: 0	Prior Symbol: 'c' Symbol: 'j' Code: 10001
Prior Symbol: 'H' Symbol: 'a' Code: 00	Prior Symbol: 'T' Symbol: 'u' Code: 1011	Prior Symbol: 'c' Symbol: 'k' Code: 101
Prior Symbol: 'H' Symbol: 'e' Code: 011	Prior Symbol: 'T' Symbol: 'y' Code: 111	Prior Symbol: 'c' Symbol: 'l' Code: 0100010
Prior Symbol: 'H' Symbol: 'i' Code: 110	Prior Symbol: 'T' Symbol: 'a' Code: 1100	Prior Symbol: 'c' Symbol: 'm' Code: 00011
Prior Symbol: 'H' Symbol: 'o' Code: 10	Prior Symbol: 'T' Symbol: 'e' Code: 11011	Prior Symbol: 'c' Symbol: 'n' Code: 001
Prior Symbol: 'H' Symbol: 'u' Code: 111	Prior Symbol: 'U' Symbol: 27 Code: 10	Prior Symbol: 'c' Symbol: 'o' Code: 0000
Prior Symbol: 'H' Symbol: 'y' Code: 011	Prior Symbol: 'U' Symbol: '.' Code: 0	Prior Symbol: 'c' Symbol: 'p' Code: 0100111
Prior Symbol: 'I' Symbol: '.' Code: 000	Prior Symbol: 'U' Symbol: 'a' Code: 11	Prior Symbol: 'd' Symbol: 27 Code: 1010001
Prior Symbol: 'I' Symbol: '.' Code: 100	Prior Symbol: 'U' Symbol: 'e' Code: 111	Prior Symbol: 'd' Symbol: '.' Code: 11
Prior Symbol: 'I' Symbol: 'l' Code: 001	Prior Symbol: 'U' Symbol: 'i' Code: 10	Prior Symbol: 'd' Symbol: "" Code: 01111010
Prior Symbol: 'I' Symbol: 'n' Code: 11	Prior Symbol: 'U' Symbol: 'o' Code: 110	Prior Symbol: 'd' Symbol: '.' Code: 101011
Prior Symbol: 'I' Symbol: 'r' Code: 101	Prior Symbol: 'U' Symbol: 'u' Code: 0	Prior Symbol: 'd' Symbol: '.' Code: 0100
Prior Symbol: 'I' Symbol: 's' Code: 010	Prior Symbol: 'V' Symbol: 27 Code: 010	Prior Symbol: 'd' Symbol: 'a' Code: 01111011
Prior Symbol: 'J' Symbol: 27 Code: 1000	Prior Symbol: 'V' Symbol: 'a' Code: 111	Prior Symbol: 'd' Symbol: 'a' Code: 1000
Prior Symbol: 'J' Symbol: '.' Code: 1001	Prior Symbol: 'V' Symbol: 'e' Code: 110	Prior Symbol: 'd' Symbol: 'd' Code: 01010
Prior Symbol: 'J' Symbol: 'a' Code: 111	Prior Symbol: 'V' Symbol: 'i' Code: 011	Prior Symbol: 'd' Symbol: 'e' Code: 00
Prior Symbol: 'J' Symbol: 'e' Code: 1101	Prior Symbol: 'V' Symbol: 'o' Code: 10	Prior Symbol: 'd' Symbol: 'f' Code: 10100000
Prior Symbol: 'J' Symbol: 'i' Code: 1100	Prior Symbol: 'W' Symbol: 'a' Code: 00	Prior Symbol: 'd' Symbol: 'g' Code: 10101011
Prior Symbol: 'J' Symbol: 'o' Code: 0	Prior Symbol: 'W' Symbol: 'e' Code: 27 Code: 1	Prior Symbol: 'd' Symbol: 'h' Code: 1011
Prior Symbol: 'J' Symbol: 'u' Code: 101	Prior Symbol: 'W' Symbol: 'y' Code: 27 Code: 0	Prior Symbol: 'd' Symbol: 'i' Code: 011111
Prior Symbol: 'K' Symbol: 27 Code: 111	Prior Symbol: 'X' Symbol: 27 Code: 1	Prior Symbol: 'd' Symbol: 'm' Code: 10100001
Prior Symbol: 'K' Symbol: 'a' Code: 100	Prior Symbol: 'Y' Symbol: 'a' Code: 1	Prior Symbol: 'd' Symbol: 'n' Code: 1010100
Prior Symbol: 'K' Symbol: 'e' Code: 0	Prior Symbol: 'Y' Symbol: 'e' Code: 27 Code: 1	Prior Symbol: 'd' Symbol: 'o' Code: 0110
Prior Symbol: 'K' Symbol: 'i' Code: 101	Prior Symbol: 'Y' Symbol: 'i' Code: 27 Code: 1	Prior Symbol: 'd' Symbol: 'p' Code: 01110
Prior Symbol: 'K' Symbol: 'r' Code: 110	Prior Symbol: 'Y' Symbol: 'o' Code: 1	Prior Symbol: 'd' Symbol: 'q' Code: 1001
Prior Symbol: 'L' Symbol: 27 Code: 0110	Prior Symbol: 'Z' Symbol: 27 Code: 1	Prior Symbol: 'd' Symbol: 'r' Code: 101001
	Prior Symbol: 'Z' Symbol: 'a' Code: 1	Prior Symbol: 'd' Symbol: 's' Code: 1001
	Prior Symbol: 'Z' Symbol: 'e' Code: 27 Code: 1	Prior Symbol: 'd' Symbol: 't' Code: 101001
	Prior Symbol: 'Z' Symbol: 'i' Code: 27 Code: 1	
	Prior Symbol: 'Z' Symbol: 'o' Code: 27 Code: 1	
	Prior Symbol: 'Z' Symbol: 'u' Code: 27 Code: 1	

Prior Symbol: 'd' Symbol: 'v' Code: 0111100
 Prior Symbol: 'd' Symbol: 'w' Code: 10101010
 Prior Symbol: 'd' Symbol: 'y' Code: 01011
 Prior Symbol: 'e' Symbol: '27' Code: 101110011
 Prior Symbol: 'e' Symbol: '' Code: 111
 Prior Symbol: 'e' Symbol: '' Code: 10111010
 Prior Symbol: 'e' Symbol: 'j' Code: 100110000
 Prior Symbol: 'e' Symbol: '' Code: 000111
 Prior Symbol: 'e' Symbol: '' Code: 10011001
 Prior Symbol: 'e' Symbol: '' Code: 00110
 Prior Symbol: 'e' Symbol: '' Code: 10011010
 Prior Symbol: 'e' Symbol: 'd' Code: 1000
 Prior Symbol: 'e' Symbol: 'b' Code: 0001100
 Prior Symbol: 'e' Symbol: 'c' Code: 10010
 Prior Symbol: 'e' Symbol: 'd' Code: 0000
 Prior Symbol: 'e' Symbol: 'e' Code: 10100
 Prior Symbol: 'e' Symbol: 'f' Code: 10111011
 Prior Symbol: 'e' Symbol: 'g' Code: 0001101
 Prior Symbol: 'e' Symbol: 'h' Code: 100110001
 Prior Symbol: 'e' Symbol: 'i' Code: 000100
 Prior Symbol: 'e' Symbol: 'k' Code: 10011011
 Prior Symbol: 'e' Symbol: 'l' Code: 0010
 Prior Symbol: 'e' Symbol: 'm' Code: 100111
 Prior Symbol: 'e' Symbol: 'n' Code: 010
 Prior Symbol: 'e' Symbol: 'o' Code: 001110
 Prior Symbol: 'e' Symbol: 'p' Code: 001111
 Prior Symbol: 'e' Symbol: 'r' Code: 110
 Prior Symbol: 'e' Symbol: 's' Code: 011
 Prior Symbol: 'e' Symbol: 't' Code: 10101
 Prior Symbol: 'e' Symbol: 'u' Code: 10110010
 Prior Symbol: 'e' Symbol: 'v' Code: 101100
 Prior Symbol: 'e' Symbol: 'w' Code: 101111
 Prior Symbol: 'e' Symbol: 'x' Code: 000101
 Prior Symbol: 'e' Symbol: 'y' Code: 101101
 Prior Symbol: 'e' Symbol: 'z' Code: 10111000
 Prior Symbol: 'f' Symbol: '27' Code: 1110111
 Prior Symbol: 'f' Symbol: '' Code: 10
 Prior Symbol: 'f' Symbol: '' Code: 1110110
 Prior Symbol: 'f' Symbol: 'a' Code: 1111
 Prior Symbol: 'f' Symbol: 'e' Code: 000
 Prior Symbol: 'f' Symbol: 'f' Code: 0101
 Prior Symbol: 'f' Symbol: 'i' Code: 001
 Prior Symbol: 'f' Symbol: 'l' Code: 111010
 Prior Symbol: 'f' Symbol: 'o' Code: 110
 Prior Symbol: 'f' Symbol: 'r' Code: 011
 Prior Symbol: 'f' Symbol: 't' Code: 0100
 Prior Symbol: 'f' Symbol: 'u' Code: 11100
 Prior Symbol: 'g' Symbol: '27' Code: 1111010
 Prior Symbol: 'g' Symbol: '' Code: 10
 Prior Symbol: 'g' Symbol: '' Code: 1111011
 Prior Symbol: 'g' Symbol: '' Code: 111110
 Prior Symbol: 'g' Symbol: '' Code: 0101010
 Prior Symbol: 'g' Symbol: '' Code: 01011
 Prior Symbol: 'g' Symbol: 'a' Code: 1110
 Prior Symbol: 'g' Symbol: 'g' Code: 00
 Prior Symbol: 'g' Symbol: 'g' Code: 0101011
 Prior Symbol: 'g' Symbol: 'h' Code: 011
 Prior Symbol: 'g' Symbol: 'i' Code: 1101
 Prior Symbol: 'g' Symbol: 'l' Code: 111100
 Prior Symbol: 'g' Symbol: 'o' Code: 0100
 Prior Symbol: 'g' Symbol: 'r' Code: 111111
 Prior Symbol: 'g' Symbol: 's' Code: 11000
 Prior Symbol: 'g' Symbol: 'u' Code: 11001
 Prior Symbol: 'g' Symbol: 'y' Code: 010100
 Prior Symbol: 'h' Symbol: '27' Code: 1011100
 Prior Symbol: 'h' Symbol: '' Code: 100
 Prior Symbol: 'h' Symbol: '' Code: 10101000
 Prior Symbol: 'h' Symbol: '' Code: 10101001
 Prior Symbol: 'h' Symbol: '' Code: 10101011
 Prior Symbol: 'h' Symbol: '' Code: 101001
 Prior Symbol: 'h' Symbol: 'a' Code: 011
 Prior Symbol: 'h' Symbol: 'e' Code: 11
 Prior Symbol: 'h' Symbol: 'i' Code: 00
 Prior Symbol: 'h' Symbol: 'n' Code: 101011
 Prior Symbol: 'h' Symbol: 'o' Code: 010
 Prior Symbol: 'h' Symbol: 'r' Code: 101111
 Prior Symbol: 'h' Symbol: 's' Code: 10101010
 Prior Symbol: 'h' Symbol: 't' Code: 10110
 Prior Symbol: 'h' Symbol: 'u' Code: 101000
 Prior Symbol: 'h' Symbol: 'y' Code: 1011101
 Prior Symbol: 'i' Symbol: '27' Code: 00011101
 Prior Symbol: 'i' Symbol: '' Code: 0001111
 Prior Symbol: 'i' Symbol: '' Code: 100110100
 Prior Symbol: 'i' Symbol: '' Code: 10011000
 Prior Symbol: 'i' Symbol: 'a' Code: 11010
 Prior Symbol: 'i' Symbol: 'b' Code: 100110101
 Prior Symbol: 'i' Symbol: 'c' Code: 1111
 Prior Symbol: 'i' Symbol: 'd' Code: 10000
 Prior Symbol: 'i' Symbol: 'e' Code: 1110
 Prior Symbol: 'i' Symbol: 'f' Code: 100111
 Prior Symbol: 'i' Symbol: 'g' Code: 10010
 Prior Symbol: 'i' Symbol: 'h' Code: 10011011
 Prior Symbol: 'i' Symbol: 'i' Code: 1100
 Prior Symbol: 'i' Symbol: 'm' Code: 10001
 Prior Symbol: 'i' Symbol: 'n' Code: 01
 Prior Symbol: 'i' Symbol: 'o' Code: 11011
 Prior Symbol: 'i' Symbol: 'p' Code: 0001110
 Prior Symbol: 'i' Symbol: 'r' Code: 101
 Prior Symbol: 'i' Symbol: 's' Code: 101
 Prior Symbol: 'i' Symbol: 't' Code: 001
 Prior Symbol: 'i' Symbol: 'v' Code: 00010
 Prior Symbol: 'i' Symbol: 'x' Code: 00011100
 Prior Symbol: 'i' Symbol: 'z' Code: 10011001
 Prior Symbol: 'j' Symbol: '27' Code: 000
 Prior Symbol: 'j' Symbol: 'a' Code: 001
 Prior Symbol: 'j' Symbol: 'e' Code: 010
 Prior Symbol: 'j' Symbol: 'l' Code: 1
 Prior Symbol: 'j' Symbol: 'u' Code: 011
 Prior Symbol: 'k' Symbol: '27' Code: 0000
 Prior Symbol: 'k' Symbol: '' Code: 01
 Prior Symbol: 'k' Symbol: '' Code: 10000
 Prior Symbol: 'k' Symbol: '' Code: 10011
 Prior Symbol: 'k' Symbol: '' Code: 0001
 Prior Symbol: 'k' Symbol: 'e' Code: 111
 Prior Symbol: 'k' Symbol: 'i' Code: 101
 Prior Symbol: 'k' Symbol: 'l' Code: 100100
 Prior Symbol: 'k' Symbol: 'n' Code: 10001
 Prior Symbol: 'k' Symbol: 's' Code: 001
 Prior Symbol: 'k' Symbol: 'y' Code: 100101
 Prior Symbol: 'l' Symbol: '27' Code: 0011100
 Prior Symbol: 'l' Symbol: '' Code: 110
 Prior Symbol: 'l' Symbol: '' Code: 00111100
 Prior Symbol: 'l' Symbol: '' Code: 0011101
 Prior Symbol: 'l' Symbol: '' Code: 00111101
 Prior Symbol: 'l' Symbol: '' Code: 00100
 Prior Symbol: 'l' Symbol: 'a' Code: 000
 Prior Symbol: 'l' Symbol: 'b' Code: 0011101
 Prior Symbol: 'l' Symbol: 'c' Code: 00111111
 Prior Symbol: 'l' Symbol: 'd' Code: 10111
 Prior Symbol: 'l' Symbol: 'e' Code: 111
 Prior Symbol: 'l' Symbol: 'f' Code: 010110
 Prior Symbol: 'l' Symbol: 'i' Code: 011
 Prior Symbol: 'l' Symbol: 'k' Code: 10110110
 Prior Symbol: 'l' Symbol: 'l' Code: 100
 Prior Symbol: 'l' Symbol: 'm' Code: 010111
 Prior Symbol: 'l' Symbol: 'n' Code: 00111110
 Prior Symbol: 'l' Symbol: 'o' Code: 1010
 Prior Symbol: 'l' Symbol: 'p' Code: 00101
 Prior Symbol: 'l' Symbol: 'r' Code: 10110111
 Prior Symbol: 'l' Symbol: 's' Code: 01010
 Prior Symbol: 'l' Symbol: 't' Code: 0011100
 Prior Symbol: 'l' Symbol: 'u' Code: 1011010
 Prior Symbol: 'l' Symbol: 'v' Code: 101100
 Prior Symbol: 'l' Symbol: 'y' Code: 0100
 Prior Symbol: 'm' Symbol: '27' Code: 101010
 Prior Symbol: 'm' Symbol: '' Code: 111
 Prior Symbol: 'm' Symbol: '' Code: 1010110
 Prior Symbol: 'm' Symbol: '' Code: 110101
 Prior Symbol: 'm' Symbol: '' Code: 1010111
 Prior Symbol: 'm' Symbol: 'a' Code: 00
 Prior Symbol: 'm' Symbol: 'b' Code: 10100
 Prior Symbol: 'm' Symbol: 'e' Code: 01
 Prior Symbol: 'm' Symbol: 'i' Code: 1100
 Prior Symbol: 'm' Symbol: 'm' Code: 10110
 Prior Symbol: 'm' Symbol: 'o' Code: 1000
 Prior Symbol: 'm' Symbol: 'p' Code: 1001
 Prior Symbol: 'm' Symbol: 's' Code: 10111
 Prior Symbol: 'm' Symbol: 'u' Code: 11011
 Prior Symbol: 'm' Symbol: 'y' Code: 110100
 Prior Symbol: 'n' Symbol: '27' Code: 0100000
 Prior Symbol: 'n' Symbol: '' Code: 10
 Prior Symbol: 'n' Symbol: '' Code: 0100011
 Prior Symbol: 'n' Symbol: '' Code: 111100
 Prior Symbol: 'n' Symbol: '' Code: 011011010
 Prior Symbol: 'n' Symbol: '' Code: 01100
 Prior Symbol: 'n' Symbol: '' Code: 011011011
 Prior Symbol: 'n' Symbol: 'a' Code: 11111
 Prior Symbol: 'n' Symbol: 'b' Code: 011011100
 Prior Symbol: 'n' Symbol: 'c' Code: 01001
 Prior Symbol: 'n' Symbol: 'd' Code: 110
 Prior Symbol: 'n' Symbol: 'e' Code: 001
 Prior Symbol: 'n' Symbol: 'f' Code: 01000101
 Prior Symbol: 'n' Symbol: 'g' Code: 000
 Prior Symbol: 'n' Symbol: 'h' Code: 01110
 Prior Symbol: 'n' Symbol: 'i' Code: 1111011
 Prior Symbol: 'n' Symbol: 'j' Code: 01000101
 Prior Symbol: 'n' Symbol: 'k' Code: 1111010
 Prior Symbol: 'n' Symbol: 'l' Code: 01101100
 Prior Symbol: 'n' Symbol: 'm' Code: 011011110
 Prior Symbol: 'n' Symbol: 'n' Code: 01110
 Prior Symbol: 'n' Symbol: 'o' Code: 1111011
 Prior Symbol: 'n' Symbol: 'p' Code: 01000111
 Prior Symbol: 'n' Symbol: 'q' Code: 0101
 Prior Symbol: 'n' Symbol: 'r' Code: 01110
 Prior Symbol: 'n' Symbol: 's' Code: 0101
 Prior Symbol: 'n' Symbol: 't' Code: 11101110
 Prior Symbol: 'n' Symbol: 'u' Code: 01000100
 Prior Symbol: 'n' Symbol: 'v' Code: 101010011
 Prior Symbol: 'n' Symbol: 'w' Code: 001
 Prior Symbol: 'n' Symbol: 'x' Code: 01001111
 Prior Symbol: 'n' Symbol: 'y' Code: 0100110
 Prior Symbol: 'n' Symbol: 'z' Code: 01000100
 Prior Symbol: 'o' Symbol: '27' Code: 101010011
 Prior Symbol: 'o' Symbol: '' Code: 001
 Prior Symbol: 'o' Symbol: '' Code: 01001111
 Prior Symbol: 'o' Symbol: '' Code: 01001110
 Prior Symbol: 'o' Symbol: '' Code: 0100110
 Prior Symbol: 'o' Symbol: 'B' Code: 101010010
 Prior Symbol: 'o' Symbol: 'a' Code: 100001
 Prior Symbol: 'o' Symbol: 'b' Code: 110111
 Prior Symbol: 'o' Symbol: 'c' Code: 100000
 Prior Symbol: 'o' Symbol: 'd' Code: 110101
 Prior Symbol: 'o' Symbol: 'e' Code: 1010101
 Prior Symbol: 'o' Symbol: 'f' Code: 000
 Prior Symbol: 'o' Symbol: 'g' Code: 1101000
 Prior Symbol: 'o' Symbol: 'h' Code: 1101001
 Prior Symbol: 'o' Symbol: 'i' Code: 1101101
 Prior Symbol: 'o' Symbol: 'k' Code: 010010
 Prior Symbol: 'o' Symbol: 'l' Code: 0101
 Prior Symbol: 'o' Symbol: 'm' Code: 1100
 Prior Symbol: 'o' Symbol: 'n' Code: 111
 Prior Symbol: 'o' Symbol: 'o' Code: 10100
 Prior Symbol: 'o' Symbol: 'p' Code: 01000
 Prior Symbol: 'o' Symbol: 'q' Code: 011
 Prior Symbol: 'o' Symbol: 's' Code: 10001
 Prior Symbol: 'o' Symbol: 't' Code: 10010
 Prior Symbol: 'o' Symbol: 'u' Code: 1011
 Prior Symbol: 'o' Symbol: 'v' Code: 101011
 Prior Symbol: 'o' Symbol: 'w' Code: 10011
 Prior Symbol: 'o' Symbol: 'x' Code: 10101000
 Prior Symbol: 'o' Symbol: 'y' Code: 1101100
 Prior Symbol: 'p' Symbol: '27' Code: 011011
 Prior Symbol: 'p' Symbol: '' Code: 000
 Prior Symbol: 'p' Symbol: '' Code: 1010010
 Prior Symbol: 'p' Symbol: '' Code: 010
 Prior Symbol: 'p' Symbol: '' Code: 1010011
 Prior Symbol: 'p' Symbol: 'a' Code: 110
 Prior Symbol: 'p' Symbol: 'b' Code: 1111
 Prior Symbol: 'p' Symbol: 'h' Code: 1111
 Prior Symbol: 'p' Symbol: 'i' Code: 1011
 Prior Symbol: 'p' Symbol: 'l' Code: 010
 Prior Symbol: 'p' Symbol: 'm' Code: 1010011
 Prior Symbol: 'p' Symbol: 'n' Code: 111
 Prior Symbol: 'p' Symbol: 'o' Code: 0111
 Prior Symbol: 'p' Symbol: 'p' Code: 11101
 Prior Symbol: 'p' Symbol: 'r' Code: 010
 Prior Symbol: 'p' Symbol: 's' Code: 01100
 Prior Symbol: 'p' Symbol: 't' Code: 11100
 Prior Symbol: 'p' Symbol: 'u' Code: 10101
 Prior Symbol: 'p' Symbol: 'y' Code: 011010
 Prior Symbol: 'q' Symbol: '27' Code: 0
 Prior Symbol: 'q' Symbol: 'u' Code: 1
 Prior Symbol: 'r' Symbol: '27' Code: 10011111
 Prior Symbol: 'r' Symbol: '' Code: 111
 Prior Symbol: 'r' Symbol: '' Code: 1001110
 Prior Symbol: 'r' Symbol: '' Code: 10011100
 Prior Symbol: 'r' Symbol: '' Code: 100111100
 Prior Symbol: 'r' Symbol: '' Code: 10010000

