



ion," is a synchronization primitive used to ess to a shared resource in concurrent

vironments. It ensures that only one thread esource at a time, preventing race conditions

nd ensuring data consistency.

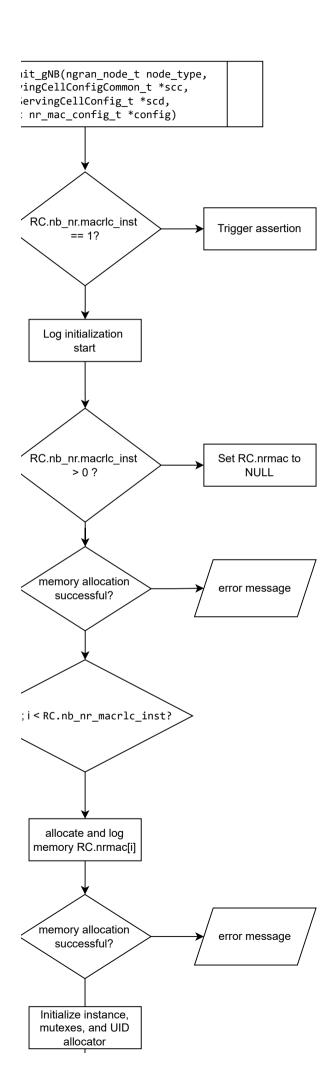


mac_top_in

NR_Serv

NR_S

const



| Print DLSCH Rounds and errors | |
|------------------------------------|-----------|
| Print DLSCH | |
| BLER | |
| True | |
| Reset RSRP? | Rest RSRP |
| False | |
| Print ULSCH Rounds and errors | |
| y silois | |
| Print ULSCH BLER | |