Prior Symbol: 'r' Symbol: ':' Code: 11001100	Prior Symbol: 't' Symbol: ':' Code: 01111110	Prior Symbol: 'w' Symbol: 'h' Code: 000
Prior Symbol: 'r' Symbol: ':' Code: 10001	Prior Symbol: 't' Symbol: ':' Code: 01101	Prior Symbol: 'w' Symbol: 'i' Code: 10
Prior Symbol: 'r' Symbol: ':' Code: 100111101	Prior Symbol: 't' Symbol: ':' Code: 110000100	Prior Symbol: 'w' Symbol: 'j' Code: 011110
Prior Symbol: 'r' Symbol: 'a' Code: 1101	Prior Symbol: 't' Symbol: 'a' Code: 0100	Prior Symbol: 'w' Symbol: 'm' Code: 011111
Prior Symbol: 'r' Symbol: 'b' Code: 11001101	Prior Symbol: 't' Symbol: 'b' Code: 110000101	Prior Symbol: 'w' Symbol: 'n' Code: 11111
Prior Symbol: 'r' Symbol: 'c' Code: 100001	Prior Symbol: 't' Symbol: 'c' Code: 11000101	Prior Symbol: 'w' Symbol: 'o' Code: 110
Prior Symbol: 'r' Symbol: 'd' Code: 11000	Prior Symbol: 't' Symbol: 'e' Code: 101	Prior Symbol: 'w' Symbol: 'r' Code: 0110
Prior Symbol: 'r' Symbol: 'e' Code: 101	Prior Symbol: 't' Symbol: 'h' Code: 00	Prior Symbol: 'w' Symbol: 's' Code: 11110
Prior Symbol: 'r' Symbol: 'f' Code: 110011111	Prior Symbol: 't' Symbol: 'i' Code: 1101	Prior Symbol: 'x' Symbol: '27' Code: 10
Prior Symbol: 'r' Symbol: 'g' Code: 100101	Prior Symbol: 't' Symbol: 'l' Code: 0111101	Prior Symbol: 'x' Symbol: ':' Code: 0110
Prior Symbol: 'r' Symbol: 'i' Code: 010	Prior Symbol: 't' Symbol: 'm' Code: 011111111	Prior Symbol: 'x' Symbol: ';' Code: 0111
Prior Symbol: 'r' Symbol: 'k' Code: 110010	Prior Symbol: 't' Symbol: 'n' Code: 01111110	Prior Symbol: 'x' Symbol: '<' Code: 1100
Prior Symbol: 'r' Symbol: 'l' Code: 00100	Prior Symbol: 't' Symbol: 'o' Code: 100	Prior Symbol: 'x' Symbol: '=' Code: 111
Prior Symbol: 'r' Symbol: 'm' Code: 00101	Prior Symbol: 't' Symbol: 'r' Code: 11001	Prior Symbol: 'x' Symbol: '?' Code: 00
Prior Symbol: 'r' Symbol: 'n' Code: 01100	Prior Symbol: 't' Symbol: 's' Code: 0101	Prior Symbol: 'x' Symbol: '@' Code: 010
Prior Symbol: 'r' Symbol: 'o' Code: 000	Prior Symbol: 't' Symbol: 't' Code: 01100	Prior Symbol: 'x' Symbol: ']' Code: 1101
Prior Symbol: 'r' Symbol: 'p' Code: 11001110	Prior Symbol: 't' Symbol: 'u' Code: 01110	Prior Symbol: 'y' Symbol: '27' Code: 01010
Prior Symbol: 'r' Symbol: 'q' Code: 100110	Prior Symbol: 't' Symbol: 'v' Code: 1100000	Prior Symbol: 'y' Symbol: '27' Code: 1
Prior Symbol: 'r' Symbol: 's' Code: 0111	Prior Symbol: 't' Symbol: 'y' Code: 1100011	Prior Symbol: 'y' Symbol: ' ' Code: 010010
Prior Symbol: 'r' Symbol: 't' Code: 0011	Prior Symbol: 'u' Symbol: '27' Code: 1001100	Prior Symbol: 'y' Symbol: '!' Code: 0001
Prior Symbol: 'r' Symbol: 'u' Code: 100000	Prior Symbol: 'u' Symbol: ':' Code: 100000	Prior Symbol: 'y' Symbol: ',' Code: 0111
Prior Symbol: 'r' Symbol: 'v' Code: 110011110	Prior Symbol: 'u' Symbol: 'a' Code: 100111	Prior Symbol: 'y' Symbol: '-' Code: 011001
Prior Symbol: 'r' Symbol: 'y' Code: 01101	Prior Symbol: 'u' Symbol: 'b' Code: 100001	Prior Symbol: 'y' Symbol: '.' Code: 0100110
Prior Symbol: 's' Symbol: '27' Code: 10011100	Prior Symbol: 'u' Symbol: 'c' Code: 10001	Prior Symbol: 'y' Symbol: '0' Code: 0100111
Prior Symbol: 's' Symbol: ' ' Code: 0	Prior Symbol: 'u' Symbol: 'd' Code: 11100	Prior Symbol: 'y' Symbol: '1' Code: 0110000
Prior Symbol: 's' Symbol: ' ' Code: 100111100	Prior Symbol: 'u' Symbol: 'e' Code: 11101	Prior Symbol: 'y' Symbol: '2' Code: 0110001
Prior Symbol: 's' Symbol: ' ' Code: 100111101	Prior Symbol: 'u' Symbol: 'g' Code: 11110	Prior Symbol: 'y' Symbol: '3' Code: 0110001
Prior Symbol: 's' Symbol: ':' Code: 111011	Prior Symbol: 'u' Symbol: 'i' Code: 10010	Prior Symbol: 'y' Symbol: '4' Code: 0110001
Prior Symbol: 's' Symbol: ':' Code: 1000	Prior Symbol: 'u' Symbol: 'k' Code: 1001101	Prior Symbol: 'y' Symbol: '5' Code: 000010
Prior Symbol: 's' Symbol: ' ' Code: 11101011	Prior Symbol: 'u' Symbol: 'l' Code: 0100	Prior Symbol: 'y' Symbol: '6' Code: 01000
Prior Symbol: 's' Symbol: 'a' Code: 110011	Prior Symbol: 'u' Symbol: 'm' Code: 111111	Prior Symbol: 'y' Symbol: '7' Code: 000000
Prior Symbol: 's' Symbol: 'b' Code: 100111110	Prior Symbol: 'u' Symbol: 'n' Code: 110	Prior Symbol: 'y' Symbol: '8' Code: 01011
Prior Symbol: 's' Symbol: 'c' Code: 10010	Prior Symbol: 'u' Symbol: 'o' Code: 11111010	Prior Symbol: 'y' Symbol: '9' Code: 01101
Prior Symbol: 's' Symbol: 'e' Code: 1101	Prior Symbol: 'u' Symbol: 'p' Code: 0101	Prior Symbol: 'y' Symbol: ' ' Code: 0011
Prior Symbol: 's' Symbol: 'h' Code: 11000	Prior Symbol: 'u' Symbol: 'r' Code: 00	Prior Symbol: 'y' Symbol: 'w' Code: 000011
Prior Symbol: 's' Symbol: 'i' Code: 11100	Prior Symbol: 'u' Symbol: 's' Code: 011	Prior Symbol: 'z' Symbol: '27' Code: 100
Prior Symbol: 's' Symbol: 'k' Code: 100111111	Prior Symbol: 'u' Symbol: 't' Code: 101	Prior Symbol: 'z' Symbol: ':' Code: 1110
Prior Symbol: 's' Symbol: 'l' Code: 1110100	Prior Symbol: 'u' Symbol: 'v' Code: 11111011	Prior Symbol: 'z' Symbol: ';' Code: 1111
Prior Symbol: 's' Symbol: 'm' Code: 111010100	Prior Symbol: 'u' Symbol: 'y' Code: 1111100	Prior Symbol: 'z' Symbol: '<' Code: 000
Prior Symbol: 's' Symbol: 'n' Code: 111010101	Prior Symbol: 'v' Symbol: '27' Code: 00010	Prior Symbol: 'z' Symbol: '=' Code: 001
Prior Symbol: 's' Symbol: 'o' Code: 11110	Prior Symbol: 'v' Symbol: 'a' Code: 001	Prior Symbol: 'z' Symbol: '?' Code: 110
Prior Symbol: 's' Symbol: 'p' Code: 1001101	Prior Symbol: 'v' Symbol: 'e' Code: 1	Prior Symbol: 'z' Symbol: '@' Code: 010
Prior Symbol: 's' Symbol: 's' Code: 11111	Prior Symbol: 'v' Symbol: 'i' Code: 01	Prior Symbol: 'z' Symbol: ']' Code: 101
Prior Symbol: 's' Symbol: 't' Code: 101	Prior Symbol: 'v' Symbol: 'o' Code: 0000	Prior Symbol: 'z' Symbol: '^' Code: 011
Prior Symbol: 's' Symbol: 'u' Code: 110010	Prior Symbol: 'v' Symbol: 's' Code: 000110	Prior Symbol: '{' Symbol: '27' Code: 1
Prior Symbol: 's' Symbol: 'w' Code: 10011101	Prior Symbol: 'v' Symbol: 'y' Code: 000111	Prior Symbol: '{' Symbol: '27' Code: 1
Prior Symbol: 's' Symbol: 'y' Code: 1001100	Prior Symbol: 'w' Symbol: '27' Code: 011101	Prior Symbol: '}' Symbol: '27' Code: 1
Prior Symbol: 't' Symbol: '27' Code: 11000011	Prior Symbol: 'w' Symbol: ' ' Code: 001	Prior Symbol: '~' Symbol: '27' Code: 1
Prior Symbol: 't' Symbol: ' ' Code: 111	Prior Symbol: 'w' Symbol: ':' Code: 011100	Prior Symbol: '127' Symbol: '27' Code: 1
Prior Symbol: 't' Symbol: ' ' Code: 11000100	Prior Symbol: 'w' Symbol: 'a' Code: 010	
Prior Symbol: 't' Symbol: ':' Code: 0111100	Prior Symbol: 'w' Symbol: 'e' Code: 1110	

Table C7 English-language Program Description Decode Table

0	1	76	1	152	2	228	5	304	155	380	3	456	36
1	0	77	240	153	242	229	208	305	155	381	4	457	37
2	1	78	1	154	2	230	6	306	155	382	5	458	38
3	44	79	242	155	252	231	6	307	155	383	207	459	39
4	1	80	1	156	3	232	6	308	155	384	6	460	40
5	46	81	248	157	8	233	52	309	155	385	201	461	41
6	1	82	1	158	3	234	6	310	155	386	249	462	42
7	48	83	250	159	16	235	96	311	155	387	234	463	244
8	1	84	1	160	3	236	6	312	155	388	235	464	43
9	50	85	252	161	26	237	134	313	155	389	245	465	44
10	1	86	1	162	3	238	6	314	155	390	246	466	45
11	52	87	254	163	40	239	146	315	155	391	7	467	46
12	1	88	2	164	3	240	6	316	155	392	8	468	47
13	54	89	0	165	42	241	170	317	155	393	9	469	225
14	1	90	2	166	3	242	6	318	155	394	178	470	48
15	56	91	4	167	52	243	184	319	155	395	197	471	49
16	1	92	2	168	3	244	6	320	155	396	198	472	50
17	58	93	22	169	74	245	220	321	155	397	177	473	51
18	1	94	2	170	3	246	6	322	155	398	10	474	52
19	60	95	32	171	90	247	236	323	155	399	238	475	53
20	1	96	2	172	3	248	6	324	155	400	203	476	54
21	62	97	34	173	94	249	238	325	155	401	11	477	55
22	1	98	2	174	3	250	6	326	155	402	212	478	155
23	64	99	44	175	100	251	240	327	155	403	12	479	155
24	1	100	2	176	3	252	6	328	155	404	196	480	3
25	66	101	50	177	110	253	242	329	155	405	200	481	4
26	1	102	2	178	3	254	6	330	155	406	210	482	128
27	68	103	56	179	112	255	244	331	155	407	13	483	174
28	1	104	2	180	3	256	20	332	155	408	14	484	200
29	70	105	60	181	114	257	21	333	155	409	15	485	212
30	1	106	2	182	3	258	155	334	155	410	199	486	1
31	72	107	64	183	116	259	214	335	155	411	202	487	2
32	1	108	2	184	3	260	201	336	155	412	206	488	155
33	74	109	68	185	118	261	207	337	155	413	208	489	160
34	1	110	2	186	3	262	215	338	155	414	215	490	155
35	76	111	70	187	120	263	199	339	155	415	16	491	155
36	1	112	2	188	3	264	1	340	155	416	194	492	155
37	78	113	74	189	122	265	162	341	155	417	17	493	155
38	1	114	2	190	3	266	206	342	155	418	204	494	155
39	80	115	76	191	124	267	203	343	155	419	236	495	155
40	1	116	2	192	3	268	2	344	155	420	229	496	155
41	82	117	84	193	126	269	3	345	155	421	231	497	155
42	1	118	2	194	3	270	197	346	155	422	18	498	2
43	84	119	86	195	128	271	204	347	155	423	205	499	243
44	1	120	2	196	3	272	198	348	155	424	19	500	160
45	86	121	88	197	180	273	200	349	155	425	20	501	244
46	1	122	2	198	3	274	4	350	155	426	195	502	155
47	88	123	90	199	206	275	196	351	155	427	21	503	1
48	1	124	2	200	3	276	5	352	155	428	22	504	155
49	90	125	92	201	240	277	194	353	155	429	23	505	155
50	1	126	2	202	4	278	6	354	155	430	237	506	172
51	92	127	94	203	26	279	195	355	155	431	24	507	155
52	1	128	2	204	4	280	210	356	155	432	25	508	155
53	94	129	96	205	88	281	7	357	155	433	242	509	155
54	1	130	2	206	4	282	211	358	155	434	26	510	155
55	96	131	98	207	110	283	8	359	155	435	211	511	155
56	1	132	2	208	4	284	202	360	155	436	27	512	1
57	98	133	118	209	142	285	212	361	155	437	28	513	160
58	1	134	2	210	4	286	9	362	56	438	228	514	155
59	100	135	132	211	172	287	205	363	57	439	29	515	162
60	1	136	2	212	4	288	208	364	173	440	193	516	7
61	102	137	148	213	216	289	10	365	175	441	227	517	8
62	1	138	2	214	4	290	193	366	183	442	30	518	226
63	104	139	162	215	224	291	11	367	218	443	233	519	228
64	1	140	2	216	4	292	12	368	168	444	240	520	229
65	106	141	178	217	244	293	13	369	179	445	226	521	230
66	1	142	2	218	5	294	14	370	181	446	247	522	160
67	222	143	186	219	36	295	15	371	1	447	31	523	242
68	1	144	2	220	5	296	16	372	2	448	243	524	225
69	224	145	200	221	64	297	17	373	155	449	230	525	1
70	1	146	2	222	5	298	18	374	180	450	32	526	2
71	234	147	210	223	118	299	19	375	241	451	33	527	243
72	1	148	2	224	5	300	155	376	162	452	34	528	227
73	236	149	222	225	174	301	155	377	213	453	232	529	3
74	1	150	2	226	5	302	155	378	214	454	239	530	4
75	238	151	234	227	206	303	155	379	217	455	35	531	5

532	155	612	230	692	229	772	2	852	2	932	13	1012	230
533	6	613	245	693	236	773	3	853	3	933	14	1013	237
534	4	614	243	694	155	774	233	854	4	934	15	1014	247
535	128	615	244	695	239	775	4	855	239	935	236	1015	231
536	202	616	155	696	1	776	229	856	5	936	16	1016	246
537	211	617	228	697	242	777	3	857	6	937	244	1017	1
538	162	618	1	698	5	778	155	858	174	938	17	1018	2
539	1	619	237	699	6	779	233	859	1	939	18	1019	155
540	155	620	2	700	245	780	1	860	155	940	242	1020	238
541	2	621	3	701	239	781	225	861	238	941	160	1021	3
542	3	622	4	702	155	782	239	862	233	942	19	1022	4
543	160	623	242	703	236	783	2	863	2	943	20	1023	236
544	155	624	5	704	233	784	3	864	229	944	21	1024	5
545	160	625	6	705	1	785	4	865	155	945	238	1025	245
546	3	626	236	706	225	786	167	866	160	946	22	1026	6
547	4	627	238	707	242	787	238	867	1	947	23	1027	172
548	155	628	7	708	2	788	236	868	3	948	11	1028	228
549	183	629	160	709	229	789	242	869	4	949	12	1029	249
550	244	630	5	710	3	790	243	870	155	950	228	1030	242
551	160	631	6	711	4	791	1	871	232	951	243	1031	7
552	176	632	155	712	3	792	155	872	229	952	155	1032	8
553	243	633	236	713	4	793	2	873	225	953	174	1033	9
554	1	634	245	714	155	794	225	874	239	954	226	1034	174
555	2	635	1	715	229	795	6	875	1	955	1	1035	10
556	185	636	2	716	233	796	155	876	233	956	2	1036	239
557	2	637	225	717	245	797	232	877	2	957	3	1037	11
558	184	638	239	718	225	798	233	878	155	958	236	1038	225
559	155	639	229	719	1	799	1	879	155	959	160	1039	243
560	160	640	233	720	239	800	242	880	155	960	4	1040	12
561	1	641	242	721	2	801	236	881	239	961	233	1041	233
562	174	642	3	722	4	802	2	882	155	962	242	1042	13
563	2	643	4	723	5	803	239	883	155	963	245	1043	14
564	182	644	6	724	160	804	3	884	155	964	5	1044	15
565	155	645	7	725	201	805	229	885	155	965	249	1045	16
566	1	646	155	726	243	806	4	886	155	966	225	1046	229
567	160	647	233	727	155	807	5	887	155	967	6	1047	17
568	160	648	249	728	174	808	155	888	155	968	239	1048	18
569	1	649	242	729	242	809	155	889	155	969	7	1049	160
570	155	650	245	730	1	810	3	890	155	970	229	1050	29
571	176	651	1	731	2	811	4	891	155	971	8	1051	30
572	174	652	2	732	3	812	155	892	155	972	9	1052	169
573	1	653	3	733	238	813	174	893	155	973	10	1053	232
574	155	654	236	734	239	814	1	894	155	974	15	1054	245
575	160	655	239	735	5	815	233	895	155	975	16	1055	155
576	174	656	225	736	155	816	2	896	24	976	241	1056	1
577	1	657	4	737	174	817	225	897	25	977	174	1057	173
578	160	658	232	738	233	818	229	898	232	978	196	1058	187
579	155	659	5	739	229	819	239	899	239	979	249	1059	235
580	155	660	5	740	1	820	9	900	248	980	172	1060	250
581	155	661	6	741	245	821	10	901	155	981	1	1061	2
582	155	662	249	742	2	822	246	902	167	982	227	1062	167
583	1	663	242	743	225	823	249	903	247	983	2	1063	230
584	172	664	245	744	3	824	1	904	250	984	155	1064	226
585	174	665	155	745	4	825	174	905	1	985	242	1065	231
586	155	666	229	746	229	826	227	906	2	986	3	1066	3
587	155	667	239	747	3	827	233	907	3	987	4	1067	4
588	2	668	1	748	225	828	245	908	4	988	160	1068	5
589	3	669	2	749	233	829	155	909	229	989	236	1069	6
590	155	670	233	750	242	830	229	910	174	990	245	1070	233
591	160	671	225	751	155	831	239	911	5	991	5	1071	248
592	181	672	3	752	1	832	2	912	230	992	6	1072	7
593	182	673	4	753	2	833	3	913	226	993	233	1073	172
594	184	674	6	754	3	834	225	914	6	994	7	1074	239
595	1	675	7	755	4	835	4	915	246	995	235	1075	240
596	155	676	225	756	155	836	232	916	235	996	8	1076	8
597	160	677	233	757	233	837	5	917	245	997	244	1077	237
598	155	678	238	758	245	838	6	918	233	998	9	1078	246
599	160	679	246	759	1	839	244	919	7	999	229	1079	249
600	155	680	228	760	229	840	7	920	240	1000	10	1080	9
601	155	681	236	761	2	841	8	921	249	1001	239	1081	247
602	155	682	243	762	239	842	232	922	231	1002	225	1082	10
603	155	683	1	763	225	843	7	923	8	1003	232	1083	11
604	155	684	2	764	225	844	229	924	9	1004	11	1084	174
605	155	685	242	765	5	845	247	925	228	1005	12	1085	12
606	155	686	3	766	155	846	214	926	10	1006	13	1086	227
607	160	687	4	767	227	847	225	927	227	1007	14	1087	13
608	155	688	155	768	239	848	155	928	11	1008	19	1088	229
609	155	689	5	769	1	849	233	929	237	1009	20	1089	244
610	8	690	2	770	245	850	242	930	12	1010	167	1090	14
611	9	691	3	771	229	851	1	931	243	1011	187	1091	15

1092	228	1172	1	1252	167	1332	4	1412	249	1492	246	1572	233
1093	16	1173	2	1253	238	1333	5	1413	233	1493	230	1573	12
1094	236	1174	155	1254	1	1334	233	1414	235	1494	1	1574	239
1095	17	1175	249	1255	172	1335	6	1415	4	1495	155	1575	243
1096	225	1176	245	1256	155	1336	7	1416	227	1496	173	1576	174
1097	18	1177	174	1257	174	1337	8	1417	225	1497	226	1577	13
1098	19	1178	3	1258	2	1338	9	1418	5	1498	240	1578	14
1099	20	1179	238	1259	3	1339	160	1419	246	1499	2	1579	229
1100	21	1180	4	1260	4	1340	225	1420	6	1500	167	1580	15
1101	22	1181	242	1261	243	1341	229	1421	228	1501	3	1581	16
1102	238	1182	5	1262	5	1342	10	1422	7	1502	4	1582	17
1103	243	1183	6	1263	233	1343	11	1423	226	1503	5	1583	244
1104	23	1184	244	1264	6	1344	25	1424	240	1504	245	1584	18
1105	24	1185	7	1265	160	1345	26	1425	8	1505	227	1585	19
1106	242	1186	8	1266	7	1346	173	1426	9	1506	172	1586	20
1107	160	1187	9	1267	229	1347	187	1427	243	1507	231	1587	21
1108	25	1188	239	1268	22	1348	226	1428	244	1508	242	1588	20
1109	26	1189	225	1269	23	1349	234	1429	247	1509	6	1589	21
1110	27	1190	160	1270	167	1350	237	1430	239	1510	235	1590	187
1111	28	1191	10	1271	173	1351	242	1431	10	1511	7	1591	226
1112	9	1192	233	1272	238	1352	250	1432	11	1512	236	1592	173
1113	10	1193	11	1273	227	1353	230	1433	12	1513	237	1593	237
1114	174	1194	12	1274	235	1354	236	1434	13	1514	238	1594	1
1115	155	1195	229	1275	242	1355	1	1435	236	1515	249	1595	155
1116	236	1196	20	1276	155	1356	2	1436	14	1516	8	1596	167
1117	1	1197	21	1277	226	1357	3	1437	15	1517	174	1597	227
1118	245	1198	172	1278	1	1358	155	1438	16	1518	9	1598	172
1119	2	1199	226	1279	2	1359	245	1439	245	1519	10	1599	236
1120	244	1200	248	1280	245	1360	4	1440	237	1520	228	1600	238
1121	230	1201	155	1281	3	1361	167	1441	17	1521	11	1601	2
1122	3	1202	174	1282	244	1362	246	1442	230	1522	12	1602	247
1123	225	1203	250	1283	172	1363	249	1443	160	1523	244	1603	3
1124	229	1204	1	1284	4	1364	5	1444	18	1524	13	1604	4
1125	233	1205	235	1285	5	1365	6	1445	242	1525	243	1605	249
1126	4	1206	2	1286	230	1366	235	1446	19	1526	14	1606	5
1127	242	1207	160	1287	237	1367	239	1447	20	1527	15	1607	6
1128	239	1208	3	1288	246	1368	7	1448	21	1528	16	1608	7
1129	5	1209	4	1289	6	1369	8	1449	238	1529	225	1609	8
1130	6	1210	240	1290	174	1370	9	1450	22	1530	239	1610	244
1131	7	1211	5	1291	240	1371	10	1451	23	1531	17	1611	174
1132	160	1212	6	1292	7	1372	172	1452	24	1532	233	1612	245
1133	8	1213	230	1293	8	1373	11	1453	25	1533	18	1613	9
1134	14	1214	246	1294	243	1374	12	1454	14	1534	19	1614	10
1135	15	1215	7	1295	9	1375	227	1455	15	1535	229	1615	242
1136	173	1216	228	1296	10	1376	174	1456	173	1536	20	1616	225
1137	231	1217	237	1297	228	1377	13	1457	237	1537	160	1617	243
1138	155	1218	231	1298	11	1378	238	1458	249	1538	21	1618	11
1139	167	1219	8	1299	12	1379	233	1459	155	1539	22	1619	12
1140	249	1220	225	1300	249	1380	14	1460	174	1540	23	1620	13
1141	1	1221	239	1301	13	1381	225	1461	1	1541	24	1621	233
1142	236	1222	242	1302	239	1382	15	1462	243	1542	160	1622	14
1143	2	1223	9	1303	14	1383	243	1463	2	1543	22	1623	15
1144	172	1224	10	1304	225	1384	16	1464	3	1544	162	1624	239
1145	242	1225	11	1305	15	1385	17	1465	245	1545	167	1625	229
1146	3	1226	236	1306	16	1386	244	1466	244	1546	226	1626	16
1147	174	1227	12	1307	233	1387	18	1467	240	1547	235	1627	160
1148	243	1228	229	1308	236	1388	231	1468	4	1548	237	1628	232
1149	245	1229	227	1309	17	1389	229	1469	239	1549	238	1629	17
1150	4	1230	13	1310	160	1390	19	1470	5	1550	155	1630	18
1151	5	1231	244	1311	229	1391	20	1471	233	1551	247	1631	19
1152	239	1232	14	1312	18	1392	228	1472	6	1552	1	1632	17
1153	6	1233	243	1313	19	1393	21	1473	232	1553	2	1633	18
1154	7	1234	15	1314	20	1394	22	1474	160	1554	3	1634	239
1155	233	1235	16	1315	21	1395	23	1475	225	1555	187	1635	246
1156	225	1236	17	1316	12	1396	160	1476	236	1556	249	1636	155
1157	8	1237	238	1317	13	1397	24	1477	7	1557	240	1637	235
1158	9	1238	18	1318	167	1398	26	1478	242	1558	4	1638	249
1159	232	1239	19	1319	187	1399	27	1479	8	1559	5	1639	1
1160	10	1240	3	1320	155	1400	194	1480	229	1560	236	1640	160
1161	11	1241	239	1321	1	1401	155	1481	9	1561	6	1641	226
1162	229	1242	155	1322	249	1402	173	1482	10	1562	7	1642	2
1163	12	1243	225	1323	174	1403	172	1483	11	1563	8	1643	225
1164	160	1244	229	1324	226	1404	248	1484	12	1564	245	1644	3
1165	13	1245	245	1325	2	1405	1	1485	13	1565	225	1645	237
1166	13	1246	1	1326	237	1406	174	1486	155	1566	9	1646	4
1167	14	1247	2	1327	243	1407	2	1487	245	1567	172	1647	227
1168	167	1248	8	1328	3	1408	3	1488	25	1568	227	1648	233
1169	172	1249	9	1329	245	1409	229	1489	26	1569	10	1649	5
1170	243	1250	236	1330	239	1410	231	1490	169	1570	232	1650	228
1171	173	1251	249	1331	240	1411	232	1491	187	1571	11	1651	229

1652	231	1671	229	1690	243	1709	172	1728	233	1747	9	1766	233
1653	6	1672	243	1691	238	1710	173	1729	247	1748	10	1767	1
1654	236	1673	249	1692	242	1711	244	1730	167	1749	174	1768	2
1655	240	1674	155	1693	3	1712	233	1731	1	1750	11	1769	3
1656	7	1675	1	1694	229	1713	1	1732	2	1751	12	1770	4
1657	8	1676	239	1695	4	1714	2	1733	187	1752	13	1771	5
1658	9	1677	2	1696	232	1715	225	1734	3	1753	14	1772	155
1659	10	1678	3	1697	160	1716	229	1735	4	1754	15	1773	155
1660	11	1679	225	1698	225	1717	3	1736	236	1755	16	1774	155
1661	243	1680	4	1699	5	1718	155	1737	5	1756	6	1775	155
1662	12	1681	233	1700	239	1719	4	1738	155	1757	7	1776	155
1663	244	1682	10	1701	6	1720	17	1739	238	1758	160	1777	155
1664	238	1683	11	1702	7	1721	160	1740	6	1759	174	1778	155
1665	13	1684	174	1703	8	1722	191	1741	239	1760	225	1779	155
1666	242	1685	155	1704	233	1723	225	1742	7	1761	229	1780	155
1667	14	1686	236	1705	9	1724	226	1743	172	1762	236	1781	155
1668	15	1687	237	1706	5	1725	230	1744	229	1763	250		
1669	16	1688	1	1707	6	1726	237	1745	243	1764	155		
1670	5	1689	2	1708	160	1727	228	1746	8	1765	239		

Annex D

An Overview of PSIP for Terrestrial Broadcast with Application Examples

(Informative)

1. INTRODUCTION

The Program and System Information Protocol (PSIP) is a small collection of tables designed to operate within every Transport Stream for terrestrial broadcast of digital TV. Its purpose is to describe the information at the system and event levels for all virtual channels carried in a particular Transport Stream. Additionally, information for analog channels as well as digital channels from other Transport Streams may be incorporated. The relational hierarchy for the component tables is explained through typical application examples in this document.

PSIP is the result of combining and compacting two existing optional ATSC protocols: A/55 and A/56. Although these protocols were individually efficient and accomplished their purpose, their mutual implementation was difficult due to their structural differences and their overlapping definitions. PSIP solves this problem. The tables defined in PSIP use packet identifiers (PIDs) that are different from those specified by the optional A/55 and A/56 standards. This provision has been included to enable the operation of existing equipment designed or manufactured to support A/55 and/or A/56.

2. OVERVIEW

Under the adopted ATSC standard for digital TV, the typical 6 MHz channel used for analog TV broadcast supports about 19 Mbps of throughput for terrestrial broadcast. Since audiovisual signals with standard resolution can be compressed using MPEG-2 to sustainable rates of around 6 Mbps, then around 3 or 4 digital TV channels can be safely supported in a single physical channel without congestion. Moreover, enough bandwidth remains within the same Transport Stream to provide several additional low-bandwidth non-conventional services such as: weather reports, stock indices, headline news, software download (for games or enhanced applications), image-driven classified ads, home shopping, pay-per-view information, and others.

It is therefore practical to anticipate that in the future, the list of services (virtual channels) carried in a physical transmission channel (6 MHz of bandwidth for the U.S.) may easily reach ten or more. What is even more important is that the number and type of services may also change continuously, thus becoming a more dynamic medium than what we have today.

An important feature of terrestrial broadcasting is that sources follow a distributed information model rather than a centralized one. Unlike cable or satellite, service providers are geographically distributed and have no interaction with respect to data unification or even synchronization. It is therefore necessary to develop a protocol for describing system information and event descriptions which is followed by every organization in charge of a physical transmission channel. System information allows navigation and access to each of the

channels within the Transport Stream, whereas event descriptions give the user content information for browsing and selection.

In this document we describe the development of a transport-based implementation of the PSIP protocol using examples. Our hope is to introduce the reader to the most important concepts and components that constitute the protocol.

3. ELEMENTS OF PSIP

PSIP is a collection of hierarchically-associated tables each of which describes particular elements of typical digital TV services. Figures D1 and D2 show the different components and the notation used to describe them. The packets of the base tables are all labeled with the base PID (`base_PID`) which has been chosen as 0x1FFB. The base tables are: the System Time Table (STT), the Rating Region Table (RRT), the Master Guide Table (MGT), and the Virtual Channel Table (VCT).

A second set of tables are the Event Information Tables (EIT) whose packet identifiers (PIDs) are defined in the MGT. A third set of tables are the Extended Text Tables (ETT), and similarly, their packet identifiers (PIDs) are defined in the MGT.

The System Time Table (STT) is a small data structure that fits in one Transport Stream packet and serves as a reference for time of day. Receivers can use this table as a reference for timing start times of advertised events.

It should be noted that, except for the MGT, PSIP table sections may start in any byte position within an MPEG-2 transport stream packet. The Master Guide Table is special in that the first byte always is aligned with the first byte of the packet payload. The A/65 standard states this restriction as the `pointer_field` of the Transport Stream packet carrying the `table_id` field of the MGT section shall have the value 0x00 (section starts immediately after the `pointer_field`).

In general, table sections may span packet boundaries. Also, if the table sections are small enough, more than one PSIP table section may be present within a single transport stream packet. The MPEG-2 `pointer_field` mechanism is used to indicate the first byte of a table section within a packet payload. The starting byte of subsequent table sections that might be in the same payload is determined by processing successive `section_length` fields. The location of the `section_length` field is guaranteed to be consistent for any type of PSIP table section, as the format conforms to MPEG-2 defined Program Specific Information (PSI) tables.

If a packet payload does not include the start of a table section, the `payload_unit_start_indicator` bit in the packet header is set to '0' and the `pointer_field` is not present.

Transmission syntax for the United States' voluntary program rating system is included in this standard. The Rating Region Table (RRT) has been designed to transmit the rating standard in use for each country using the standard. Provisions were made for different rating systems for different countries and multi-country regions as well.

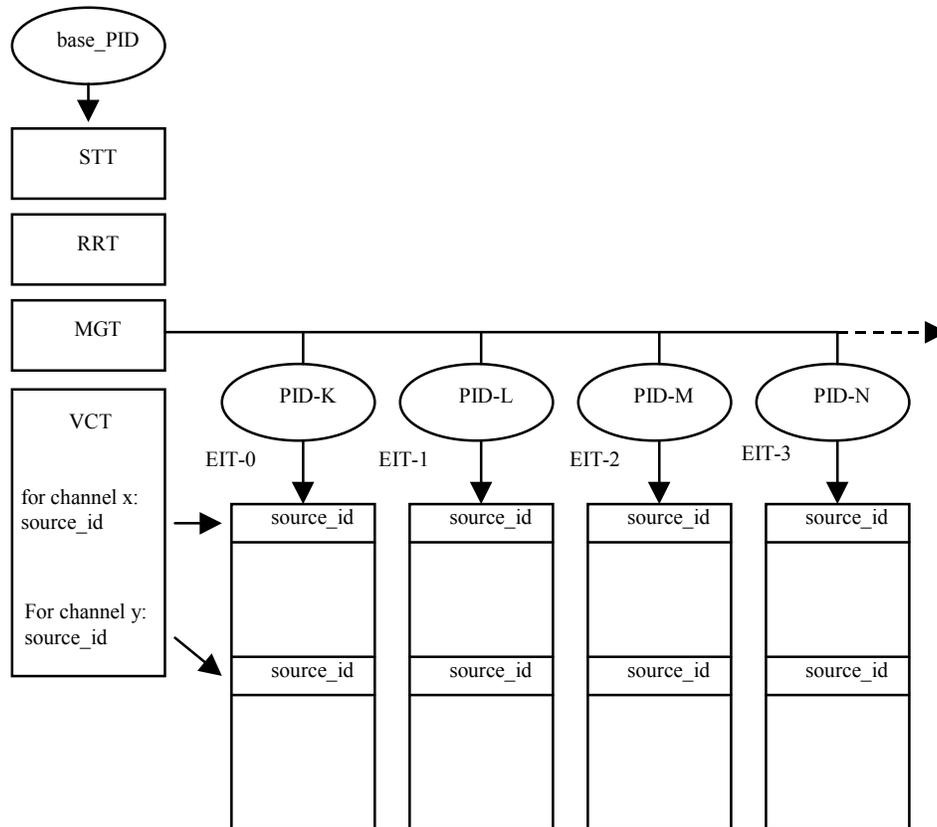


Figure D1 Main Structure for the PSIP tables.

The Master Guide Table (MGT) provides general information about all of the other tables that comprise the PSIP standard. It defines table sizes necessary for memory allocation during decoding; it defines version numbers to identify those tables that need to be updated; it has a constrained header location to facilitate receiver acquisition; and it gives the packet identifiers (PIDs) that label the tables.

The Virtual Channel Table (VCT), also referred to as the Terrestrial VCT (TVCT), contains a list of all the channels that are or will be on-line plus their attributes. Among the attributes we have the channel name, navigation identifiers, stream components and types, etc.

As part of PSIP there are several Event Information Tables, each of which describes the events or TV programs associated with each of the virtual channels listed in the VCT. Each EIT is valid for a time interval of 3 hours. Since the total number of EITs is 128, up to 16 days of programming may be advertised in advance. EIT-0 always denotes the current 3 hours of programming, EIT-1 the next 3 hours, and so on. As a minimum, the first four EITs must always be present in every Transport Stream.

Start times for EITs are constrained to be one of the following UTC times: 0:00 (midnight), 3:00, 6:00, 9:00, 12:00 (noon), 15:00, 18:00, and 21:00. Imposing constraints on the start times as well as the interval duration is necessary for the purpose of re-multiplexing. During re-multiplexing, EIT tables coming from several distinct Transport Streams may end up grouped

together or *vice versa*. If no constraints were imposed, re-multiplexing equipment would have to parse EITs by content in real time, which is a difficult task.

For example, consider a broadcast corporation operating in the Eastern time zone of the U.S. This corporation decides to carry 6 EITs (18 hours of TV program information). If at present, the Eastern time is 15:30 EDT (19:30 UTC), then the coverage times for the EIT tables are:

Table D1 An Example of EIT Coverage Times

EIT number	Version Num.	Assigned PID	Coverage (UTC)	Coverage (EDT)
0	6	123	18:00 - 21:00	14:00 - 17:00
1	4	190	21:00 - 24:00	17:00 - 20:00
2	2	237	0:00 - 3:00	20:00 - 23:00
3	7	177	3:00 - 6:00	23:00 - 2:00 (nd)
4	8	295	6:00 - 9:00	2:00 (nd) - 5:00 (nd)
5	15	221	9:00 - 12:00	5:00 (nd) - 8:00 (nd)

The abbreviation “nd” denotes next day. Before 17:00 EDT, the MGT will list the currently valid PIDs as: 123, 190, 237, 177, 295, and 221. At 17:00 EDT, table EIT-0 will become obsolete while the other ones will remain valid. At that time, the PID list can be changed to 190, 237, 177, 295, 221, maintaining the version number list as 4, 2, 7, 8, 15. Therefore, by simply shifting the listed PID values in the MGT, table EIT-1 can become EIT-0, table EIT-2 can become EIT-1, and so on.

However, it is also possible to regenerate one or several EITs at any time for correcting and/or updating the content (e.g., in cases where “to be assigned” events become known). Regeneration of EITs is flagged by updating version fields in the MGT. For example, if table EIT-2 needs to be updated at 16:17 EDT, then the new table must be transmitted with a version number equal to 3. Whenever the decoder monitoring the MGT detects a change in the version number of a table, it assumes that the table has changed and needs to be reloaded.

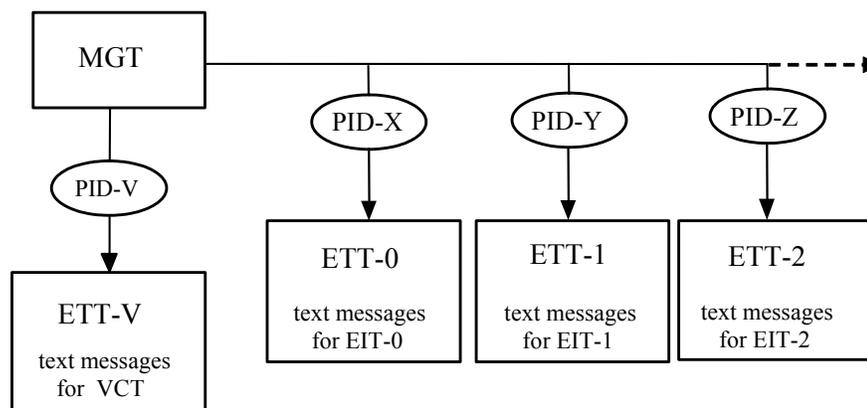


Figure D2 Extended Text Tables in the PSIP hierarchy.

As illustrated in Figure D2, there can be several Extended Text Tables (ETTs), each of them having its PID defined in the MGT. Each Event Information Table (EIT) can have one ETT. Similarly, the Virtual Channel Table can have one ETT. As its name indicates, the purpose of an Extended Text Table (ETT) is to carry text messages. For example, for channels in the VCT, the messages can describe channel information, cost, coming attractions, etc. Similarly, for an event such as a movie listed in the EIT, the typical message is a short paragraph that describes the movie itself. Extended Text Tables are optional.

In this final section paragraph we review once more the requirement list. The minimum amount of information required in an ATSC terrestrial digital Transport Stream is the VCT, the MGT, the RRT, the STT, and the first four EITs. All of the other elements are optional.

4. APPLICATION EXAMPLE

For the purpose of this example, we assume that a broadcast group, here denominated NBZ, manages the frequency bands for RF channels 12 and 39. The first one is its analog channel whereas the second one will be used for digital broadcast. According to the premises established in this document, NBZ must carry the PSIP tables in the digital Transport Stream of RF channel 39. The tables must describe TV programs and other services provided on RF channel 39 but can also describe information for the analog RF channel 12.

Assume that NBZ operates in the Eastern time zone of the U.S., and that the current time is 15:30 EDT (19:30 UTC). NBZ decides to operate in minimal configuration, therefore only the first four EITs need to be transmitted. As explained previously, EIT-0 must carry event information for the time window between 14:00 and 17:00 EDT, whereas EIT-1 to EIT-3 will cover the subsequent 9 hours. For the first 6 hours, the following scenario applies:

Table D2 The First 3-Hour Segment to be Described in VCT and EIT-0

		14:00-14:30	14:30 -15:00	15:00 - 15:30	15:30 - 16:00	16:00 - 16:30	16:30-17:00
PTC 12 (12-0)	NBZ	City Life	City Life	Travel Show	Travel Show	News	News
PTC 39 (12-1)	NBZ	City Life	City Life	Travel Show	Travel Show	News	News
PTC 39 (12-2)	NBZ	Soccer	Golf Report	Golf Report	Car Racing	Car Racing	Car Racing
PTC 39 (12-3)	NBZ	Secret Agent	Secret Agent	Lost Worlds	Lost Worlds	Lost Worlds	Lost Worlds
PTC 39 (12-4)	NBZ	Headlines	Headlines	Headlines	Headlines	Headlines	Headlines

Table D3 The Second 3-Hour Segment to be Described in VCT and EIT-1

		17:00-17:30	17:30-18:00	18:00 - 18:30	18:30 - 19:00	19:00-19:30	19:30 - 20:00
PTC 12 (12-0)	NBZ	Music Today	NY Comedy	World View	World View	News	News
PTC 39 (12-1)	NBZ	Music Today	NY Comedy	World View	World View	News	News
PTC 39 (12-2)	NBZ	Car Racing	Car Racing	Sports News	Tennis Playoffs	Tennis Playoffs	Tennis Playoffs
PTC 39 (12-3)	NBZ	Preview	The Bandit	The Bandit	The Bandit	The Bandit	Preview
PTC 39 (12-4)	NBZ	Headlines	Headlines	Headlines	Headlines	Headlines	Headlines

Similar tables can be built for the next 6 hours (for EIT-2 and EIT-3). According to this scenario, NBZ broadcasts four regular digital channels (also called virtual channels and denoted by their major and minor channel numbers), one with the same program as the analog transmission, another for sports, and a third one for movies. The fourth one supports a service displaying headlines with text and images.

4.1 The Master Guide Table (MGT)

The purpose of the MGT is to describe everything about the other tables, listing features such as version numbers, table sizes, and packet identifiers (PIDs). Figure D3 shows a typical Master Guide Table indicating, in this case, the existence in the Transport Stream of a Virtual Channel Table, the Rating Region Table, four EITs, one Extended Text Table for channels, and two Extended Text Tables for events.

The first entry of the MGT describes the version number and size of the Virtual Channel Table. The second entry corresponds to an instance of the Rating Region Table. If some region's policy makers decided to use more than one instance of an RRT, the MGT would list each PID, version number, and size. Notice that the base PID (0x1FFB) must be used for the VCT and the RRT instances as specified in PSIP.

The next entries in the MGT correspond to the first four EITs that must be supplied in the Transport Stream. The user is free to choose their PIDs as long as they are unique in the MGT list of PIDs. After the EITs, the MGT indicates the existence of an Extended Text Table for channels carried using PID 0x1AA0. Similarly, the last two entries in the MGT signal the existence of two Extended Text Tables, one for EIT-0 and the other for EIT-1.

MGT			
table_type	PID	version_num.	table size
VCT	0x1FFB (base_PID)	4	485 bytes
RRT	0x1FFB (base_PID)	1	560 bytes
EIT-0	0x1FD0	6	2730 bytes
EIT-1	0x1FD1	4	1342 bytes
EIT-2	0x1DD1	2	1224 bytes
EIT-3	0x1DB3	7	1382 bytes
ETT for VCT	0x1AA0	21	4232 bytes
ETT-0	0x1BA0	10	32420 bytes
ETT-1	0x1BA1	2	42734 bytes

Figure D3 Content of the Master Guide Table.

Descriptors can be added for each entry as well as for the entire MGT. By using descriptors, future improvements can be incorporated without modifying the basic structure of the MGT. The MGT is like a flag table that continuously informs the decoder about the status of all the other tables (except the STT which has an independent function). The MGT is continuously monitored at the receiver to prepare and anticipate changes in the channel/event structure. When tables are changed at the broadcast side, their version numbers are incremented and the new numbers are listed in the MGT. Based on the version updates and on the memory requirements, the decoder can reload the newly defined tables for proper operation.

4.2 The Virtual Channel Table (VCT)

Figure D4 shows the structure of the VCT which essentially contains the list of channels available in the Transport Stream. For convenience, it is possible to include analog channels and even other digital channels found in different Transport Streams.

The field `number_of_channels_in_section` indicates the number of channels described in one section of the VCT. In normal applications, as in the example being considered here, all channel information will fit into one section. However, there may be rare times when most of the physical channel is used to convey dozens of low-bandwidth services such as audio-only and data channels in addition to one video program. In those cases, the channel information may be larger than the VCT section limit of 1 Kbyte and therefore VCT segmentation will be required.

For example, assuming that a physical channel conveys 20 low-bandwidth services in addition to a TV program, and assuming that their VCT information exceeds 1 Kbyte, then two or more sections may be defined. The first section may describe 12 virtual channels and the second 9 if such a partition leads to VCT sections with less than 1 Kbyte.

A new VCT containing updated information can be transmitted at any time with the `version_number` increased by one. However, since a VCT describes only those channels from a particular Transport Stream, virtual channels added to the VCT at arbitrary times will not be detected by the receiver until it is tuned to that particular Transport Stream. For this reason, it is highly recommended that channel addition be made in advance to give the receivers the opportunity to scan the frequencies and detect the channel presence.

The fields `major_channel_number` and `minor_channel_number` are used for identification. The first one, the major channel number, is used to group all channels that are to be identified as belonging to a particular broadcast corporation (or particular identifying number such as 12 in this case). The minor channel number specifies a particular channel within the group.

The field `short_name` is a seven-character name for the channel and may allow text-based access and navigation. The fields `transport_stream_id` and `program_number` are included to link the VCT with the PAT and sections of the PMT. A sequence of flags follows these fields. The flags indicate: 1) if the channel is hidden (e.g., for NVOD applications), 2) if the channel has a long text message in the VCT-ETT, and 3) if the channel is visible in general or has some conditional access constraints.

After the flags, a description of the type of service offered is included, followed by the `source_id`. The `source_id` is simply an internal index for representing the particular logical channel. Event Information Tables and Extended Text Tables use this number to provide a list of associated events or text messages respectively.

VCT									
current_next_indicator = 1 number_channels_in_section = 5									
major num.	minor num.	short name	channel TSID	progr. num.	flags	service type	source id	descriptors	
12	0	NBZ	0x0AA0	0xFFFF	--	analog	20	ch_name	
12	1	NBZD	0x0AA1	0x00F1	--	digital	21	ch_name serv_locat.	
12	5	NBZ-S	0x0AA1	0x00F2	--	digital	2	ch_name serv_locat.	
12	12	NBZ-M	0x0AA1	0x00F3	--	digital	23	ch_name serv_locat.	
12	31	NBZ-H	0x0AA1	0x00F8	--	digital	24	ch_name serv_locat.	

Figure D4 Content of the Virtual Channel Table.

Two descriptors are associated with the logical channels in the example. The first one is `extended_channel_name` and, as its name indicates, it gives the full name of the channel. An example for channel NBZ-S could be: "NBZ Sports and Fitness". The other one, the `service_location` descriptor, is used to list the available bit streams and their PIDs necessary to decode packets at the receiver. Assuming that NBZ-M offers bilingual transmission, then the following attributes are tabulated within its `service_location` descriptor:

PID_audio_1	AC-3 audio	English
PID_audio_2	AC-3 audio	Spanish
PID_video	MPEG-2 video	No lang.

Two VCTs may exist simultaneously in a Transport Stream: the current and the next VCT. The current VCT is recognized by having the flag `current_next_indicator` set to 1, while the next one has this flag set to 0. The "next" VCT should not be transmitted when it fits into a single table section, since delivery of the new "current" table will take effect as soon as the one (and only) section arrives. Multi-sectioned next VCTs may be sent, but should not be delivered until immediately before the point at which they are to become current. This recommendation arises because no mechanism is available to update the "next" tables without affecting the current table definition.

For multi-sectioned VCTs, delivery of the “next” table is helpful. Consider a Transport Stream containing the following table sections:

- Current VCT, version_number=5, section 1 of 2
- Current VCT, version_number=5, section 2 of 2
- Next VCT, version_number=6, section 1 of 2
- Next VCT, version_number=6, section 2 of 2

At the point in time when the “next” tables are to become current, the following table section may be placed into the Transport Stream:

- Current VCT, version_number=6, section 1 of 2

At the moment this table section is processed, both sections of the version 6 VCT are understood to be the new “current” VCT, even before section 2 of 2 of VCT version 6 labeled “current” is received. As long as the “next” table sections have been cached, they can be taken as “current” as soon as the version number is seen to increment.

When the VCT refers to an analog service type, the channel_TSID cannot refer to the identifier of a "Transport Stream" in the MPEG-2 sense. Analog NTSC broadcast signals can, however, carry a 16-bit unique identifier called a "Transmission Signal Identifier."¹⁸ For the example VCT in Figure D4, the Transmission Signal Identifier for channel 12.0 is 0x0AA0. Subsequently, receivers are expected to associate the NTSC broadcast identified by the Transmission Signal ID with the frequency tuned to acquire it. Given this association, a receiver can use the Transmission Signal ID to determine how to tune to the NTSC channel it identifies.

It is recommended that the broadcaster insert into the VCT any major-minor channel that would be used to carry any program announced in the EIT. This means if no current program was using 7-7, and if a program 16 days from now was going to use 7-7, that 7-7 would be in the VCT. This would enable receivers to include the channel number in a program guide presented to the consumer. If a program is announced in the EIT and the source ID for that program is not found in the VCT, the receiver cannot determine which "channel" to display for that program.

Any channels in the VCT which are not currently active shall have the hidden attribute set to 1 and the hide_guide attribute set to 0.

The following table shows DTV behavior for the various combinations of the hidden and hide_guide attributes. In the table the “x” entry indicates “don’t care.” A check in the “surf” column indicates the channel is available by channel surfing and via direct channel number entry. A check in the “guide” column indicates that the channel may appear in the program guide listing.

Table D4 Receiver Behavior with Hidden and Hide Guide Attributes

hidden	hide_guide	Receiver Behavior		Description
		Surf	Guide	
0	x	✓	✓	Normal channel
1	1			Special access only
1	0		✓	Inactive channel

¹⁸ The 16-bit “Transmission Signal ID” for the NTSC VBI is specified in EIA/CEA-608-B [13] Section 9.5.2.4.

4.3 The Event Information Tables (EITs)

The purpose of an EIT is to list all events for those channels that appear in the VCT for a given time window. As mentioned before, EIT-0 describes the events for the first 3 hours, EIT-1 for the next 3 hours, and so on. EIT-i and EIT-j have different PIDs as defined in the MGT. In PSIP, tables can have a multitude of instances. The different instances of a table share the same `table_id` value and PID but use different `table_id_extension` values.

In PSIP, an instance of EIT-k contains the list of events for a single virtual channel with a unique `source_id`. For this reason, the `table_id_extension` has been renamed as `source_id` in the EIT syntax. Figure D5 shows, for example, the NBZ-S instance for EIT-0. Following similar procedures, the NBZD, NBZ-M, and NBZ-H instances of EIT-0 can be constructed. The process can be extended and repeated to obtain all of the instances for the other tables in the time sequence: EIT-1, EIT-2, etc.

The three events programmed for the 3-hour period for NBZ-S are listed in Figure D5. The field `event_id` is a number used to identify each event. If an event time period extends over more than one EIT, the same `event_id` has to be used. The `event_id` is used to link events with their messages defined in the ETT, and therefore it has to be unique only within a virtual channel and a 3-hour interval defined by EITs. The `event_id` is followed by the `start_time` and then the `length_in_seconds`. Notice that events can have start times before the activation time (14:00 EDT in this example) of the table. The `ETM_location` specifies the existence and the location of an Extended Text Message (ETM) for this event. ETMs are simply long textual descriptions. The collection of ETMs constitutes an Extended Text Table (ETT).

EIT-0					
source_id = 22 (NBZ-S instance)					
num_events_in_section = 3					
event ID	local start time	Length (seconds)	ETM location	title	descriptors
51	12:30	7200	01	Soccer Live	content_advisory
52	14:30	3600	00	Golf Report	closed_caption
53	15:30	9000	01	Car Racing	content_advisory

Figure D5 Content of EIT-0 for NBZ-S

An example of an ETM for the Car Racing event may be:

“Live coverage from Indianapolis. This car race has become the largest single-day sporting event in the world. Two hundred laps of full action and speed.”

Several descriptors can be associated with each event. One is the content advisory descriptor which assigns a rating value according to one or more systems. Recall that the actual rating system definitions are tabulated within the RRT. Another is a closed caption descriptor which signals the existence of closed captioning and lists the necessary parameters for decoding.

4.4 The Rating Region Table (RRT)

The Rating Region Table is a fixed data structure in the sense that its content remains mostly unchanged. It defines the rating standard that is applicable for each region and/or country. The concept of table instance introduced in the previous Section is also used for the RRT. Several instances of the RRT can be constructed and carried in the Transport Stream simultaneously. Each instance is identified by a different `table_id_extension` value (which becomes the `rating_region` in the RRT syntax) and corresponds to one and only one particular region. Each instance has a different version number which is also carried in the MGT. This feature allows updating each instance separately.

Figure D6 shows an example of one instance of an RRT, for a region called “Tumbolia,” assigned by the ATSC to `rating_region` 20. Each event listed in any of the EITs may carry a content advisory descriptor. This descriptor is an index or pointer to one or more instances of the RRT.

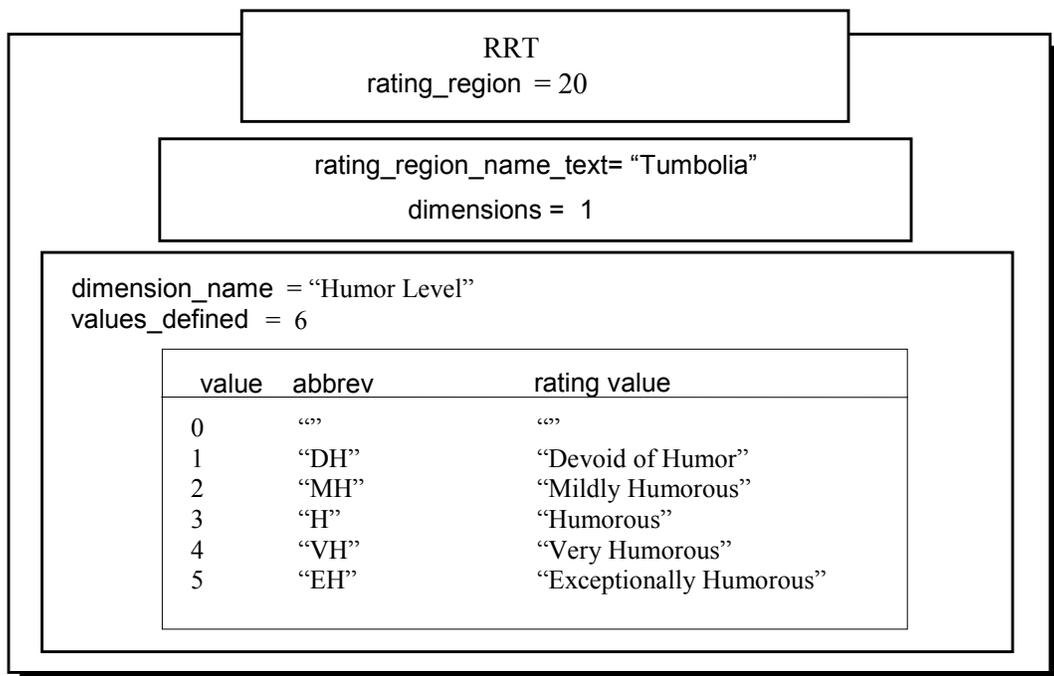


Figure D6 An Instance of a Rating Region Table (RRT).

5. PACKETIZATION AND TRANSPORT

In the previous sections, we have described how to construct the MGT, VCT, RRT, and EITs based on the typical scenario described in Tables D1 and D2. The number of virtual channels described in the VCT is 5 and therefore, each EIT will have 5 instances.

For the example, the size of the MGT is less than a hundred bytes and the VCT ranges between 300 to around 1500 bytes depending on the length of the text strings. Similarly, each EIT instance can have from 1 to about 3 Kbytes depending again on the text length.

Typically, the MGT, STT, VCT, and each instance of the RRT and EIT will have one or at most a few sections. For each table, the sections are appended one after the other, and then segmented into 184-byte packets. After adding the 4-byte MPEG-2 TS header, the packets are multiplexed with the others carrying audio, video, data, and any other components of the service. Figure D7 illustrates this process.

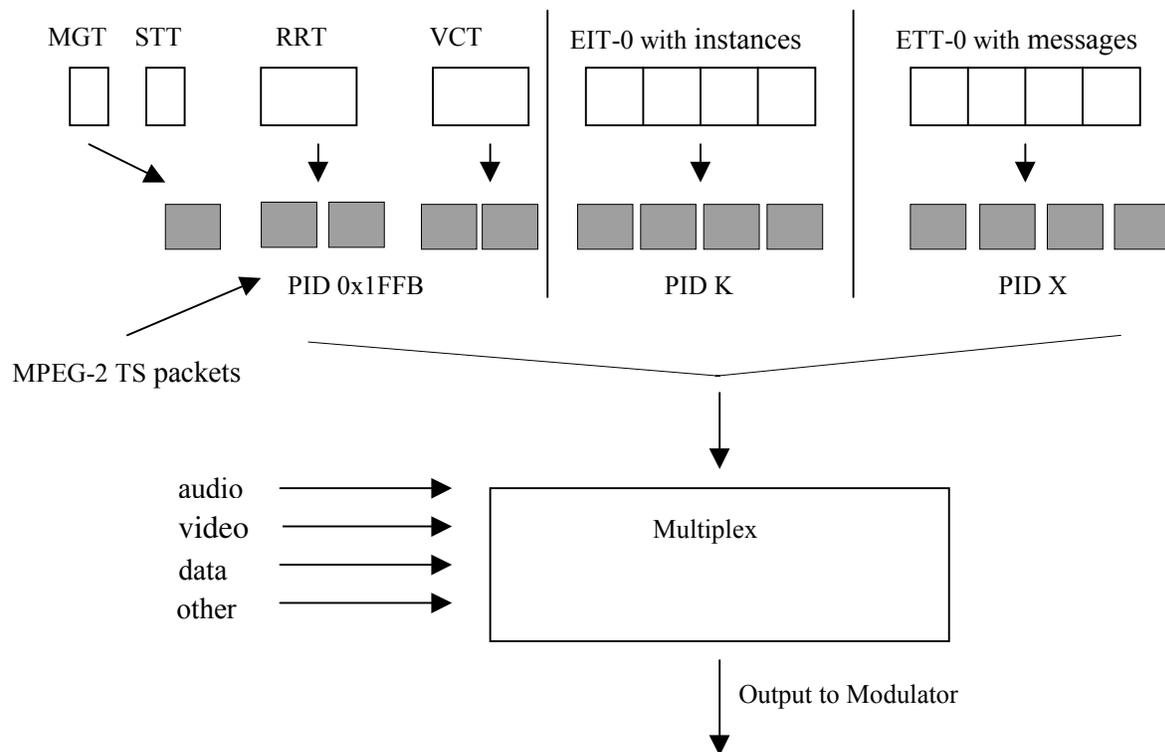


Figure D7 Packetization and Transport of the PSIP tables.

6. TUNING OPERATIONS AND TABLE ACCESS

As described by the PSIP protocol, each Transport Stream will carry a set of tables describing system information and event description. For channel tuning, the first step is to collect the VCT from the Transport Stream which contains the current list of services available. Figure D8 shows this process.

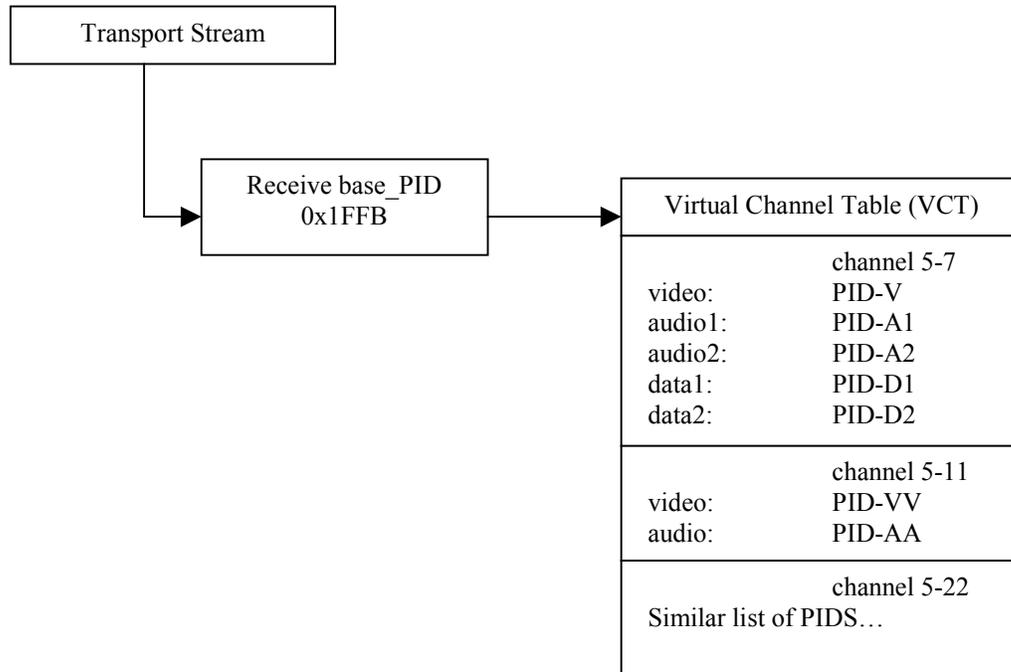


Figure D8 Extraction of the VCT from the Transport Stream.

Once the VCT has been collected, a user can tune to any virtual channel present in the Transport Stream by referring to the major and minor channel numbers. Assuming that in this case, the user selects channel 5 - 11, then the process for decoding the audio and video components is shown in Figure D9.

For terrestrial broadcast, the existence of a service location descriptor in the TVCT is mandatory. The PID values needed for acquisition of audio and video elementary streams may be found in either a `service_location_descriptor()` within a TVCT, or in a `TS_program_map_section()`. The `service_location_descriptor()` has been included in PSIP to minimize the time required for changing and tuning to channels. However, PAT and PMT information is required to be present in the Transport Stream to provide MPEG-2 compliance. Access to data or other supplemental services may require access to the PAT or `TS_program_map_section()`. Cable systems may or may not carry the Service Location Descriptor, and the information contained therein will be found in the `TS_program_map_section()`.

The PMT should always be processed and monitored for changes because, in some instances, the structure of a service may exceed the capability of the `service_location_descriptor()` to describe it. One example is a service that includes multiple audio tracks for the same language (see Section 6.9.8). In this case, the `TS_program_map_section()` carries the textual name for each of the tracks to help in user selection.

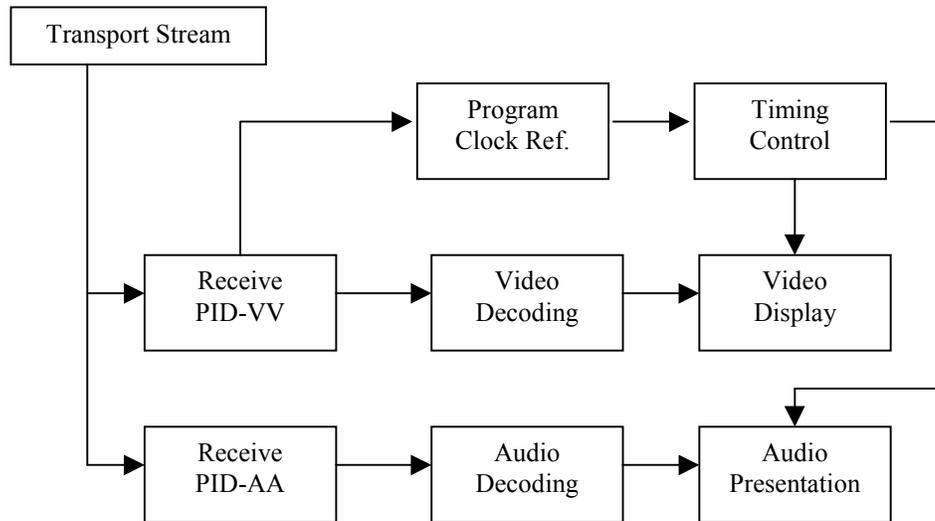


Figure D9 Acquisition of audiovisual components.

7. GPS TIME

The System Time Table provides time of day information to receivers. In PSIP, time of day is represented as the number of seconds that have elapsed since the beginning of “GPS time,” 00:00:00 UTC January 6th, 1980. GPS time is referenced to the Master Clock at the US Naval Observatory and steered to Coordinated Universal Time (UTC). UTC is the time source we use to set our clocks.

UTC is occasionally adjusted by one-second increments to ensure that the difference between a uniform time scale defined by atomic clocks does not differ from the Earth's rotational time by more than 0.9 seconds. The timing of occurrence of these “leap seconds” is determined by careful observations of the Earth’s rotation; each is announced months in advance. On the days it is scheduled to occur, the leap second is inserted just following 12:59:59 PM UTC.

UTC can be directly computed from the count of GPS seconds since January 6, 1980, by subtracting from it the count of leap seconds that have occurred since the beginning of GPS time. In the months just following January 1, 1999, this offset was 13 seconds.

In the A/65 protocol, times of future events (such as event start times in the EIT) are specified the same as time of day, as the count of seconds since January 6, 1980. Converting an event start time to UTC and local time involves the same calculation as the conversion of system time to local time. In both cases, the leap seconds count is subtracted from the count of GPS seconds to derive UTC.

GPS time is used to represent future times because it allows the receiver to compute the time interval to the future event without regard for the possible leap second that may occur in the meantime. Also, if UTC were to be used instead, it wouldn’t be possible to specify an event time that occurred right at the point in time where a leap second was added. UTC is discontinuous at those points.

Around the time a leap second event occurs, program start times represented in local time (UTC adjusted by local time zone and [as needed] daylight savings time) may appear to be off

by plus or minus one second. PSIP generating equipment may use one of two methods to handle leap seconds.

In method A, PSIP generating equipment does not anticipate the future occurrence of a leap second. In this case, prior to the leap second, program start times will appear correct. An event starting at exactly 10 AM will be computed as starting at 10:00:00. But just following the leap second, that same event time will be computed as 9:59:59. The PSIP generating equipment should re-compute the start times in all the EITs and introduce the leap second correction. Once that happens, and receivers have updated their EIT data, the computed time will again show as 10:00:00. In this way the disruption can be limited to a matter of seconds.

In method B, PSIP generating equipment does anticipate the occurrence of a leap second, and adjusts program start times for events happening after the new leap second is added. If the leap second event is to occur at midnight tonight, an event starting at 10 AM tomorrow will be computed by receiving equipment as starting at 10:00:01.

For certain types of events, the precision of method B is necessary. By specifying events using a time system that involves no discontinuities, difficulties involving leap seconds are avoided. Events such as program start times do not require that level of precision. Therefore, method A works well.

Consider the following example. Times are given relative to UTC, and would be corrected to local time zone and daylight savings time as necessary.

- Time of day (UTC): 1:00 p.m., December 30, 1998
- Event start time (UTC): 2:00 p.m., January 2, 1999
- A leap second event will occur just after 12:59:59 p.m. on December 31, 1998
- Leap seconds count on December 30 is 12

The data in the System Time message is:

- GPS seconds = 599,058,012 = 0x23B4E65C
- GPS to UTC offset = 12

Using method A (upcoming leap second event is not accounted for):

- Event start time in EIT: 599,320,812 = 0x23B8E8EC
- Converted to UTC: 2:00:00 p.m., January 2, 1999
- Number of seconds to event: 262,800 = 73 hours, 0 minutes, 0 seconds

Using method B (upcoming leap second event is anticipated):

- Event start time in EIT: 599,320,813 = 0x23B8E8ED
- Converted to UTC: 2:00:01 p.m., January 2, 1999
- Number of seconds to event: 262,801 = 73 hours, 0 minutes, 1 second

Note that using method B, the number of seconds to event is correct, and does not need to be recomputed when the leap seconds count moves from 12 to 13 at year-end.

8. NVOD EXAMPLES

The examples within this annex describe an NVOD Base channel with four Child channels. (See Figures D10 and D11.) The most delayed Child channel runs four hours after its Base channel.

Five channel NVOD system.

The base channel, which contains the `time_shifted_service_descriptor()` has six two-hour events per day. The child channels are delayed by one, two, three, and four hours respectively.

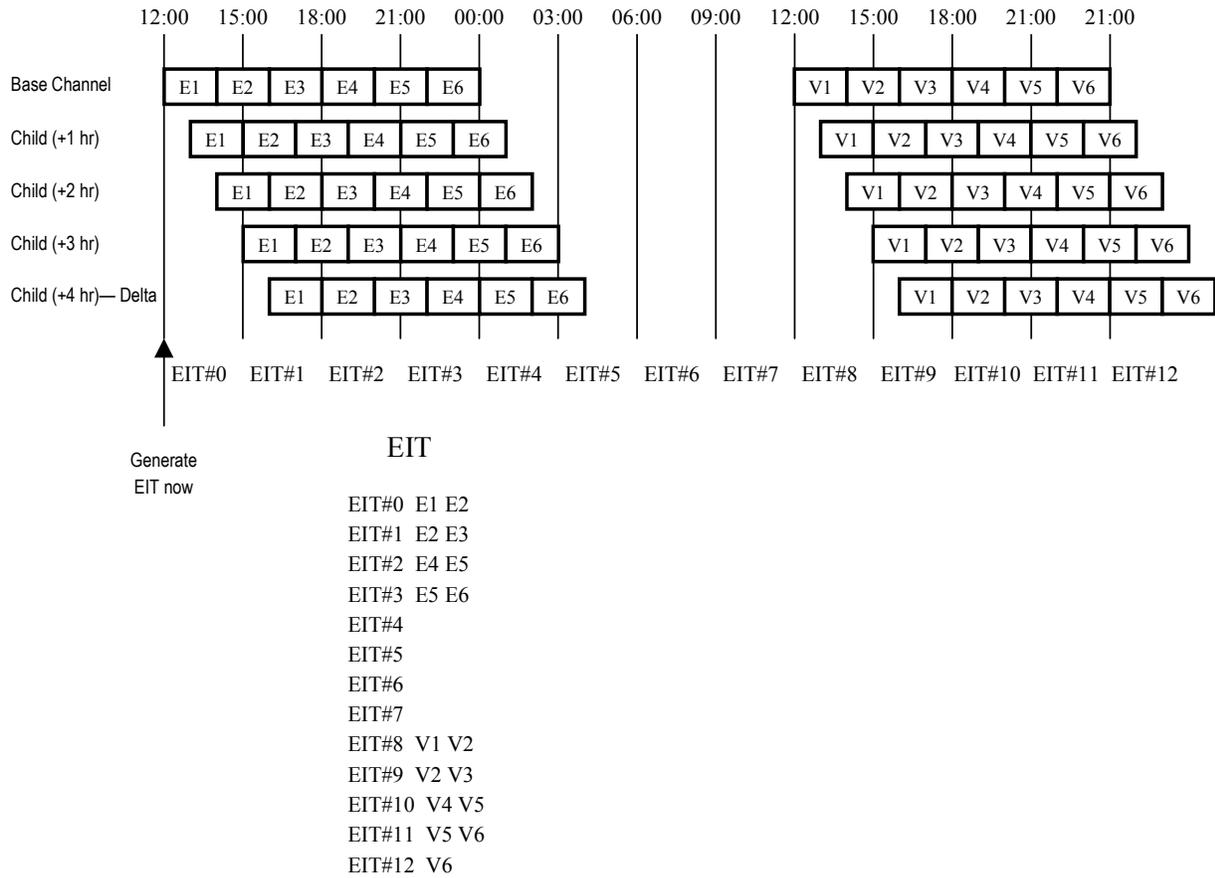


Figure D10 NVOD Example no. one.

Notes:

As there are no events that have expired in the base channel, all EIT and ETT entries are the same as those for an ordinary channel.

To find what event starts on channel Delta at 18:00 the steps are:

- 1) Subtract the channel's time offset (4 hours) from 18:00, giving 14:00.
- 2) Calculate which EIT window covers 14:00, giving EIT#0.
- 3) Look in EIT#0 of the base channel for the event at 14:00, giving event E2.

Five channel NVOD system.

The base channel, which contains the `time_shifted_service_descriptor()` has six two-hour events per day. The child channels are delayed by one, two, three, and four hours

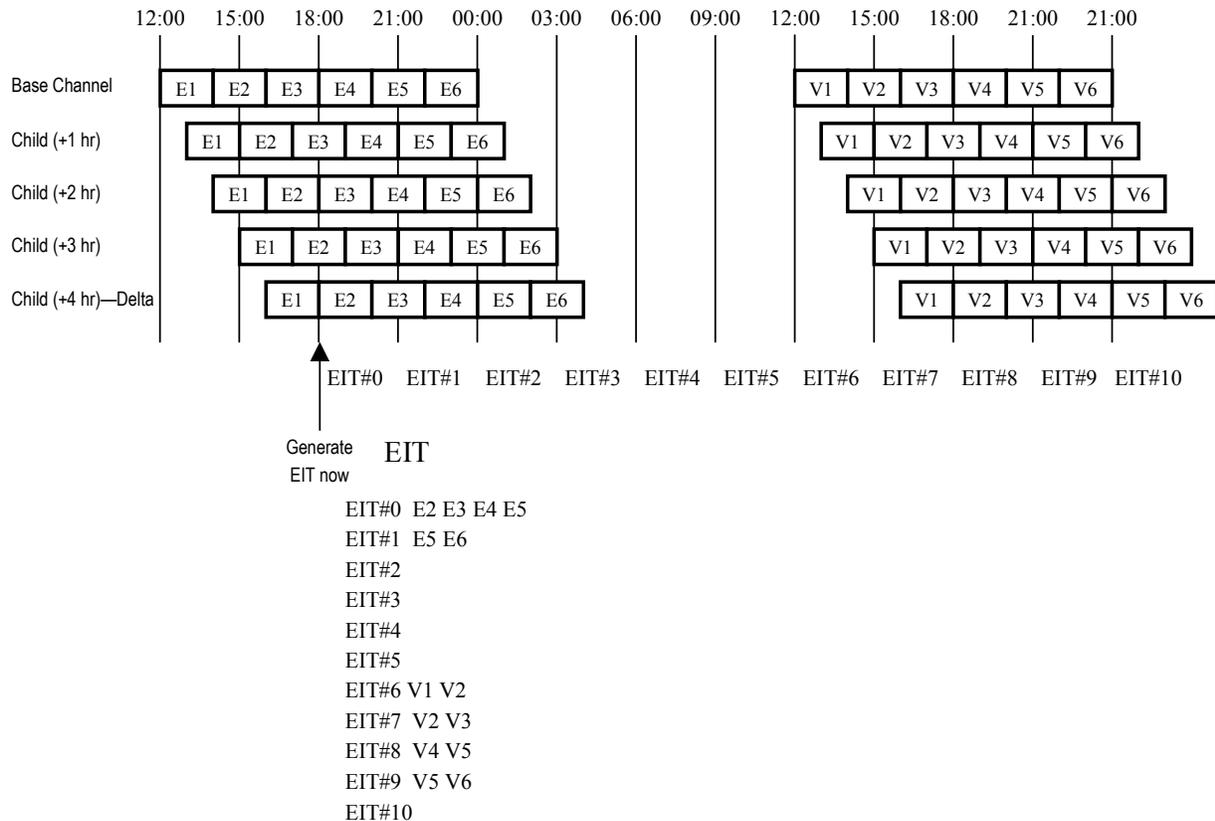


Figure D11 NVOD Example #2

Notes:

E1 has expired on channel Delta (the most delayed child); it is no longer listed in the EIT.

E2 & E3 have not expired on channel Delta (although they have expired on the base channel); they have to be listed in EIT#0.

EIT#1 and above are still the same as for a normal channel.

To find what event starts on channel Delta at 18:00 the steps are:

- 1) Subtract the channel's time offset (4 hours) from 18:00, giving 14:00.
- 2) Calculate which EIT window covers 14:00, giving EIT#-2 (i.e., minus two). A negative number is not legal for a window => We must use EIT#0.
- 3) Look in EIT#0 of the base channel for the event at 14:00, giving event E2.

9. INTERPRETATION OF MGT TABLE VERSION NUMBERS

On first glance, it may appear that the MGT simply provides the version numbers for table sections that make up the EIT/ETT tables for each timeslot. For example, the MGT may indicate a `table_type_version_number` of 5 for a `table_type` value of 0x0100 (EIT-0), which could lead one to say "EIT-0 is at version 5." In fact, the MGT does give table version information for all

transmitted tables, but a careful and correct interpretation of the data provided, including `table_type_PID`, must be made to avoid errors in processing.

The proper interpretation of `table_type_version_number` is to consider it to reflect the `version_number` field in the referenced table. In accordance with MPEG-2 Systems, the scope of `table_type_version_number` is limited to table sections delivered in transport packets with a common PID value. For example, for table sections with a given value of `table_ID`, a table section delivered in transport packets with PID value 0x1E00 and `version_number` 6 must be interpreted as a separate and distinct table from a table section delivered in transport packets with PID value 0x1E01 and `version_number` 6.

The following example is designed to illustrate the distinction between the simple (incorrect) interpretation and the correct one. In the illustration, the incorrect interpretation leads to processing errors, which involve re-loading tables that have not in fact changed, or (more seriously) not updating tables that *have* changed.

For the following example, the time zone offset is 0. Each EIT table instance is associated with a separate PID (as per A/65 rules).

- 1) Say it's noon. From noon to 3 the following is true:
 - a) The EIT describing noon to 3 p.m. is in PID¹⁹ 0x1000; version number is 0
 - b) The EIT describing 3 p.m. to 6 p.m. is in PID 0x1001; version number is 1
 - c) The EIT describing 6 p.m. to 9 p.m. is in PID 0x1002; version number is 0
 - d) The EIT describing 9 p.m. to midnight is in PID 0x1003; version number is 0
 - e) The MGT is at version 7 and indicates:
 - 1) EIT-0, PID 0x1000, version number 0
 - 2) EIT-1, PID 0x1001, version number 1
 - 3) EIT-2, PID 0x1002, version number 0
 - 4) EIT-3, PID 0x1003, version number 0
- 2) The time moves to 3pm, crossing a timeslot boundary. Let's say the EIT describing 6pm to 9 p.m. is changed now too.
 - a) The EIT for noon to 3 p.m. is no longer sent, since its time has passed
 - b) The EIT for 3 p.m. to 6 p.m. is still in PID 0x1001; version number is still 1
 - c) The EIT for 6 p.m. to 9 p.m. is still in PID 0x1002; but its content changed at the same time, so its version number is moved to 1
 - d) The EIT for 9 p.m. to midnight is still in PID 0x1003; version number is still 0
 - e) MGT moves to version 8 and indicates:
 - 1) EIT-0, PID 0x1001, version number 1
 - 2) EIT-1, PID 0x1002, version number 1
 - 3) EIT-2, PID 0x1003, version number 0

What is now EIT-0 did not change. What is now EIT-1 *did* change.

¹⁹ The expression "in PID" as used here is a shorthand way of saying that the indicated table section is "carried in transport packets with a PID value equal to" the indicated value.

For this case, if the MGT is interpreted to give the version numbers of EIT-*n* for each value of *n*, the receiver will see the version of EIT-0 change from 0 to one and refresh it. It will decide the version of EIT-1 has not changed, and not refresh it. But both inferences are incorrect: in this example, EIT-0 has not changed, and EIT-1 *has* changed.

The correct interpretation involves processing version numbers with respect to the associated PID values. Looking at the same example, the MGT indicates that the table associated with PID 0x1001 did not change versions. Likewise, the table associated with PID value 0x1002 changed from version 0 to 1 and should be refreshed.

10. USE OF ANALOG TRANSMISSION SIGNAL ID

The Virtual Channel Table in PSIP associates a user-friendly definition of a service (a channel name and number) with the physical location of that service. Both digital and analog services are accommodated. For digital services, the Transport Stream ID (TSID) parameter defined in ISO/IEC 13818-1 (MPEG-2 Systems) is used as a unique identifier at the TS level. For analog services, an identifier called the Transmission Signal ID (the acronym is also TSID) may be used.

The analog TSID, like its digital counterpart, is a 16-bit number that uniquely identifies the NTSC signal within which it is carried. EIA/CEA-608-B [14] Section 9.5.2.4 defines the data format for carriage of the Transmission Signal ID within eXtended Data Service (XDS) packets in the NTSC Vertical Blanking Interval.

In the US, the DTV system is designed with the expectation that the analog TSID will be included in any NTSC broadcast signal referenced by PSIP data. Whenever PSIP data provides a reference to an analog service, the receiver is expected to use that service's analog TSID to make a positive identification. The receiver is expected to not associate any channel or program information data with an NTSC service that does not broadcast its analog TSID.

11. USE OF COMPONENT NAME DESCRIPTOR

The `component_name_descriptor()` provides a mechanism to associate a multilingual textual label with an Elementary Stream component of any MPEG-2 program. If the program consists of one video stream and one audio track, such a label would not give much value. A program may be offered multilingually, for example with separate French and English tracks. In that case, a receiving device may choose, without need for user intervention, the track corresponding to the language set up as the user's preferred language.

It may be, however, that the service happens to have two English-language audio tracks of the same audio type (for example both may be Complete Main audio tracks). In another case, one or more of the audio tracks may not be associated with a spoken language. An example of such a track, sometimes called "clean effects," is ambient sound such as crowd noise from a sporting event. In both of these cases, use of the `component_name_descriptor()` is mandatory by the rules established in this Standard. The net result is that a display device will always have sufficient information to either choose an audio track by its language, by its type, or will have text describing each track that can be used to create an on-screen user dialog to facilitate the user's choice.

Annex E

Typical Size of PSIP Tables

(Informative)

1. OVERVIEW

The typical sizes for the PSIP tables (STT, MGT, VCT, RRT, EIT and ETT) are calculated in this Section. The notation used here for the different equations is listed in the Table E1.

Table E1 Symbols

Symbol	Description
P	number of EITs (4 to 128)
C	number of virtual channels (analog and digital) per EIT
Cd	number of digital channels per EIT
E	number of events per EIT
R	number of rating regions
D	average number of rating dimensions defined per rating region
Dr	average number of rated dimensions per rating region
L	average number of rating values per rating dimension

2. SYSTEM TIME TABLE (STT)

The typical size for the STT is 20 bytes, with the assumption of having no descriptors.

3. MASTER GUIDE TABLE (MGT)

The typical size for the MGT (in bytes), based on the assumptions listed in the column "Assumption", is shown in Table E2

Table E2 Typical Size (bytes) of MGT

Part	Size (bytes)	Assumption
PSI header and trailer	13	
message body	$26+22 \cdot P$	1. With one Terrestrial VCT, one RRT instance, P EITs and P event ETTs 2. No descriptors
Total	$39+22 \cdot P$	

4. TERRESTRIAL VIRTUAL CHANNEL TABLE (TVCT)

The typical size of the TVCT (bytes), based on the assumptions listed in the column labeled "Assumption" is shown in Table E3.

Table E3 Typical TVCT Size (bytes)

Part	Size (bytes)	Assumption
PSI header and trailer	13	1. All TVCT messages are carried in one section.
message body	$3+32^*C$	
extended channel name descriptor	20^*C	2. One string and one segment per string for long channel name text. 3. Long channel name text is compressed by Huffman coding with a standard table, and the text length after compression is 10 bytes
service location descriptor	23^*Cd	4. Three elementary streams per virtual channel for digital channels.
Total	$16+52^*C+23^*Cd$	

5. RATING REGION TABLE (RRT)

The typical size (in bytes per rating region) of the RRT, based on the assumptions listed in the column “Assumption”, is shown in Table E4.

Table E4 Typical Size (in bytes per rating region) of RRT

Part	Size (bytes per rating region)	Assumption
PSI header and trailer	13	1. One section only.
message body	$24+D^*(14+ 26^*L)$	2. One string and one segment per string for all text. 3. Rating region name text is compressed by Huffman coding with a standard table, and the size after compression is 12 bytes. 4. Dimension name text is compressed by Huffman coding with a standard table, and the size after compression is 4 bytes. 5. Abbreviated rating value text is compressed by Huffman coding with a standard table, and the size after compression is 2 bytes. 6. Rating value text is compressed by Huffman coding with a standard table, and the size after compression is 6 bytes. 7. No descriptors.
Total	$37+D^*(14+26^*L)$	

6. EVENT INFORMATION TABLE (EIT)

The typical size of the EIT (in bytes per virtual channel per EIT), based on the assumptions listed in the column “Assumption”, is shown in Table E5.

Table E5 Typical Size (bytes per virtual channel per EIT) of EIT

Part	Size (bytes per virtual channel per EIT)	Assumption
PSI header and trailer	13	1. One section only
message body	$1+40^*E$	2. One string and one segment per string for title text. 3. Title text is compressed by Huffman coding with a standard table, and the size after compression is 10 bytes. 4. Two AC-3 descriptors @ 5 bytes each..
closed captioning service descriptor	9^*E	5. number_of_services = 1.
content advisory descriptor	$(3+R^*(3+2^*D))^*E$	6. No rating_description_text.
Total	$14+(52+R^*(3+2^*D))^*E$	

7. EXTENDED TEXT TABLE (ETT)

The typical size for the ETT (in bytes per event per EIT), based on the assumptions listed in the column labeled “Assumptions,” is shown in Table E6.

Table E6 Typical Size (bytes per virtual channel or bytes per event) of ETT

Part	Size (bytes per event per EIT)	Assumptions
PSI header and trailer	13	
message body	92	1. A virtual channel or an event can have one text string and one segment per string for the extended text message. 2. Extended text message is compressed by Huffman coding with a standard table, and the size after compression is 88 bytes. 3. Channel ETTs are typically not needed.
Total	105	

8. DIRECTED CHANNEL CHANGE TABLE (DCCT)

The typical size for the DCCT is 44 bytes, with the assumption of having a single from/to channel, a single selection criterion, and no additional descriptors. The typical size for the DCCT (in bytes) based on the assumptions listed in the column “Assumption” is shown in Table E7.

Table E7 Typical Size (bytes) of DCCT

Part	Size (bytes)	Assumption
PSI header and trailer	13	
message body	$3+(17^*D)+(11^*S)$	1. No descriptors. 2. D = number of DCC opportunities defined. 3. S = number of selection criteria.
Total	$16+(17^*D)+(11^*S)$	

9. DIRECTED CHANNEL CHANGE SELECTION CODE TABLE (DCCSCT)

The typical size for the DCCSCT is 72 bytes, with the assumption of having four extra genre code categories and no additional descriptors. The typical size for the DCCSCT (in bytes) based on the assumptions listed in the column “Assumptions” is shown in Table E8.

Table E8 Typical Size (bytes) of DCCSCT

Part	Size (bytes)	Assumptions
PSI header and trailer	13	
message body	$3+(Sg*(5+9))$	1. No descriptors. 2. Sg = number of genre category updates 3. Genre category name is compressed by Huffman coding with a standard table, and the length of the MSS after coding is 9 bytes.
Total	$16+(Sg*14)$	

10. AN EXAMPLE FOR TERRESTRIAL BROADCAST

Suppose that a TV provider is in charge of two physical transmission channels, one for analog and the other for digital services. Assume that the digital Transport Stream carries five virtual channels (NTSC plus four digital), each with an average of 4.5 events in each of EIT-0, EIT-1, EIT-2 and EIT-3. For each virtual channel an extended channel name descriptor is present. For each event an extended text message is available. Regarding the Rating Region Table, suppose that a different rating region than that given in the example of Annex D Section 4.4 is used, and it is defined with six dimensions and five values per dimension. The example assumes this system and that a typical content advisory uses two of the six dimensions. No Channel ETTs are used.

Based on these assumptions, typical sizes for every PSIP table can be calculated. The results are listed in Table E9 and Table E10.

Table E9 Typical Sizes of PSIP tables (except ETT) for the Example

Part	Size in bytes (excluding Transport Stream packet header)	Size in Transport Stream packets
STT	20	1
MGT	127	1
TVCT	368	2
RRT	901	5
Subtotal for tables identified by the base_PID	1,416	8
EIT-0	1,398	8
EIT-1	1,398	8
EIT-2	1,398	8
EIT-3	1,398	8
Total	7,008	39

Table E10 Typical Sizes of ETTs for the Example

Part	Size in bytes (excluding Transport Stream packet header)	Size in Transport Stream packets
Channel ETT	0	0
Event ETT-0	2,835	16
Event ETT-1	2,835	16
Event ETT-2	2,835	16
Event ETT-3	2,835	16
Total	11,340	62

Annex F

An Overview of Huffman-based Text Compression

(Informative)

1. INTRODUCTION

This section describes the Huffman-based text compression and coding methods supported in the Program and System Information Protocol. In particular, this section:

- Describes the partial first-order Huffman coding used to compress PSIP text data.
- Provides background description of finite-context Huffman coding. The mechanisms for generating and parsing Huffman codes are described.
- Describes the decode tree data structure.
- Defines the character set supported by this Standard.

2. DATA COMPRESSION OVERVIEW

Program and System Information data may use partial first-order Huffman encoding to compress English-language text. The Huffman-table based approach has the following features:

- A typical firmware-resident Huffman decode table requires less than 2K of storage.
- The encode and decode algorithms are relatively simple and fast.
- Since first-order Huffman codes are significantly influenced by language phonetics, codes produced from a sample of current program titles produce reasonable compression ratios for future program titles, even though the future program titles may be significantly different from current titles. Therefore, hard-coded tables stored in receiver non-volatile memory are helpful.

The data compression approach has the following implementation characteristics:

- Program descriptions and program titles may use different Huffman codes. Titles and descriptions have significantly different text characteristics; for example, program titles usually have an upper-case character following a space character, whereas program descriptions usually have a lower-case character following a space-character.
- Hard-coded decode tables, one optimized for titles and one for descriptions, must reside in the receiver's non-volatile memory.

3. OVERVIEW OF CONTEXT-SENSITIVE HUFFMAN CODING

Each and every character does not occur with the same frequency in program titles and program descriptions. For example, the character "e" occurs more often than the character "x." With Huffman coding, the number of bits used to represent a character is inversely proportional to the character's usage frequency.

The Huffman coding compression ratio depends upon the statistical distribution of the characters being compressed. When character usage is uniformly distributed, no compression is

achieved with Huffman coding. To achieve satisfactory compression, the Huffman codes are generated using statistics that match the data being compressed. For example, Huffman codes generated from Pascal computer programs would be less than ideal for compressing C programs. For text strings in the PSIP, program descriptions and program titles may be compressed with different sets of Huffman codes.

Context-sensitive Huffman coding recognizes that a character's usage statistics are context dependent. For example, the character "u" has a high probability of occurrence after the character "q". The "order" of the Huffman code defines the "look-back" context by which a character is coded. With order-0, each character is coded independently of the previous character. With order-1, the Huffman code used to represent a given character depends upon the previous character. In zero-order Huffman compression, the occurrence probability of the alphabet elements is used to develop an optimal encoding tree. In first-order Huffman, the conditional probability of a character, given that the previous character is known, is used as the basis of a decoding tree. For this reason, while zero-order Huffman has typically a single tree, first-order Huffman has many, one for each character.

Huffman compression involves the following steps:

- Determine the statistical distribution of the characters or symbols in the source data.
- Create Huffman codes from this statistical information.
- Encode the source data: Translate each character into its corresponding Huffman code.

To decompress the coded data, the data string is parsed bit-by-bit and translated to the original characters. To do this, the decompressor must have the correct decode table, which maps the Huffman codes to their corresponding characters. The following example illustrates the generation and decoding of Huffman codes.

3.1 Example

Huffman codes are mapped to their corresponding characters using a binary tree structure. The leaves of this tree are the alphabet elements to be coded. The tree is produced by recursively summing the two nodes in the tree with the lowest usage frequency. For the following example (Table F1), assume that an alphabet contains the following twelve characters which occur a certain number of times in the sample database:

Table F1 Example Character Set and Frequency of Character Occurrence

Character	Occurrence Number
'a'	144
'b'	66
'c'	30
'd'	30
'e'	18
'f'	12
'g'	6
'h'	1
'i'	1
'j'	1
ESC	arbitrary

The "escape" character is inserted into the table to handle input characters which rarely occur, and have no corresponding Huffman codes. In this example, no Huffman codes will be generated for the characters 'h', 'i', and 'j'. Instead, their frequencies will be summed into the ESC character. Whenever one of these characters occur in the input stream, the encoder inserts the ESC Huffman code, then inserts the original ASCII value for that character.

Figure F1 shows the construction of the Huffman tree from the character frequencies. The two nodes with the lowest frequencies, ('ESC' and 'g'), are joined together, with a resulting node weight of (9). The next two lowest nodes, ('f' and the intermediate node), are then joined together, with the combined weight of (21). This process continues until the tree's root node is formed. Once the tree is completed, the bit (1) is assigned to all right-hand branches, and the bit (0) is assigned to all left-hand branches.

Decoding a Huffman string is straight-forward. Starting at the Huffman tree root, the decoder parses the string, bit by bit, until it reaches a leaf node. The leaf node is the decoded character. The decoder then moves back to the root of the Huffman tree to continue decoding the bit string. For example, the input string 10111011100010 would be decoded into 'beaab'.

This example uses order-0 Huffman codes. With order-1, each character in the alphabet has an associated tree of Huffman codes for possible succeeding characters. The ESC character would be inserted into each of these order-1 tables to handle statistically unlikely character pairs.

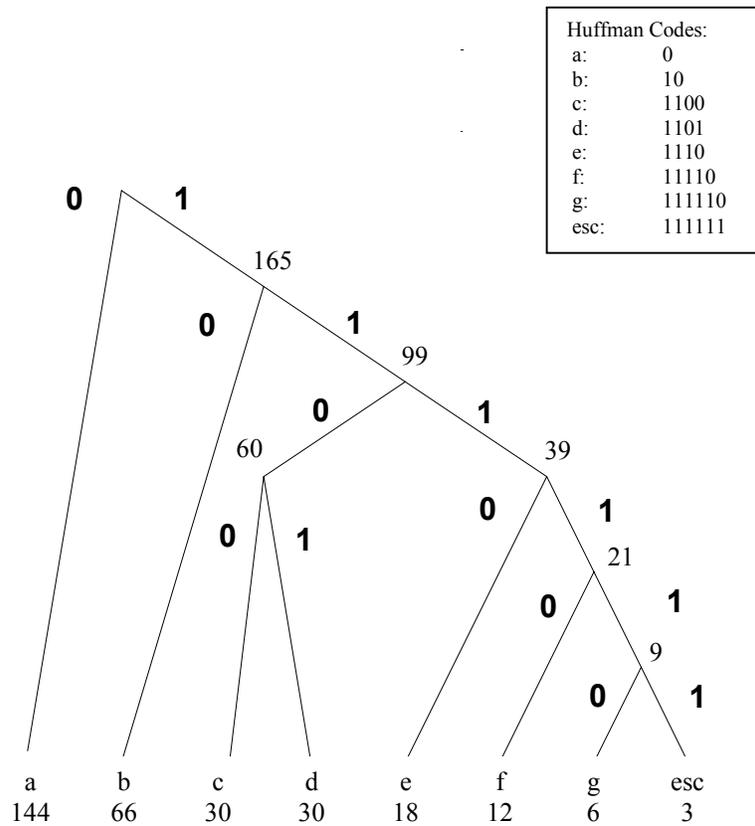


Figure F1 Example Huffman tree.

3.2 Decode Tree Example

Actual implementations of Huffman decoders need to map the trees into a suitable data structure that can be used by a computer or processor to traverse the tree top-down. In Annex C, a possible method for representing the trees was described and explicitly defined. Such a method is used here to build the decoding tree data for the example given in Figure F1. Although an order-0 tree, this table is representative of order-1 decode trees, except that the bytes of each order-1 tree start at a byte location specified by the corresponding tree root offset (rather than starting at location 0), shown in Table F2.

Table F2 Decode Tree Example

Byte #	Left/Right Child Word Offset or Character Leaf	
0 (tree root)	225	(ASCII "a" + 128)
1	1	(word offset of right child)
2 (tree node)	226	(ASCII "b" + 128)
3	2	(word offset of right child)
4 (tree node)	3	(word offset of left child)
5	4	(word offset of right child)
6 (tree node)	227	(ASCII "c" + 128)
7	228	(ASCII "d" + 128)
8 (tree node)	229	(ASCII "e" + 128)
9	5	(word offset of right child)
10 (tree node)	230	(ASCII "f" + 128)
11	6	(word offset of right child)
12 (tree node)	231	(ASCII "g" + 128)
13	155	(ASCII "ESC" + 128)

3.3 Encoding/Character Decoding Examples with 1st-order Huffman tables

As an example of using the Huffman table defined in Table C4 in Annex C, here we show the procedure to encode and decode the string “The next” using the tables optimized for titles. The coding sequence that generates the bit stream for “The next” is described in Figure F2.

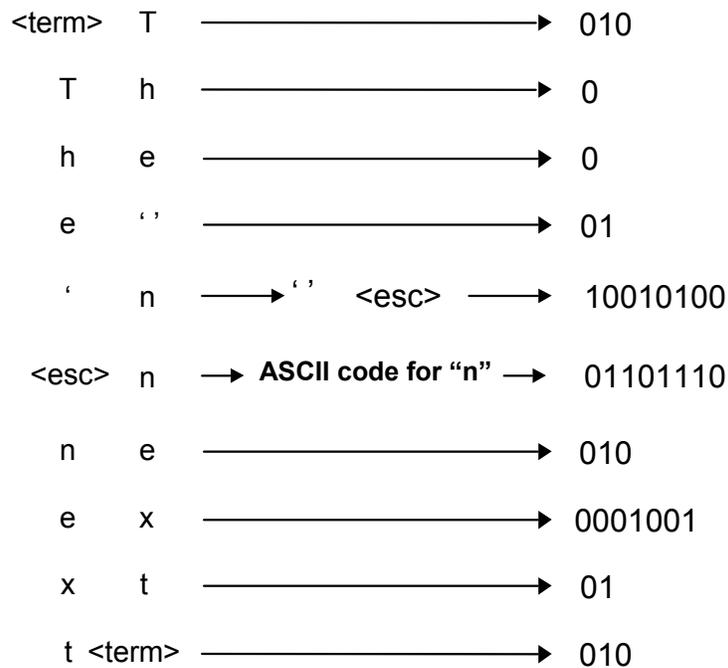


Figure F2 Coding example for the string “The next”.

The first character ‘T’ is encoded assuming that the previous one was a *terminate* character. The second letter ‘h’ is encoded based on the Huffman tree corresponding to the prior symbol ‘T.’ The sequence proceeds as shown in the Figure. The combination blank-space followed by an ‘n’ is not listed in the tree, thus the escape character is used to switch the coding process to uncompressed mode. Once in this mode, the ‘n’ is encoded using its standard 8-bit ISO Latin-1 value. After the ‘n’, an ‘e’ is encoded using the appropriate n-tree and the algorithm continues until reaching the final letter followed by a string-terminate character. Uncompressed transmission of this string requires 9 bytes, while after compression, only 39 bits, equivalent to 5 bytes, are needed.

Decoding requires traversing the different trees top-down. As an example, Figure F3 shows the tree when the prior character is ‘x’. From our example, after decoding the letter ‘x’, the remaining bit sequence is ‘01010’. Traversing the x-tree top-down using this sequence shows that ‘01’ corresponds to ‘t’, a newly decoded character. The process now jumps to the t-tree and so on, to decode the remaining bits until the terminate code results. Notice that the trees can be obtained by examining the encoding tables or by following the semantics of the provided decoding tables.

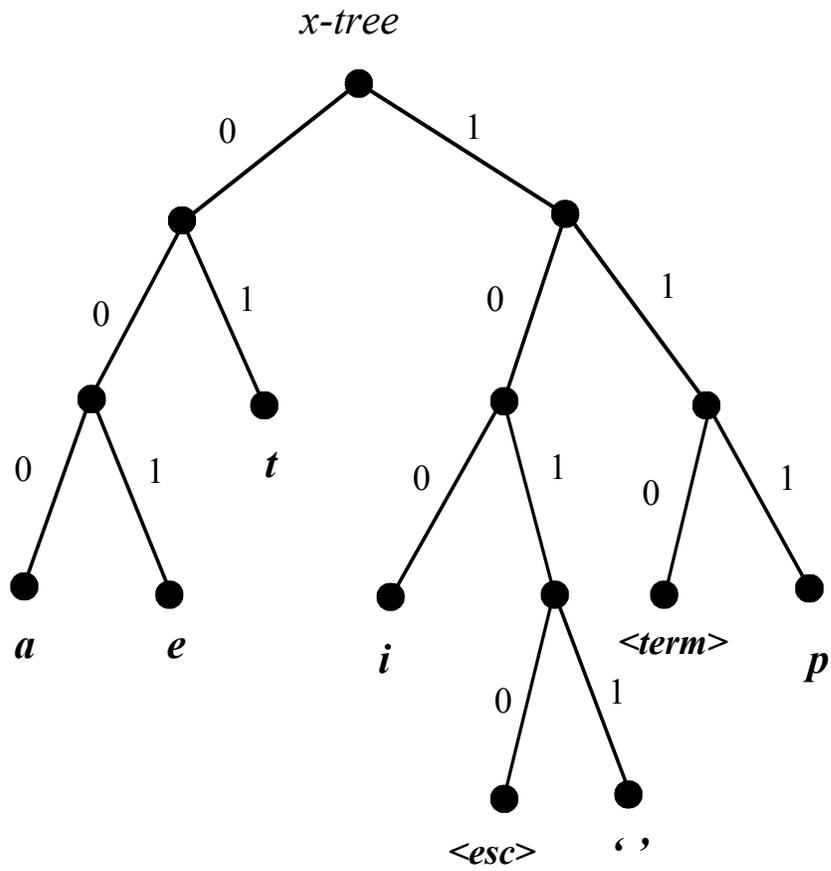


Figure F3 Huffman tree for prior symbol “x”.

Annex G

An Overview of PSIP for Cable

(Informative)

1. INTRODUCTION

As described in this standard, certain data specified in the Program and System Information Protocol (PSIP) forms a mandatory part of every ATSC-compliant digital multiplex signal delivered via terrestrial broadcast. Annex D provides an overview of the use of PSIP for the terrestrial broadcast application. This Annex supplements that discussion, focusing on the use of PSIP for digital cable.

2. OVERVIEW

PSIP was designed, as much as possible, to be independent of the physical system used to deliver the MPEG-2 multiplex. Therefore, the System Time Table, Master Guide Table, Virtual Channel Table (VCT), and Event Information Tables and Extended Text Tables are generally applicable equally as well to cable as to terrestrial broadcast delivery methods. The differences can be summarized as follows:

- For cable, the Cable Virtual Channel Table (CVCT) provides the VCT function, while the Terrestrial Virtual Channel Table (TVCT) applies for terrestrial broadcast. The cable VCT includes two parameters not applicable to the terrestrial broadcast case, and the syntax of several parameters in the table is slightly different for cable as compared to the terrestrial broadcast case. The specifics are discussed in Section 3 of this Annex.
- Use of the program guide portion of PSIP (EIT and ETT) for cable is considered optional, while it is mandatory when PSIP is used for terrestrial broadcasting. Cable operators are free to *not* provide any program guide data at all if they so choose, or provide the data in a format other than PSIP if they do support an EPG.

3. COMPARING CVCT AND TVCT

While the syntax of the Cable and Terrestrial VCTs are nearly identical, the Cable VCT has two parameters not present in the Terrestrial VCT: a “path select” bit, and a bit that can indicate that a given virtual channel is transported out-of-band (OOB). Also, the semantics of the major and minor channel number fields and the `source_id` differ for the Cable VCT as compared with its terrestrial broadcast counterpart.

3.1 Path Select

Use of the path select is required when PSIP is used in a cable network in which two separate physical cables are present. In such a case, the value of the `path_select` bit indicates whether the receiver should select the cable connected to its primary port (“path 1”) or the secondary cable (“path 2”).

3.2 Out of Band

When a cable virtual channel is flagged as being “out of band,” it is carried on the out-of-band channel. If a receiver is implemented with a dedicated OOB tuner, it can select and process the OOB multiplex if a user chooses a virtual channel flagged as `out_of_band`. Receivers not capable of receiving or processing data on out-of-band carriers may use the `out_of_band` flag as a way to skip or ignore them.

3.3 Major and Minor Channel Numbers

When PSIP is used for terrestrial broadcast, care must be taken in the assignment of major and minor channel numbers to avoid conflicts. For example, the PSIP standard indicates that for the US and its possessions, a terrestrial broadcaster with an existing NTSC license shall use a major channel number for digital services that corresponds to the NTSC RF channel number in present use for the analog signal. For cable, such restrictions are technically unnecessary. The use or potential re-assignment of a broadcaster’s major channel number is beyond the scope of this standard. For terrestrial broadcast, the major channel number is limited to the range 1 to 99 for ATSC digital television or audio services. For cable, major channel numbers may range from 1 to 999.

For minor channel numbers, this Standard specifies that zero shall be used for NTSC analog television services, 1 to 99 for ATSC digital television or audio only services, or 1 to 999 for data services. Minor channel numbers for cable, on the other hand, have no restrictions on use: they can range from 0 to 999 for any type of service.

3.4 Source Ids

The `source_id` parameter is defined identically between cable and terrestrial broadcast VCTs, except that for the cable case, value `0x0000` indicates that the programming source is not identified. Value zero is therefore valid for cable but is reserved (not presently defined) for terrestrial broadcast.

A source ID with value zero is useful for cases where a cable operator wishes to define a channel for which no EPG data is currently available. It would also be useful to an operator who wishes not to supply EPG data at all.

Assignment of a value for `source_id` for any given service should remain constant over time because changes may disrupt user applications. For example, programs targeted for future storage may be identified by `source_id`, and any change would result in failure to achieve the desired recording.

4. IN-BAND VERSUS OUT-OF-BAND SYSTEM INFORMATION

Cable operators often make use of one or more out-of-band (OOB) control channels. OOB control gives the operator nearly guaranteed access to each set-top box deployed in a cable network, because a dedicated tuner in each set-top remains tuned to the OOB channel independent of where the user might choose to tune the frequency-agile tuner while accessing various services.

Without an OOB channel, the cable operator either wouldn’t be able to supply a uninterrupted stream of control messages to each set-top, or would be forced to carry (redundantly) the same control stream on each analog and digital signal. Duplicating the control

stream this way is costly and wasteful of bandwidth. Analog channels in the network pose a problem because there isn't a convenient way to add a channel for control data to each NTSC signal.

PSIP data on cable is provided in-band so that cable-ready consumer electronic equipment can receive navigation data without having to process an OOB channel. Some custom, cable system-specific receiving devices may supplement the PSIP data by making use of other data, provided that the delivery of such data does not conflict with any requirements of the PSIP specification.

5. USING PSIP ON CABLE

PSIP data carried on cable in-band is analogous to PSIP included in the terrestrial digital broadcast multiplex: a receiver can discover the structure of digital services carried on that multiplex by collecting the current VCT from it. A cable-ready digital TV can visit each digital signal on the cable, in sequence, and record from each a portion of the full cable VCT. This is exactly the same process a terrestrial digital broadcast receiver performs to build the terrestrial channel map.

5.1 Terrestrial Virtual Channel Maps on Cable

If a cable operator chooses to deploy digital cable boxes in a cable network, to properly support the cable terminals, that network will need to conform to the transmission and transport standards defined through the Society of Cable Telecommunications Engineers (SCTE). In some instances, however, a small cable operator may offer a cable service in which no cable boxes are required. That operator may wish to implement a low-cost headend where off-air terrestrial broadcasts are simply received and placed onto the cable, as is done with a community antenna scheme such as SMATV. In some cases, signals may be shifted in frequency before being placed on the cable (such as to move a UHF frequency down to the VHF range).

In cases such as these, a receiver may encounter a Terrestrial Virtual Channel Table when acquiring a Transport Stream from the 75 Ω cable port on the receiver. Although that TS does not comply with SCTE standards for digital cable, cable-ready receivers should nonetheless be designed to handle the case where a Terrestrial VCT is found where a Cable VCT is expected.

5.2 Use of the Cable VCT

The `carrier_frequency` field in the Cable VCT is not used except to identify the location of out-of-band services. Receiving devices must be designed to find and navigate among analog and digital services without reliance on downloaded frequency references.

Cable signals are transmitted in accordance with established frequency plans, so initially discovering the location of each digital or analog carrier is straightforward. PSIP data may describe services carried on the same Transport Stream as the PSIP data itself. The `channel_TSID` value for these services will match the TSID value found in the PAT of the same Transport Stream.

Whenever PSIP data references a service carried on a different digital Transport Stream or references an NTSC analog service, the `channel_TSID` should be used to positively identify the target TS or analog service. The recommended approach involves use of a digital signal's Transport Stream ID (TSID) and an analog NTSC signal's Transmission Signal ID (we call this

the analog TSID). The FCC is expected to assign each broadcast station operator in the US two unique TSID values, one for analog and one for digital transmission. The digital TSID is defined by the MPEG-2 *Systems* specification, ISO/IEC 13818-1. The analog TSID is defined in EIA/CEA-608-B, and is simply a 16-bit signal identifier that is carried in an Extended Data Service packet.

Upon initial setup by an installer or consumer, a receiver should perform an automatic scan of all frequencies where analog or digital signals may be found.²⁰ The frequencies used for the scan correspond to standard frequency plans for off-air broadcast or cable, as appropriate. When a signal is found at a given frequency, the receiver should take note of the analog or digital TSID. Although not all analog signals are required to include TSIDs, all digital transport streams are required to carry the unique TSID.

Now, when asked to acquire a specific service, the receiver should use the frequency upon which it was last found.

The data in the modulation field may be in error unless the cable system modifies it. The SCTE has standardized two modulation modes for cable television transmission of digital television. The terrestrial broadcast PSIP shall indicate ATSC 8-VSB modulation for over-the-air transmission of digital television. Any receiver that does not have access to an out-of-band data stream indicating the modulation modes of the various carriers on the network will need to be designed to acquire any of the modes that may be present. In the US, 64-QAM, 256-QAM, 8-VSB or 16-VSB modulation may be encountered.

5.3 Service Location on Cable

The `service_location_descriptor()` indicates the stream types, PID and language code for each elementary stream that comprises a virtual channel. As mentioned, one of the differences between the terrestrial and cable is that the `service_location_descriptor()` is not required in the Cable VCT, even though its use is mandatory for the Terrestrial VCT. The difference arises from the fact that cable operators may re-multiplex digital Transport Streams that are available to them, adding or deleting services as necessary to create cable Transport Streams. A motivation for re-multiplexing is that the data rate for information on cable is typically higher than that available from terrestrial broadcast transmissions, and a cable operator may wish to construct multiplexes that make full use of the channel capacity.

For cable, the receiver or set-top box needs to learn the structure of each service via the `TS_program_map_section()` which contains the same information as the `service_location_descriptor()` [except for the language code]. ATSC multiplexes are MPEG-2 compliant, and the presence of the `TS_program_map_section()` is mandatory.

A typical cable receiver or set-top box may implement a scheme where the last-used PID values for audio and video streams are stored with each VCT record. Initial acquisition of a virtual channel may be slower by as much as 400 milliseconds (the maximum interval between repetitions of the `TS_program_map_section()`) since the `TS_program_map_section()` will need to be processed to learn the PID values, but subsequent acquisitions can avoid this delay. However, one step in the acquisition process should always be to check the current `TS_program_map_section()`

²⁰ It is strongly recommended that such a scan is done also when the receiver is in the “off” state to refresh VCT and program guide data.

to verify that the PID values have not changed since the last acquisition of the service. If they have changed, the new values replace the old.

5.4 Analog Channel Sharing

Some cable operators time-share certain 6-MHz slots between two analog television services, switching from one to the other on a daily schedule. If PSIP were to be used (out of band) to describe such a shared analog channel, two approaches are possible:

Define the channel as a single entity, using one source ID. The channel name may be a combination of the two service names, such as “WXYZ/USTV” for example. Or it could be a neutral name such as “Combo.” Since the channel is defined as a single entity in PSIP, it appears as one horizontal grid line on the EPG display.

Define the channel using two source IDs, one for the first source and another for the second. Using PSIP it would be possible to assign each source a separate channel name. Both would be assigned the same channel number and frequency, corresponding to the channel’s EIA RF 6-MHz band on the cable. Use of the RF channel number is necessary for consistency between DTV receivers using PSIP and analog receivers that tune and number using the conventional analog method. On the EPG grid, each of the services are expected to show “Off the air” (or equivalent) during the part of the broadcast day when the transmission channel is being used for the other source.

The second case represents an unusual situation for the DTV, in that two services share the exact same channel number. If the user selects such a doubly-defined channel by direct entry of the number, the frequency is unambiguous so the DTV can tune straightforwardly. If the DTV would wish to display the proper channel name or program name, it must rely on the analog TSID to properly identify the received signal.

In both of these cases, it is the responsibility of the cable headend to perform source switching as necessary to create the composite channel.

6. RE-MULTIPLEXING ISSUES

As mentioned, a cable operator may wish to take incoming digital Transport Streams from various sources (terrestrial broadcast, satellite, or locally generated), add or delete services or elementary streams, and then re-combine them into output Transport Streams. If the incoming Transport Streams carry PSIP data, care must be taken to properly process this data in the re-multiplexer.

Specifically, the re-multiplexer needs to account for any MPEG or PSIP fields or variables that are scoped to be unique within the Transport Stream. Such fields include PID values, MPEG program_numbers, source_id tags that are in the range 0x0001 through 0x0FFF and event_id fields.

Other PSI and PSIP-related tasks that need to be performed include:

- Construct an output Virtual Channel Table represents the virtual channels that will be included in the resulting Transport Stream.
- Combine EIT and ETT data from the various sources and remove data for any deleted services. (Rules for deleting services are beyond the scope of this standard.)
- The output Rating Region Table includes all regions that the cable operator is either required to support or chooses to support.

- Rebuild the Master Guide Table to represent the resulting PSIP tables.
- The `service_location_descriptors` present in incoming Terrestrial Virtual Channel Tables may be deleted, and if so should be reconstructed to identify all the services in the Cable Virtual Channel Table for a new transport stream.
- Edit the MPEG-2 Program Map Table to accurately reflect the Transport Stream PID values for all elementary streams in each service.

The special case of remultiplexing without adding or dropping content in the transport stream does not require PSIP modification, although some modification could reduce frequency information inconsistencies.

7. THE TRANSITION TO PSIP ON CABLE

The first digital cable boxes to employ MPEG-2 transport and video coding were deployed in North America beginning in 1996. This PSIP standard was developed and approved by the ATSC in 1997. In 1998, the use of PSIP on cable was balloted and approved by the Digital Video Subcommittee of SCTE.

Cable systems supporting the first digital cable terminals provide an out-of-band control channel for system control and addressing of these boxes. System Information in accordance with ATSC A/56 *System Information for Digital Television*, as extended by the SCTE DVS-011 *Cable and Satellite Extensions to ATSC System Information Standard* provides navigational information such as the cable frequency plan in use, the channel line-up, and channel names and numbers. The A/56 standard used the same virtual channel map approach that PSIP uses.

Cable operators wishing to support cable-ready CE equipment in their network would need to begin sending PSIP data in-band for each digital transport multiplex. PSIP support involves supplying transport stream packets with PID value 0x1FFB. Legacy digital terminals are unaffected by the presence of these new packets, because they have no reason to process data from PID 0x1FFB. Both the PSIP and the A/56 SI data can co-exist in the same system with neither affecting the other.

8. DATA RATES FOR PSIP ON CABLE

The typical sizes of PSIP data in the cable application are computed here. Since the structure of the PSIP tables is unchanged from the terrestrial application, the analysis of table sizes found in Annex E of the PSIP Standard applies equally well to cable. On cable, the `service_location_descriptor()` is optional, however, so the CVCT data size may be reduced by $(23 * C_d)$ where C_d represents the number of digital services in the multiplex.

If the CVCT is repeated at a rate of 2.5 repetitions per second, and we say that there are 10 digital channels and one reference to an analog channel, the total data rate for each instance of the CVCT is

$$\begin{aligned} R_{CVCT} &= (\text{size of CVCT in bytes}) * (8 \text{ bits/byte}) * (\text{table repetition rate}) \\ &= (16+52*11) * 8 * 2.5 = 11,760 \text{ bps} \end{aligned}$$

If the MGT is repeated at a rate of one repetition each 150 milliseconds, and it includes references to EIT-0 through -3, the data rate for the MGT is

$$R_{MGT} = (\text{size of MGT in bytes}) * (8 \text{ bits/byte}) * (\text{table repetition rate})$$

$$= 138 * 8 * 1 / .15 = 7360 \text{ bps}$$

An adjustment needs to be made to account for the fact that the MGT must be placed into the transport multiplex such that the first byte of the table (the `table_id`) aligns with the first byte of the packet payload. If we assume that, on average, half of the prior packet's payload (for the `base_PID`) will be padded to create this alignment, the data rate for the padding is

$$\text{RPAD} = (\text{number of pad bytes}) * (8 \text{ bits/byte}) * (\text{MGT repetition rate})$$

$$= 92 * 8 * 1 / .15 = 4907 \text{ bps}$$

If the RRT is repeated at a rate of one repetition per minute, assuming one region with nine dimensions and an average of four levels per dimension, the data rate is

$$\text{RRRT} = (\text{size of RRT in bytes}) * (8 \text{ bits/byte}) * (\text{table repetition rate})$$

$$= (37+9*(14+26*4)) * 8 * 1/60 = 1099 * 8 / 60 = 147 \text{ bps}$$

If the STT is repeated at a rate of once per second the data rate is

$$\text{RSTT} = 20 * 8 = 160 \text{ bps}$$

So, the total data rate for tables required for the cable application is

$$\text{RTOTAL} = \text{RCVCT} + \text{RMGT} + \text{RPAD} + \text{RRRT} + \text{RSTT}$$

$$= 11,760 + 7360 + 4907 + 147 + 160 = 19.427 \text{ kbps} \cong 25 \text{ kbps}$$

The analysis can be extended to include the case that EIT/ETT is present in the multiplex as well.

Annex H

Location Codes for Counties and Equivalent Entities of the United States, Its Possessions, and Associated Areas

(Normative)

The state and county codes in this Annex are based upon the codes contained within FIPS Pub 6-4 dated August 31, 1990, and amended by Change Notices 1 through 7, the last dated July 7, 2001. The values within the table in this section take precedence over those documents because of spelling and code errors discovered and fixed while editing and assembling the table. (See next page.)

01 ALABAMA (AL)	02 ALASKA (AK)	005 Baxter	149 Yell	003 Alamosa
001 Autauga	013 Aleutians East	007 Benton	001 Alameda	005 Arapahoe
003 Baldwin	016 Aleutians West	009 Boone	003 Alpine	007 Archuleta
005 Barbour	020 Anchorage	011 Bradley	005 Amador	009 Baca
007 Bibb	050 Bethel	013 Calhoun	007 Butte	011 Bent
009 Blount	060 Bristol Bay	015 Carroll	009 Calaveras	013 Boulder
011 Bullock	068 Denali	017 Chicot	011 Colusa	014 Broomfield
013 Butler	070 Dillingham	019 Clark	013 Contra Costa	015 Chaffee
015 Calhoun	090 Fairbanks- North Star	021 Clay	015 Del Norte	017 Cheyenne
017 Chambers	100 Haines	023 Cleburne	017 El Dorado	019 Clear Creek
019 Cherokee	110 Juneau	025 Cleveland	021 Glenn	021 Conejos
021 Chilton	122 Kenai	027 Columbia	023 Humboldt	023 Costilla
023 Choctaw	Peninsula	029 Conway	025 Imperial	025 Crowley
025 Clarke	130 Ketchikan	031 Craighead	027 Inyo	027 Custer
027 Clay	Gateway	033 Crawford	029 Kern	029 Delta
029 Cleburne	150 Kodiak Island	035 Crittenden	031 Kings	031 Denver
031 Coffee	164 Lake and Peninsula	037 Cross	033 Lake	033 Dolores
033 Colbert	170 Matanuska- Susitna	039 Dallas	037 Lassen	035 Douglas
035 Conecuh	180 Nome	041 Desha	039 Madera	037 Eagle
037 Coosa	290 Yukon- Koyukuk	043 Drew	041 Marin	039 Elbert
039 Covington	185 North Slope	045 Faulkner	043 Mariposa	041 El Paso
041 Crenshaw	188 Northwest Arctic	047 Franklin	045 Mendocino	043 Fremont
043 Cullman	201 Prince of Wales-Outer	049 Fulton	047 Merced	045 Garfield
045 Dale	Ketchikan	051 Garland	049 Modoc	047 Gilpin
047 Dallas	220 Sitka	053 Grant	051 Mono	049 Grand
049 DeKalb	232 Skagway- Hoonah-Angoon	055 Greene	053 Monterey	051 Gunnison
051 Elmore	240 Southeast Fairbanks	057 Hempstead	055 Napa	053 Hinsdale
053 Escambia	261 Valdez- Gordova	059 Hot Spring	057 Nevada	055 Huerfano
055 Etowah	270 Wade	061 Howard	059 Orange	057 Jackson
057 Fayette	Hampton	063 Independence	061 Placer	059 Jefferson
059 Franklin	280 Wrangell- Petersburg	065 Izard	063 Plumas	061 Kiowa
061 Geneva	282 Yakutat	067 Jackson	065 Riverside	063 Kit Carson
063 Greene	290 Yukon- Koyukuk	069 Jefferson	067 Sacramento	065 Lake
065 Hale	----	071 Johnson	069 San Benito	067 La Plata
067 Henry	04 ARIZONA (AZ)	073 Lafayette	071 San	069 Larimer
069 Houston	001 Apache	075 Lawrence	Bernardino	071 Las Animas
071 Jackson	003 Cochise	077 Lee	073 San Diego	073 Lincoln
073 Jefferson	005 Coconino	079 Lincoln	075 San Francisco	075 Logan
075 Lamar	007 Gila	081 Little River	077 San Joaquin	077 Mesa
077 Lauderdale	009 Graham	083 Logan	079 San Luis	079 Mineral
079 Lawrence	011 Greenlee	085 Lonoke	Obispo	081 Moffat
081 Lee	012 La Paz	087 Madison	081 San Mateo	083 Montezuma
083 Limestone	013 Maricopa	089 Marion	083 Santa Barbara	085 Montrose
085 Lowndes	015 Mohave	091 Miller	085 Santa Clara	087 Morgan
087 Macon	017 Navajo	093 Mississippi	087 Santa Cruz	089 Otero
089 Madison	019 Pima	095 Monroe	089 Shasta	091 Ouray
091 Marengo	021 Pinal	097 Montgomery	091 Sierra	093 Park
093 Marion	023 Santa Cruz	099 Nevada	093 Siskiyou	095 Phillips
095 Marshall	025 Yavapai	101 Newton	095 Solano	097 Pitkin
097 Mobile	027 Yuma	103 Ouachita	097 Sonoma	099 Prowers
099 Monroe	----	105 Perry	099 Stanislaus	101 Pueblo
101 Montgomery	05 ARKANSAS	107 Phillips	101 Sutter	103 Rio Blanco
103 Morgan	(AR)	109 Pike	103 Tehama	105 Rio Grande
105 Perry	001 Arkansas	111 Poinsett	105 Trinity	107 Routt
107 Pickens	003 Ashley	113 Polk	107 Tulare	109 Saguache
109 Pike	----	115 Pope	109 Tuolumne	111 San Juan
111 Randolph	08 COLORADO	117 Prairie	111 Ventura	113 San Miguel
113 Russell	(CO)	119 Pulaski	113 Yolo	115 Sedgwick
115 St. Clair	001 Adams	121 Randolph	115 Yuba	117 Summit
117 Shelby	----	123 St. Francis	----	119 Teller
119 Sumter	08 CONNECTICU	125 Saline	09	121 Washington
121 Talladega	T (CT)	127 Scott	08	123 Weld
123 Tallapoosa	----	129 Searcy	08	125 Yuma
125 Tuscaloosa	001 Fairfield	131 Sebastian	08	----
127 Walker	003 Hartford	133 Sevier	08	005 Litchfield
129 Washington	005 Litchfield	135 Sharp	08	----
131 Wilcox	----	137 Stone	08	----
133 Winston	001	139 Union	08	----
----	003	141 Van Buren	08	----
----	005	143 Washington	08	----
----	005	145 White	08	----
----	005	147 Woodruff	08	----

007 Middlesex	095 Orange	093 Dooly	239 Quitman	035 Clearwater
009 New Haven	097 Osceola	095 Dougherty	241 Rabun	037 Custer
011 New London	099 Palm Beach	097 Douglas	243 Randolph	039 Elmore
013 Tolland	101 Pasco	099 Early	245 Richmond	041 Franklin
015 Windham	103 Pinellas	101 Echols	247 Rockdale	043 Fremont
-----	105 Polk	103 Effingham	249 Schley	045 Gem
10 DELAWARE	107 Putnam	105 Elbert	251 Screven	047 Gooding
(DE)	109 St. Johns	107 Emanuel	253 Seminole	049 Idaho
-----	111 St. Lucie	109 Evans	255 Spalding	051 Jefferson
001 Kent	113 Santa Rosa	111 Fannin	257 Stephens	053 Jerome
003 New Castle	115 Sarasota	113 Fayette	259 Stewart	055 Kootenai
005 Sussex	117 Seminole	115 Floyd	261 Sumter	057 Latah
-----	119 Sumter	117 Forsyth	263 Talbot	059 Lemhi
11 DISTRICT OF	121 Suwannee	119 Franklin	265 Taliaferro	061 Lewis
COLUMBIA (DC)	123 Taylor	121 Fulton	267 Tattall	063 Lincoln
-----	125 Union	123 Gilmer	269 Taylor	065 Madison
001 District of	127 Volusia	125 Glascock	271 Telfair	067 Minidoka
Columbia	129 Wakulla	127 Glynn	273 Terrell	069 Nez Perce
-----	131 Walton	129 Gordon	275 Thomas	071 Oneida
12 FLORIDA (FL)	133 Washington	131 Grady	277 Tift	073 Owyhee
-----	-----	133 Greene	279 Toombs	075 Payette
001 Alachua	13 GEORGIA	135 Gwinnett	281 Towns	077 Power
003 Baker	(GA)	137 Habersham	283 Treutlen	079 Shoshone
005 Bay	-----	139 Hall	285 Troup	081 Teton
007 Bradford	001 Appling	141 Hancock	287 Turner	083 Twin Falls
009 Brevard	003 Atkinson	143 Haralson	289 Twiggs	085 Valley
011 Broward	005 Bacon	145 Harris	291 Union	087 Washington
013 Calhoun	007 Baker	147 Hart	293 Upson	-----
015 Charlotte	009 Baldwin	149 Heard	295 Walker	17 ILLINOIS (IL)
017 Citrus	011 Banks	151 Henry	297 Walton	-----
019 Clay	013 Barrow	153 Houston	299 Ware	001 Adams
021 Collier	015 Bartow	155 Irwin	301 Warren	003 Alexander
023 Columbia	017 Ben Hill	157 Jackson	303 Washington	005 Bond
025 Dade	019 Berrien	159 Jasper	305 Wayne	007 Boone
027 DeSoto	021 Bibb	161 Jeff Davis	307 Webster	009 Brown
029 Dixie	023 Bleckley	163 Jefferson	309 Wheeler	011 Bureau
031 Duval	025 Brantley	165 Jenkins	311 White	013 Calhoun
033 Escambia	027 Brooks	167 Johnson	313 Whitfield	015 Carroll
035 Flagler	029 Bryan	169 Jones	315 Wilcox	017 Cass
037 Franklin	031 Bulloch	171 Lamar	317 Wilkes	019 Champaign
039 Gadsden	033 Burke	173 Lanier	319 Wilkinson	021 Christian
041 Gilchrist	035 Butts	175 Laurens	321 Worth	023 Clark
043 Glades	037 Calhoun	177 Lee	-----	025 Clay
045 Gulf	039 Camden	179 Liberty	15 HAWAII (HI)	027 Clinton
047 Hamilton	043 Candler	181 Lincoln	-----	029 Coles
049 Hardee	045 Carroll	183 Long	001 Hawaii	031 Cook
051 Hendry	047 Catoosa	185 Lowndes	003 Honolulu	033 Crawford
053 Hernando	049 Charlton	187 Lumpkin	005 Kalawao	035 Cumberland
055 Highlands	051 Chatham	189 McDuffie	007 Kauai	037 DeKalb
057 Hillsborough	053 Chattahooche	191 McIntosh	009 Maui	039 De Witt
059 Holmes	e	193 Macon	-----	041 Douglas
061 Indian River	055 Chattooga	195 Madison	16 IDAHO (ID)	043 DuPage
063 Jackson	057 Cherokee	197 Marion	-----	045 Edgar
065 Jefferson	059 Clarke	199 Meriwether	001 Ada	047 Edwards
067 Lafayette	061 Clay	201 Miller	003 Adams	049 Effingham
069 Lake	063 Clayton	205 Mitchell	005 Bannock	051 Fayette
071 Lee	065 Clinch	207 Monroe	007 Bear Lake	053 Ford
073 Leon	067 Cobb	209 Montgomery	009 Benewah	055 Franklin
075 Levy	069 Coffee	211 Morgan	011 Bingham	057 Fulton
077 Liberty	071 Colquitt	213 Murray	013 Bane	059 Gallatin
079 Madison	073 Columbia	215 Muscogee	015 Boise	061 Greene
081 Manatee	075 Cook	217 Newton	017 Bonner	063 Grundy
083 Marion	077 Coweta	219 Oconee	019 Bonneville	065 Hamilton
085 Martin	079 Crawford	221 Oglethorpe	021 Boundary	067 Hancock
086 Miami-Dade	081 Crisp	223 Paulding	023 Butte	069 Hardin
087 Monroe	083 Dade	225 Peach	025 Camas	071 Henderson
089 Nassau	085 Dawson	227 Pickens	027 Canyon	073 Henry
091 Okaloosa	087 Decatur	229 Pierce	029 Caribou	075 Iroquois
093 Okeechobee	089 DeKalb	231 Pike	031 Cassia	077 Jackson
	091 Dodge	233 Polk	033 Clark	079 Jasper
		235 Pulaski		081 Jefferson
		237 Putnam		

083	Jersey	015	Carroll	159	Tipton	111	Lee	049	Elk
085	Jo Daviess	017	Cass	161	Union	113	Linn	051	Ellis
087	Johnson	019	Clark	163	Vanderburgh	115	Louisa	053	Ellsworth
089	Kane	021	Clay	165	Vermillion	117	Lucas	055	Finney
091	Kankakee	023	Clinton	167	Vigo	119	Lyon	057	Ford
093	Kendall	025	Crawford	169	Wabash	121	Madison	059	Franklin
095	Knox	027	Daviess	171	Warren	123	Mahaska	061	Geary
097	Lake	029	Dearborn	173	Warrick	125	Marion	063	Gove
099	La Salle	031	Decatur	175	Washington	127	Marshall	065	Graham
101	Lawrence	033	De Kalb	177	Wayne	129	Mills	067	Grant
103	Lee	035	Delaware	179	Wells	131	Mitchell	069	Gray
105	Livingston	037	Dubois	181	White	133	Monona	071	Greeley
107	Logan	039	Elkhart	183	Whitley	135	Monroe	073	Greenwood
109	McDonough	041	Fayette	----	----	137	Montgomery	075	Hamilton
111	McHenry	043	Floyd	19	IOWA (IA)	139	Muscatine	077	Harper
113	McLean	045	Fountain	----	----	141	O'Brien	079	Harvey
115	Macon	047	Franklin	001	Adair	143	Osceola	081	Haskell
117	Macoupin	049	Fulton	003	Adams	145	Page	083	Hodgeman
119	Madison	051	Gibson	005	Allamakee	147	Palo Alto	085	Jackson
121	Marion	053	Grant	007	Appanoose	149	Plymouth	087	Jefferson
123	Marshall	055	Greene	009	Audubon	151	Pocahontas	089	Jewell
125	Mason	057	Hamilton	011	Benton	153	Polk	091	Johnson
127	Massac	059	Hancock	013	Black Hawk	155	Pottawattamie	093	Kearny
129	Menard	061	Harrison	015	Boone	157	Poweshiek	095	Kingman
131	Mercer	063	Hendricks	017	Bremer	159	Ringgold	097	Kiowa
133	Monroe	065	Henry	019	Buchanan	161	Sac	099	Labette
135	Montgomery	067	Howard	021	Buena Vista	163	Scott	101	Lane
137	Morgan	069	Huntington	023	Butler	165	Shelby	103	Leavenworth
139	Moultrie	071	Jackson	025	Calhoun	167	Sioux	105	Lincoln
141	Ogle	073	Jasper	027	Carroll	169	Story	107	Linn
143	Peoria	075	Jay	029	Cass	171	Tama	109	Logan
145	Perry	077	Jefferson	031	Cedar	173	Taylor	111	Lyon
147	Piatt	079	Jennings	033	Cerro Gordo	175	Union	113	McPherson
149	Pike	081	Johnson	035	Cherokee	177	Van Buren	115	Marion
151	Pope	083	Knox	037	Chickasaw	179	Wapello	117	Marshall
153	Pulaski	085	Kosciusko	039	Clarke	181	Warren	119	Meade
155	Putnam	087	Lagrange	041	Clay	183	Washington	121	Miami
157	Randolph	089	Lake	043	Clayton	185	Wayne	123	Mitchell
159	Richland	091	La Porte	045	Clinton	187	Webster	125	Montgomery
161	Rock Island	093	Lawrence	047	Crawford	189	Winnebago	127	Morris
163	St. Clair	095	Madison	049	Dallas	191	Winneshiek	129	Morton
165	Saline	097	Marion	051	Davis	193	Woodbury	131	Nemaha
167	Sangamon	099	Marshall	053	Decatur	195	Worth	133	Neosho
169	Schuyler	101	Martin	055	Delaware	197	Wright	135	Ness
171	Scott	103	Miami	057	Des Moines	----	----	137	Norton
173	Shelby	105	Monroe	059	Dickinson	20	KANSAS (KS)	139	Osage
175	Stark	107	Montgomery	061	Dubuque	----	----	141	Osborne
177	Stephenson	109	Morgan	063	Emmet	001	Allen	143	Ottawa
179	Tazewell	111	Newton	065	Fayette	003	Anderson	145	Pawnee
181	Union	113	Noble	067	Floyd	005	Atchison	147	Phillips
183	Vermillion	115	Ohio	069	Franklin	007	Barber	149	Pottawatomie
185	Wabash	117	Orange	071	Fremont	009	Barton	151	Pratt
187	Warren	119	Owen	073	Greene	011	Bourbon	153	Rawlins
189	Washington	121	Parke	075	Grundy	013	Brown	155	Reno
191	Wayne	123	Perry	077	Guthrie	015	Butler	157	Republic
193	White	125	Pike	079	Hamilton	017	Chase	159	Rice
195	Whiteside	127	Porter	081	Hancock	019	Chautauqua	161	Riley
197	Will	129	Posey	083	Hardin	021	Cherokee	163	Rooks
199	Williamson	131	Pulaski	085	Harrison	023	Cheyenne	165	Rush
201	Winnebago	133	Putnam	087	Henry	025	Clark	167	Russell
203	Woodford	135	Randolph	089	Howard	027	Clay	169	Saline
----	----	137	Ripley	091	Humboldt	029	Cloud	171	Scott
18	INDIANA (IN)	139	Rush	093	Ida	031	Coffey	173	Sedgwick
----	----	141	St. Joseph	095	Iowa	033	Comanche	175	Seward
001	Adams	143	Scott	097	Jackson	035	Cowley	177	Shawnee
003	Allen	145	Shelby	099	Jasper	037	Crawford	179	Sheridan
005	Bartholomew	147	Spencer	101	Jefferson	039	Decatur	181	Sherman
007	Benton	149	Starke	103	Johnson	041	Dickinson	183	Smith
009	Blackford	151	Steuben	105	Jones	043	Doniphan	185	Stafford
011	Boone	153	Sullivan	107	Keokuk	045	Douglas	187	Stanton
013	Brown	155	Switzerland	109	Kossuth	047	Edwards	189	Stevens
		157	Tippecanoe					191	Sumner

193 Thomas	117 Kenton	011 Beauregard	011 Kennebec	013 Baraga
195 Trego	119 Knott	013 Bienville	013 Knox	015 Barry
197 Wabunsee	121 Knox	015 Bossier	015 Lincoln	017 Bay
199 Wallace	123 Larue	017 Caddo	017 Oxford	019 Benzie
201 Washington	125 Laurel	019 Calcasieu	019 Penobscot	021 Berrien
203 Wichita	127 Lawrence	021 Caldwell	021 Piscataquis	023 Branch
205 Wilson	129 Lee	023 Cameron	023 Sagadahoc	025 Calhoun
207 Woodson	131 Leslie	025 Catahoula	025 Somerset	027 Cass
209 Wyandotte	133 Letcher	025 Catahoula	027 Waldo	029 Charlevoix
----	135 Lewis	029 Concordia	029 Washington	031 Cheboygan
21 KENTUCKY	137 Lincoln	031 De Soto	031 York	033 Chippewa
(KY)	139 Livingston	033 E. Baton	----	035 Clare
----	141 Logan	Rouge	----	037 Clinton
001 Adair	143 Lyon	035 E. Carroll	24 MARYLAND	039 Crawford
003 Allen	145 McCracken	037 E. Feliciana	(MD)	041 Delta
005 Anderson	147 McCreary	039 Evangeline	----	043 Dickinson
007 Ballard	149 McLean	041 Franklin	001 Allegany	045 Eaton
009 Barren	151 Madison	043 Grant	003 Anne Arundel	047 Emmet
011 Bath	153 Magoffin	045 Iberia	005 Baltimore	049 Genesee
013 Bell	155 Marion	047 Iberville	009 Calvert	051 Gladwin
015 Boone	157 Marshall	049 Jackson	011 Caroline	053 Gogebic
017 Bourbon	159 Martin	051 Jefferson	013 Carroll	055 Grand
019 Boyd	161 Mason	053 Jefferson	015 Cecil	Traverse
021 Boyle	163 Meade	Davis	017 Charles	057 Gratiot
023 Bracken	165 Menifee	055 Lafayette	019 Dorchester	059 Hillsdale
025 Breathitt	167 Mercer	057 Lafourche	021 Frederick	061 Houghton
027 Breckinridge	169 Metcalfe	059 La Salle	023 Garrett	063 Huron
029 Bullitt	171 Monroe	061 Lincoln	025 Harford	065 Ingham
031 Butler	173 Montgomery	063 Livingston	027 Howard	067 Ionia
033 Caldwell	175 Morgan	065 Madison	029 Kent	069 Iosco
035 Calloway	177 Muhlenberg	067 Wilkin	031 Montgomery	071 Iron
037 Campoell	179 Nelson	069 Winona	033 Prince	073 Isabella
039 Carlisle	181 Nicholas	071 Orleans	George's	075 Jackson
041 Carroll	183 Ohio	073 Ouachita	035 Queen Anne's	077 Kalamazoo
043 Carter	185 Oldham	075 Plaquemines	037 St. Mary's	079 Kalkaska
045 Casey	187 Owen	077 Pointe Coupee	039 Somerset	081 Kent
047 Christian	189 Owsley	079 Rapides	041 Talbot	083 Keweenaw
049 Clark	191 Pendleton	081 Red River	043 Washington	085 Lake
051 Clay	193 Perry	083 Richland	045 Wicomico	087 Lapeer
053 Clinton	195 Pike	085 Sabine	047 Worcester	089 Leelanau
055 Crittenden	197 Powell	087 St. Bernard	510 Baltimore (city)	091 Lenawee
057 Cumberland	199 Pulaski	089 St. Charles	----	093 Livingston
059 Daviess	201 Robertson	091 St. Helena	25	095 Luce
061 Edmonson	203 Rockcastle	093 St. James	MASSACHUS	097 Mackinac
063 Elliott	205 Rowan	095 St. John the	ETTS (MA)	099 Macomb
065 Estill	207 Russell	Baptist	----	101 Manistee
067 Fayette	209 Scott	097 St. Landry	001 Barnstable	103 Marquette
069 Fleming	211 Shelby	099 St. Martin	003 Berkshire	105 Mason
071 Floyd	213 Simpson	101 St. Mary	005 Bristol	107 Mecosta
073 Franklin	215 Spencer	103 St. Tammany	007 Dukes	109 Menominee
075 Fulton	217 Taylor	105 Tangipahoa	009 Essex	111 Midland
077 Gallatin	219 Todd	107 Tensas	011 Franklin	113 Missaukee
079 Garrard	221 Trigg	109 Terrebonne	013 Hampden	115 Monroe
081 Grant	223 Trimble	111 Union	015 Hampshire	117 Montcalm
083 Graves	225 Union	113 Vermilion	017 Middlesex	119 Montmorency
085 Grayson	227 Warren	115 Vernon	019 Nantucket	121 Muskegon
087 Green	229 Washington	117 Washington	021 Norfolk	123 Newaygo
089 Greenup	231 Wayne	119 Webster	023 Plymouth	125 Oakland
091 Hancock	233 Webster	121 W. Baton	025 Suffolk	127 Oceana
093 Hardin	235 Whitley	Rouge	027 Worcester	129 Ogemaw
095 Harlan	237 Wolfe	123 W. Carroll	----	131 Ontonagon
097 Harrison	239 Woodford	125 W. Feliciana	26 MICHIGAN	133 Osceola
099 Hart	----	127 Winn	(MI)	135 Oscoda
101 Henderson	22 LOUISIANA	----	----	137 Otsego
103 Henry	(LA)	23 MAINE (ME)	001 Alcona	139 Ottawa
105 Hickman	----	----	003 Alger	141 Presque Isle
107 Hopkins	001 Acadia	001 Androscoggin	005 Allegan	143 Roscommon
109 Jackson	003 Allen	003 Aroostook	007 Alpena	145 Saginaw
111 Jefferson	005 Ascension	005 Cumberland	009 Antrim	147 St. Clair
113 Jessamine	007 Assumption	007 Franklin	011 Arenac	149 St. Joseph
115 Johnson	009 Avoyelles	009 Hancock		151 Sanilac
				153 Schoolcraft

155	Shiawassee	211	Pope	077	Lawrence	047	Clay	187	St. Francois
157	Tuscola	123	Ramsey	079	Leake	049	Clinton	189	St. Louis
159	Van Buren	125	Red Lake	081	Lee	051	Cole	195	Saline
161	Washtenaw	127	Redwood	083	Leflore	053	Cooper	197	Schuyler
163	Wayne	129	Renville	085	Lincoln	055	Crawford	199	Scotland
165	Wexford	131	Rice	087	Lowndes	057	Dade	201	Scott
----	----	133	Rock	089	Madison	059	Dallas	203	Shannon
27	MINNESOTA	135	Roseau	091	Marion	061	Daviess	205	Shelby
(MN)	----	137	St. Louis	093	Marshall	063	DeKalb	207	Stoddard
----	----	139	Scott	095	Monroe	065	Dent	209	Stone
001	Aitkin	141	Sherburne	097	Montgomery	067	Douglas	211	Sullivan
003	Anoka	143	Sibley	101	Newton	069	Dunklin	213	Taney
005	Becker	145	Stearns	103	Noxubee	071	Franklin	215	Texas
007	Beltrami	147	Steele	105	Oktibbeha	073	Gasconade	217	Vernon
009	Benton	149	Stevens	107	Panola	075	Gentry	219	Warren
011	Big Stone	151	Swift	109	Pearl River	077	Greene	221	Washington
013	Blue Earth	153	Todd	111	Perry	079	Grundy	223	Wayne
015	Brown	155	Traverse	113	Pike	081	Harrison	225	Webster
017	Carlton	157	Wabasha	115	Pontotoc	083	Henry	227	Worth
019	Carver	159	Wadena	117	Prentiss	085	Hickory	229	Wright
021	Cass	161	Waseca	119	Quitman	087	Holt	510	St. Louis (city)
023	Chippewa	163	Washington	121	Rankin	089	Howard	----	----
025	Chisago	165	Watsonwan	123	Scott	091	Howell	30	MONTANA
027	Clay	167	Wilkin	125	Sharkey	093	Iron	(MT)	----
029	Clearwater	169	Winona	127	Simpson	095	Jackson	----	----
031	Cook	171	Wright	129	Smith	097	Jasper	001	Beaverhead
033	Cottonwood	173	Yellow	131	Stone	099	Jefferson	003	Big Horn
035	Crow Wing	Medicine	----	133	Sunflower	101	Johnson	005	Blaine
037	Dakota	----	----	135	Tallahatchie	103	Knox	007	Broadwater
039	Dodge	28	MISSISSIPPI	137	Tate	105	Laclede	009	Carbon
041	Douglas	(MS)	----	139	Tippah	107	Lafayette	011	Carter
043	Faribault	----	----	141	Tishomingo	109	Lawrence	013	Cascade
045	Fillmore	001	Adams	143	Tunica	111	Lewis	015	Chouteau
047	Freeborn	003	Alcorn	145	Union	113	Lincoln	017	Custer
049	Goodhue	005	Amite	147	Walthall	115	Linn	019	Daniels
051	Grant	007	Attala	149	Warren	117	Livingston	021	Dawson
053	Hennepin	009	Benton	151	Washington	119	McDonald	023	Deer Lodge
055	Houston	011	Bolivar	153	Wayne	121	Macon	025	Fallon
057	Hubbard	013	Calhoun	155	Webster	123	Madison	027	Fergus
059	Isanti	015	Carroll	157	Wilkinson	125	Maries	029	Flathead
061	Itasca	017	Chickasaw	159	Winston	127	Marion	031	Gallatin
063	Jackson	019	Choctaw	161	Yalobusha	129	Mercer	033	Garfield Park
065	Kanabec	021	Claiborne	163	Yazoo	131	Miller	035	Glacier
067	Kandiyohi	023	Clarke	----	----	133	Mississippi	037	Golden Valley
069	Kittson	025	Clay	29	MISSOURI	135	Moniteau	039	Granite
071	Koochiching	027	Coahoma	(MO)	----	137	Monroe	041	Hill
073	Lac qui Pare	029	Copiah	----	----	139	Montgomery	043	Jefferson
075	Lake	031	Covington	001	Adair	141	Morgan	045	Judith Basin
077	Lake of the	033	DeSoto	003	Andrew	143	New Madrid	047	Lake
Woods	079	035	Forrest	005	Atchison	145	Newton	049	Lewis & Clark
079	Le Sueur	037	Franklin	007	Audrain	147	Nodaway	051	Liberty
081	Lincoln	039	George	009	Barry	149	Oregon	053	Lincoln
083	Lyon	041	Greene	011	Barton	151	Osage	055	McCone
085	McLeod	043	Grenada	013	Bates	153	Ozark	057	Madison
087	Mahnomen	045	Hancock	015	Benton	155	Pemiscot	059	Meagher
089	Marshall	047	Harrison	017	Bollinger	157	Perry	061	Mineral
091	Martin	049	Hinds	019	Boone	159	Pettis	063	Missoula
093	Meeker	051	Holmes	021	Buchanan	161	Phelps	065	Musselshell
095	Mille Lacs	053	Humphreys	023	Butler	163	Pike	067	Park
097	Morrison	055	Issaquena	025	Caldwell	165	Platte	069	Petroleum
099	Mower	057	Itawamba	027	Callaway	167	Polk	071	Phillips
101	Murray	059	Jackson	029	Camden	169	Pulaski	073	Pondera
103	Nicollet	061	Jasper	031	Cape	171	Putnam	075	Powder River
105	Nobles	063	Jefferson	Girardeau		173	Ralls	077	Powell
107	Norman	065	Jefferson	033	Carroll	175	Randolph	079	Prairie
109	Olmsted	Davis		035	Carter	177	Ray	081	Ravalli
111	Otter Tail	067	Jones	037	Cass	179	Reynolds	083	Richland
113	Pennington	069	Kemper	039	Cedar	181	Ripley	085	Roosevelt
115	Pine	071	Lafayette	041	Chariton	183	St. Charles	087	Rosebud
117	Pipestone	073	Lamar	043	Christian	185	St. Clair	089	Sanders
119	Polk	075	Lauderdale	045	Clark	186	Ste.	091	Sheridan
						Genevieve			

093 Silver Bow	278 Loup	007 Broome	017 Bladen
095 Stillwater	279 McPherson	009 Cattaraugus	019 Brunswick
097 Sweet Grass	280 Madison	011 Cayuga	021 Buncombe
099 Teton	281 Merrick	013 Chautauqua	023 Burke
101 Toole	282 Morrill	015 Chemung	025 Cabarrus
103 Treasure	283 Nance	017 Chenango	027 Caldwell
105 Valley	284 Nemaha	019 Clinton	029 Camden
107 Wheatland	285 Nuckolls	021 Columbia	031 Carteret
109 Wibaux	286 Otoe	023 Cortland	033 Caswell
111 Yellowstone	287 Pawnee	025 Delaware	035 Catawba
----	288 Perkins	027 Dutchess	037 Chatham
31 NEBRASKA	289 Phelps	029 Erie	039 Cherokee
(NE)	290 Pierce	031 Essex	041 Chowan
----	291 Platte	033 Franklin	043 Clay
001 Adams	292 Polk	035 Fulton	045 Cleveland
003 Antelope	293 Red Willow	037 Genesee	047 Columbus
005 Arthur	294 Richardson	039 Greene	049 Craven
007 Banner	295 Rock	041 Hamilton	051 Cumberland
009 Blaine	296 Saline	043 Herkimer	053 Currituck
011 Boone	297 Sarpy	045 Jefferson	055 Dare
013 Box Butte	298 Saunders	047 Kings	057 Davidson
015 Boyd	299 Scotts Bluff	049 Lewis	059 Davie
017 Brown	300 Seward	051 Livingston	061 Duplin
019 Buffalo	301 Sheridan	053 Madison	063 Durham
021 Burt	302 Sherman	055 Monroe	065 Edgecombe
023 Butler	303 Sioux	057 Montgomery	067 Forsyth
025 Cass	304 Stanton	059 Nassau	069 Franklin
027 Cedar	305 Thayer	061 New York	071 Gaston
029 Chase	306 Thomas	063 Niagara	073 Gates
031 Cherry	307 Thurston	065 Oneida	075 Graham
033 Cheyenne	308 Valley	067 Onondaga	077 Granville
035 Clay	309 Washington	069 Ontario	079 Greene
037 Colfax	310 Wayne	071 Orange	081 Guilford
039 Cuming	311 Webster	073 Orleans	083 Halifax
041 Custer	312 Wheeler	075 Oswego	085 Harnett
043 Dakota	313 York	077 Otsego	087 Haywood
045 Dawes	----	079 Putnam	089 Henderson
047 Dawson	32 NEVADA (NV)	081 Queens	091 Hertford
049 Deuel	----	083 Rensselaer	093 Hoke
051 Dixon	001 Churchill	085 Richmond	095 Hyde
053 Dodge	003 Clark	087 Rockland	097 Iredell
055 Douglas	005 Douglas	089 St. Lawrence	099 Jackson
057 Dundy	007 Elko	091 Saratoga	101 Johnston
059 Fillmore	009 Esmeralda	093 Schenectady	103 Jones
061 Franklin	011 Eureka	095 Schoharie	105 Lee
063 Frontier	013 Humboldt	097 Schuyler	107 Lenoir
065 Furnas	015 Lander	099 Seneca	109 Lincoln
067 Gage	017 Lincoln	101 Steuben	111 McDowell
069 Garden	019 Lyon	103 Suffolk	113 Macon
071 Garfield	021 Mineral	105 Sullivan	115 Madison
073 Gosper	023 Nye	107 Tioga	117 Martin
075 Grant	027 Pershing	109 Tompkins	119 Mecklenburg
077 Greeley	029 Storey	111 Ulster	121 Mitchell
079 Hall	031 Washoe	113 Warren	123 Montgomery
081 Hamilton	033 White Pine	115 Washington	125 Moore
083 Harlan	510 Carson City	117 Wayne	127 Nash
085 Hayes	----	119 Westchester	129 New Hanover
087 Hitchcock	33 NEW	121 Wyoming	131 Northampton
089 Holt	HAMPSHIRE (NH)	123 Yates	133 Onslow
091 Hooker	----	----	135 Orange
093 Howard	001 Belknap	37 NORTH	137 Pamlico
095 Jefferson	003 Carroll	CAROLINA (NC)	139 Pasquotank
097 Johnson	005 Cheshire	----	141 Pender
099 Kearney	007 Coos	001 Alamance	143 Perquimans
101 Keith	009 Grafton	003 Alexander	145 Person
103 Keya Paha	011 Hillsborough	005 Alleghany	147 Pitt
105 Kimball	013 Merrimack	007 Anson	149 Polk
107 Knox	015 Rockingham	009 Ashe	151 Randolph
109 Lancaster	017 Rockingham	011 Avery	153 Richmond
111 Lincoln	019 Sullivan	013 Beaufort	155 Robeson
113 Logan	----	015 Bertie	157 Rockingham
			159 Rowan

161 Rutherford	095 Towner	125 Paulding	083 Logan	063 Wallowa
163 Sampson	097 Traill	127 Perry	085 Love	065 Wasco
165 Scotland	099 Walsh	129 Pickaway	087 McClain	067 Washington
167 Staniy	101 Ward	131 Pike	089 McCurtain	069 Wheeler
169 Stokes	103 Wells	133 Portage	091 McIntosh	071 Yamhill
171 Surry	105 Williams	135 Preble	093 Major	
173 Swain		137 Putnam	095 Marshall	-----
175 Transylvania	-----	139 Richland	097 Mayes	42
177 Tyrrell	39 OHIO (OH)	141 Ross	099 Murray	PENNSYLVA
179 Union	-----	143 Sandusky	101 Muskogee	NIA (PA)
181 Vance	001 Adams	145 Scioto	103 Noble	-----
183 Wake	003 Allen	147 Seneca	105 Nowata	001 Adams
185 Warren	005 Ashland	149 Shelby	107 Okfuskee	003 Allegheny
187 Washington	007 Ashtabula	151 Stark	109 Oklahoma	005 Armstrong
189 Watauga	009 Athens	153 Summit	111 Okmulgee	007 Beaver
191 Wayne	011 Auglaize	155 Trumbull	113 Osage	009 Bedford
193 Wilkes	013 Belmont	157 Tuscarawas	115 Ottawa	011 Berks
195 Wilson	015 Brown	159 Union	117 Pawnee	013 Blair
197 Yarkin	017 Butler	161 Van Wert	119 Payne	015 Bradford
199 Yancey	019 Carroll	163 Vinton	121 Pittsburg	017 Bucks
	021 Champaign	165 Warren	123 Pontotoc	019 Butler
-----	023 Clark	167 Washington	125 Pottawatomie	021 Cambria
38 NORTH	025 Clermont	169 Wayne	127 Pushmataha	023 Cameron
DAKOTA (ND)	027 Clinton	171 Williams	129 Roger Mills	025 Carbon
-----	029 Columbiana	173 Wood	131 Rogers	027 Centre
001 Adams	031 Coshocton	175 Wyandot	133 Seminole	029 Chester
003 Barnes	033 Crawford		135 Sequoyah	031 Clarion
005 Benson	035 Cuyahoga	-----	137 Stephens	033 Clearfield
007 Billings	037 Darke	40 OKLAHOMA	139 Texas	035 Clinton
009 Bottineau	039 Defiance	(OK)	141 Tillman	037 Columbia
011 Bowman	041 Delaware	-----	143 Tulsa	039 Crawford
013 Burke	043 Erie	001 Adair	145 Wagoner	041 Cumberland
015 Burleigh	045 Fairfield	003 Alfalfa	147 Washington	043 Dauphin
017 Cass	047 Fayette	005 Atoka	149 Washita	045 Delaware
019 Cavalier	049 Franklin	007 Beaver	151 Woods	047 Elk
021 Dickey	051 Fulton	009 Beckham	153 Woodward	049 Erie
023 Divide	053 Gallia	011 Blaine		051 Fayette
025 Dunn	055 Geauga	013 Bryan	-----	053 Forest
027 Eddy	057 Greene	015 Caddo	41 OREGON	055 Franklin
029 Emmons	059 Guernsey	017 Canadian	(OR)	057 Fulton
031 Foster	061 Hamilton	019 Carter	-----	059 Greene
033 Golden Valley	063 Hancock	021 Cherokee	001 Baker	061 Huntingdon
035 Grand Forks	065 Hardin	023 Choctaw	003 Benton	063 Indiana
037 Grant	067 Harrison	025 Cimarron	005 Clackamas	065 Jefferson
039 Griggs	069 Henry	027 Cleveland	007 Clatsop	067 Juniata
041 Hettinger	071 Highland	029 Coal	009 Columbia	069 Lackawanna
043 Kidder	073 Hocking	031 Comanche	011 Coos	071 Lancaster
045 LaMoire	075 Holmes	033 Cotton	013 Crook	073 Lawrence
047 Logan	077 Huron	035 Craig	015 Curry	075 Lebanon
049 McHenry	079 Jackson	037 Creek	017 Deschutes	077 Lehigh
051 McIntosh	081 Jefferson	039 Custer	019 Douglas	079 Luzerne
053 McKenzie	083 Knox	041 Delaware	021 Gilliam	081 Lycoming
055 McLean	085 Lake	043 Dewey	023 Grant	083 McKean
057 Mercer	087 Lawrence	045 Ellis	025 Harney	085 Mercer
059 Morton	089 Licking	047 Garfield	027 Hood River	087 Mifflin
061 Mountrail	091 Logan	049 Garvin	029 Jackson	089 Monroe
063 Nelson	093 Lorain	051 Grady	031 Jefferson	091 Montgomery
065 Oliver	095 Lucas	053 Grant	033 Josephine	093 Montour
067 Pembina	097 Madison	055 Greer	035 Klamath	095 Northampton
069 Pierce	099 Mahoning	057 Harmon	037 Lake	097
071 Ramsey	101 Marion	059 Harper	039 Lane	Northumberland
073 Ransom	103 Medina	061 Haskell	041 Lincoln	d
075 Renville	105 Meigs	063 Hughes	043 Linn	099 Perry
077 Richland	107 Mercer	065 Jackson	045 Malheur	101 Philadelphia
079 Rolette	109 Miami	067 Jefferson	047 Marion	103 Pike
081 Sargent	111 Monroe	069 Johnston	049 Morrow	105 Potter
083 Sheridan	113 Montgomery	071 Kay	051 Multnomah	107 Schuylkill
085 Sioux	115 Morgan	073 Kingfisher	053 Polk	109 Snyder
087 Slope	117 Morrow	075 Kiowa	055 Sherman	111 Somerset
089 Stark	119 Muskingum	077 Latimer	057 Tillamook	113 Sullivan
091 Steele	121 Noble	079 Le Flore	059 Umatilla	115 Susquehanna
093 Stutsman	123 Ottawa	081 Lincoln	061 Union	117 Tioga

119 Union
 121 Venango
 123 Warren
 125 Washington
 127 Wayne
 129 Westmornland
 131 Wyoming
 133 York

 44 RHODE ISLAND (RI)

 001 Bristol
 003 Kent
 005 Newport
 007 Providence
 009 Washington

 45 SOUTH CAROLINA (SC)

 001 Abbeville
 003 Aiken
 005 Allendale
 007 Anderson
 009 Bamberg
 011 Barnwell
 013 Beaufort
 015 Berkeley
 017 Calhoun
 019 Charleston
 021 Cherokee
 023 Chester
 025 Chesterfield
 027 Clarendon
 029 Colleton
 031 Darlington
 033 Dillon
 035 Dorchester
 037 Edgefield
 039 Fairfield
 041 Florence
 043 Georgetown
 045 Greenville
 047 Greenwood
 049 Hampton
 051 Horry
 053 Jasper
 055 Kershaw
 057 Lancaster
 059 Laurens
 061 Lee
 063 Lexington
 065 McCormick
 067 Marion
 069 Marlboro
 071 Newberry
 073 Oconee
 075 Orangeburg
 077 Pickens
 079 Richland
 081 Saluda
 083 Spartanburg
 085 Sumter
 087 Union
 089 Williamsburg
 091 York

 46 SOUTH

DAKOTA (SD)

 003 Aurora
 005 Beadle
 007 Bennett
 009 Bon Homme
 011 Brookings
 013 Brown
 015 Brule
 017 Buffalo
 019 Butte
 021 Campbell
 023 Charles Mix
 025 Clark
 027 Clay
 029 Codington
 031 Corson
 033 Custer
 035 Davison
 037 Day
 039 Deuel
 041 Dewey
 043 Douglas
 045 Edmunds
 047 Fall River
 049 Faulk
 051 Grant
 053 Gregory
 055 Haakon
 057 Hamlin
 059 Hand
 061 Hanson
 063 Harding
 065 Hughes
 067 Hutchinson
 069 Hyde
 071 Jackson
 073 Jerauld
 075 Jones
 077 Kingsbury
 079 Lake
 081 Lawrence
 083 Lincoln
 085 Lyman
 087 McCook
 089 McPherson
 091 Marshall
 093 Meade
 095 Mellette
 097 Miner
 099 Minnehaha
 101 Moody
 103 Pennington
 105 Perkins
 107 Potter
 109 Roberts
 111 Sanborn
 113 Shannon
 115 Spink
 117 Stanley
 119 Sully
 121 Todd
 123 Tripp
 125 Turner
 127 Union
 129 Walworth
 135 Yankton
 137 Ziebach

 47 TENNESSEE (TN)

 001 Anderson
 003 Bedford
 005 Benton
 007 Bledsoe
 009 Blount
 011 Bradley
 013 Campbell
 015 Cannon
 017 Carroll
 019 Carter
 021 Cheatham
 023 Chester
 025 Claiborne
 027 Clay
 029 Cocke
 031 Coffee
 033 Crockett
 035 Cumberland
 037 Davidson
 039 Decatur
 041 DeKalb
 043 Dickson
 045 Dyer
 047 Fayette
 049 Fentress
 051 Franklin
 053 Gibson
 055 Giles
 057 Grainger
 059 Greene
 061 Grundy
 063 Hamblen
 065 Hamilton
 067 Hancock
 069 Hardeman
 071 Hardin
 073 Hawkins
 075 Haywood
 077 Henderson
 079 Henry
 081 Hickman
 083 Houston
 085 Humphreys
 087 Jackson
 089 Jefferson
 091 Johnson
 093 Knox
 095 Lake
 097 Lauderdale
 099 Lawrence
 101 Lewis
 103 Lincoln
 105 Loudon
 107 McMinn
 109 McNairy
 111 Macon
 113 Madison
 115 Marion
 117 Marshall
 119 Maury
 121 Meigs
 123 Monroe
 125 Montgomery
 127 Moore
 129 Morgan
 131 Obion
 133 Overton
 135 Perry
 137 Pickett
 139 Polk
 141 Putnam

143 Rhea
 145 Roane
 147 Robertson
 149 Rutherford
 151 Scott
 153 Sequatchie
 155 Sevier
 157 Shelby
 159 Smith
 161 Stewart
 163 Sullivan
 165 Sumner
 167 Tipton
 169 Trousdale
 171 Unicoi
 173 Union
 175 Van Buren
 177 Warren
 179 Washington
 181 Wayne
 183 Weakley
 185 White
 187 Williamson
 189 Wilson

 48 TEXAS (TX)

 001 Anderson
 003 Andrews
 005 Angelina
 007 Aransas
 009 Archer
 011 Armstrong
 013 Atascosa
 015 Austin
 017 Bailey
 019 Bandera
 021 Bastrop
 023 Baylor
 025 Bee
 027 Bell
 029 Bexar
 031 Blanco
 033 Borden
 035 Bosque
 037 Bowie
 039 Brazoria
 041 Brazos
 043 Brewster
 045 Briscoe
 047 Brooks
 049 Brown
 051 Burleson
 053 Burnet
 055 Caldwell
 057 Calhoun
 059 Callahan
 061 Cameron
 063 Camp
 065 Carson
 067 Cass
 069 Castro
 071 Chambers
 073 Cherokee
 075 Childress
 077 Clay
 079 Cochran
 081 Coke
 083 Coleman
 085 Collin
 087 Collingsworth

089 Colorado
 091 Comal
 093 Comanche
 095 Concho
 097 Cooke
 099 Coryell
 101 Cottle
 103 Crane
 105 Crockett
 107 Crosby
 109 Culberson
 111 Dallam
 113 Dallas
 115 Dawson
 117 Deaf Smith
 119 Delta
 121 Denton
 123 DeWitt
 125 Dickens
 127 Dimmit
 129 Donley
 131 Duval
 133 Eastland
 135 Ector
 137 Edwards
 139 Ellis
 141 El Paso
 143 Erath
 145 Falls
 147 Fannin
 149 Fayette
 151 Fisher
 153 Floyd
 155 Foard
 157 Fort Bend
 159 Franklin
 161 Freestone
 163 Frio
 165 Gaines
 167 Galveston
 169 Garza
 171 Gillespie
 173 Glasscock
 175 Goliad
 177 Gonzales
 179 Gray
 181 Grayson
 183 Gregg
 185 Grimes
 187 Guadalupe
 189 Hale
 191 Hall
 193 Hamilton
 195 Hansford
 197 Hardeman
 199 Hardin
 201 Harris
 203 Harrison
 205 Hartley
 207 Haskell
 209 Hays
 211 Hemphill
 213 Henderson
 215 Hidalgo
 217 Hill
 219 Hockley
 221 Hood
 223 Hopkins
 225 Houston
 227 Howard
 229 Hudspeth
 231 Hunt

233 Hutchinson	377 Presidio	005 Cache	045 Craig	187 Warren
235 Irion	379 Rains	007 Carbon	047 Culpeper	191 Washington
237 Jack	381 Randall	009 Daggett	049 Cumberland	193 Westmoreland
239 Jackson	383 Reagan	011 Davis	051 Dickenson	195 Wise
241 Jasper	385 Real	013 Duchesne	053 Dinwiddie	197 Wythe
243 Jeff Davis	387 Red River	015 Emery	057 Essex	199 York
245 Jefferson	389 Reeves	017 Garfield	059 Fairfax	510 Alexandria
247 Jim Hogg	391 Refugio	019 Grand	061 Fauquier	(city)
249 Jim Wells	393 Roberts	021 Iron	063 Floyd	515 Bedford (city)
251 Johnson	395 Robertson	023 Juab	065 Fluvanna	520 Bristol (city)
253 Jones	397 Rockwall	025 Kane	067 Franklin	530 Buena Vista
255 Karnes	399 Runnels	027 Millard	069 Frederick	(city)
257 Kaufman	401 Rusk	029 Morgan	071 Giles	540 Charlottesville
259 Kendall	403 Sabine	031 Piute	073 Gloucester	(city)
261 Kenedy	405 San Augustine	035 Salt Lake	075 Goochland	550 Chesapeake
263 Kent	407 San Jacinto	037 San Juan	077 Grayson	(city)
265 Kerr	409 San Patricio	039 Sanpete	079 Greene	570 Colonial
267 Kimble	411 San Saba	041 Sevier	081 Greensville	Heights (city)
269 King	413 Schleicher	043 Summit	083 Halifax	580 Covington
271 Kinney	415 Scurry	045 Tooele	085 Hanover	(city)
273 Kleberg	417 Shackelford	047 Uintah	087 Henrico	590 Danville (city)
275 Knox	419 Shelby	049 Utah	089 Henry	595 Emporia (city)
277 Lamar	421 Sherman	051 Wasatch	091 Highland	600 Fairfax (city)
279 Lamb	423 Smith	053 Washington	093 Isle of Wight	610 Falls Church
281 Lampasas	425 Somervell	055 Wayne	095 James City	(city)
283 La Salle	427 Starr	057 Weber	097 King and	620 Franklin (city)
285 Lavaca	429 Stephens		Queen	630 Fredericksburg
287 Lee	431 Sterling	---- ----	099 King George	(city)
289 Leon	433 Stonewall	50 VERMONT	101 King William	640 Galax (city)
291 Liberty	435 Sutton	(VT)	103 Lancaster	650 Hampton (city)
293 Limestone	437 Swisher	---- ----	105 Lee	660 Harrisonburg
295 Lipscomb	439 Tarrant	001 Addison	107 Loudoun	(city)
297 Live Oak	441 Taylor	003 Bennington	109 Louisa	670 Hopewell (city)
299 Llano	443 Terrell	005 Caledonia	111 Lunenburg	678 Lexington
301 Loving	445 Terry	007 Chittenden	113 Madison	(city)
303 Lubbock	447 Throckmorton	009 Essex	115 Mathews	680 Lynchburg
305 Lynn	449 Titus	011 Franklin	117 Mecklenburg	(city)
307 McCulloch	451 Tom Green	013 Grand Isle	119 Middlesex	683 Manassas
309 McLennan	453 Travis	015 Lamoille	121 Montgomery	(city)
311 McMullen	455 Trinity	017 Orange	125 Nelson	685 Manassas
313 Madison	457 Tyler	019 Orleans	127 New Kent	Park (city)
315 Marion	459 Upshur	021 Rutland	131 Northampton	690 Martinsville
317 Martin	461 Upton	023 Washington	133	(city)
319 Mason	463 Uvalde	025 Windham	Northumberland	700 Newport News
321 Matagorda	465 Val Verde	027 Windsor	d	(city)
323 Maverick	467 Van Zandt		135 Nottoway	710 Norfolk (city)
325 Medina	469 Victoria	---- ----	137 Orange	720 Norton (city)
327 Menard	471 Walker	51 VIRGINIA	139 Page	730 Petersburg
329 Midland	473 Waller	(VA)	141 Patrick	(city)
331 Milam	475 Ward	---- ----	143 Pittsylvania	735 Poquoson
333 Mills	477 Washington	001 Accomack	145 Powhatan	(city)
335 Mitchell	479 Webb	003 Albemarle	147 Prince Edward	740 Portsmouth
337 Montague	481 Wharton	005 Alleghany	149 Prince George	(city)
339 Montgomery	483 Wheeler	007 Amelia	153 Prince William	750 Radford (city)
341 Moore	485 Wichita	009 Amherst	155 Pulaski	760 Richmond
343 Morris	487 Wilbarger	011 Appomattox	157	(city)
345 Motley	489 Willacy	013 Arlington	Rappahannock	770 Roanoke (city)
347 Nacogdoches	491 Williamson	015 Augusta	k	775 Salem (city)
349 Navarro	493 Wilson	017 Bath	159 Richmond	790 Staunton (city)
351 Newton	495 Winkler	019 Bedford	161 Roanoke	800 Suffolk (city)
353 Nolan	497 Wise	021 Bland	163 Rockbridge	810 Virginia Beach
355 Nueces	499 Wood	023 Botetourt	165 Rockingham	(city)
357 Ochiltree	501 Yoakum	025 Brunswick	167 Russell	820 Waynesboro
359 Oldham	503 Young	027 Buchanan	169 Scott	(city)
361 Orange	505 Zapata	029 Buckingham	171 Shenandoah	830 Williamsburg
363 Palo Pinto	507 Zavala	031 Campbell	173 Smyth	(city)
365 Panola		033 Caroline	175 Southampton	840 Winchester
367 Parker	---- ----	035 Carroll	177 Spotsylvania	(city)
369 Parmer	49 UTAH (UT)	036 Charles City	179 Stafford	---- ----
371 Pecos	---- ----	037 Charlotte	181 Surry	53
373 Polk	001 Beaver	041 Chesterfield	183 Sussex	WASHINGTON
375 Potter	003 Box Elder	043 Clarke	185 Tazewell	

N (WA)	053 Mason	077 Marquette	040 Swains Island	004 Airai
----	055 Mercer	078 Menominee	050 Western	010 Angaur
001 Adams	057 Mineral	079 Milwaukee	(District)	050 Hatobohei
003 Asotin	059 Mingo	081 Monroe	----	100 Kayangel
005 Benton	061 Monongalia	083 Oconto	----	150 Koror
007 Chelan	063 Monroe	085 Oneida	64 FEDERATED	212 Melekeok
009 Clallam	065 Morgan	087 Outagamie	STATES OF	214 Ngaraard
011 Clark	067 Nicholas	089 Ozaukee	MICRONESIA (FM)	218 Ngarchelong
013 Columbia	069 Ohio	091 Pepin	----	222 Ngardmau
015 Cowlitz	071 Pendleton	093 Pierce	002 Chuuk	224 Ngatpang
017 Douglas	073 Pleasants	095 Polk	005 Kosrae	226 Ngerchesar
019 Ferry	075 Pocahontas	097 Portage	040 Pohnpeit	227 Ngeremlengui
021 Franklin	077 Preston	099 Price	060 Yap	228 Ngiwal
023 Garfield	079 Putnam	101 Racine	----	350 Peleliu
025 Grant	081 Raleigh	103 Richland	66 GUAM (GU)	370 Sonsorol
027 Grays Harbor	083 Randolph	105 Rock	----	----
029 Island	085 Ritchie	107 Rusk	010 Guam	72 PUERTO
031 Jefferson	087 Roane	109 St. Croix	----	RICO (PR)
033 King	089 Summers	111 Sauk	----	----
035 Kitsap	091 Taylor	113 Sawyer	68 MARSHALL	001 Adjuntas
037 Kittitas	093 Tucker	115 Shawano	ISLANDS (MH)	003 Aguada
039 Klickitat	095 Tyler	117 Sheboygan	----	005 Aguadilla
041 Lewis	097 Upshur	119 Taylor	007 Ailinginae	007 Aguas Buenas
043 Lincoln	099 Wayne	121 Trempealeau	010 Ailinglaplap	009 Aibonito
045 Mason	101 Webster	123 Vernon	030 Ailuk	011 Anasco
047 Okanogan	103 Wetzel	125 Vilas	040 Arno	013 Arecibo
049 Pacific	105 Wirt	127 Walworth	050 Aur	015 Arroyo
051 Pend Oreille	107 Wood	129 Washburn	060 Bikar	017 Barceloneta
053 Pierce	109 Wyoming	131 Washington	070 Bikini	019 Barranquitas
055 San Juan	----	133 Waukesha	073 Bokak	021 Bayamo'n
057 Skagit	55 WISCONSIN	135 Waupaca	080 Ebon	023 Cabo Rojo
059 Skamania	(WI)	137 Waushara	090 Enewetak	025 Caguas
061 Snohomish	----	139 Winnebago	100 Erikub	027 Camuy
063 Spokane	001 Adams	141 Wood	110 Jabat	029 Canovanas
065 Stevens	003 Ashland	----	120 Jaluit	031 Carolina
067 Thurston	005 Barron	56 WYOMING	130 Jemo	033 Catano
069 Wahkiakum	007 Bayfield	(WY)	140 Kili	035 Cayey
071 Walla Walla	009 Brown	----	150 Kwajalein	037 Ceiba
073 Whatcom	011 Buffalo	001 Albany	160 Lae	039 Ciales
075 Whitman	013 Burnett	003 Big Horn	170 Lib	041 Cidra
077 Yakima	015 Calumet	005 Campbell	180 Likiep	043 Coamo
----	017 Chippewa	007 Carbon	190 Majuro	045 Comerio
54 WEST	019 Clark	009 Converse	300 Maloelap	047 Corozal
VIRGINIA (WV)	021 Columbia	011 Crook	310 Mejit	049 Culebra
----	023 Crawford	013 Fremont	320 Mili	051 Dorado
001 Barbour	025 Dane	015 Goshen	330 Namorik	053 Fajardo
003 Berkeley	027 Dodge	017 Hot Springs	340 Namu	054 Florida
005 Boone	029 Door	019 Johnson	350 Rongelap	055 Guanica
007 Braxton	031 Douglas	021 Laramie	360 Rongrik	057 Guayama
009 Brooke	033 Dunn	023 Lincoln	385 Toke	059 Guayanilla
011 Cabell	035 Eau Claire	025 Natrona	390 Ujae	061 Guaynabo
013 Calhoun	037 Florence	027 Niobrara	400 Ujelang	063 Gurabo
015 Clay	039 Fond du Lac	029 Park	410 Utrik	065 Hatillo
017 Doddridge	041 Forest	031 Platte	420 Wotho	067 Hormigueros
019 Fayette	043 Grant	033 Sheridan	430 Wotle	069 Humacao
021 Gilmer	045 Green	035 Sublette	----	071 Isabela
023 Grant	047 Green Lake	037 Sweetwater	69 NORTHERN	073 Jayuya
025 Greenbrier	049 Iowa	039 Teton	MARIANA ISLANDS	075 Juana Diaz
027 Hampshire	051 Iron	041 Uinta	(MP)	077 Juncos
029 Hancock	053 Jackson	043 Washakie	----	079 Lajas
031 Hardy	055 Jefferson	045 Weston	085 Northern	081 Lares
033 Harrison	057 Juneau	----	Islands	083 Las Marias
035 Jackson	059 Kenosha	60 AMERICA	100 Rota	085 Las Piedras
037 Jefferson	061 Kewaunee	SAMOA (AS)	110 Saipan	087 Loiza
039 Kanawha	063 La Crosse	----	120 Tinian	089 Luquillo
041 Lewis	065 Lafayette	010 Eastern	----	091 Manati
043 Lincoln	067 Langlade	(District)	70 PALAU (PW)	093 Maricao
045 Logan	069 Lincoln	020 Manu'a	----	095 Maunabo
047 McDowell	071 Manitowoc	(District)	002 Aimeliik	097 Mayaguez
049 Marion	073 Marathon	030 Rose Island	----	099 Moca
051 Marshall	075 Marinette	----	----	101 Morovis

103 Naguabo
105 Naranjito
107 Orocovis
109 Patillas
111 Penuelas
113 Ponce
115 Quebradillas
117 Rincon
119 Rio Grande
121 Sabana Grande
123 Salinas
125 San German
127 San Juan
129 San Lorenzo
131 San Sebastian
133 Santa Isabel
135 Toa Alta
137 Toa Baja
139 Trujillo Alto
141 Utuado
143 Vega Alta
145 Vega Baja
147 Vieques
149 Villalba
151 Yabucoa
153 Yauco

74 U.S. MINOR
OUTLYING
ISLANDS (UM)

050 Baker Island
100 Howland
Island
150 Jarvis Island
200 Johnston
Island
250 Kingman Reef
300 Midway
Islands
350 Navassa
Island
400 Palmyra Atoll
450 Wake Island

78 VIRGIN
ISLANDS OF THE
UNITED STATES
(VI)

010 St. Croix
020 St. John
030 St. Thomas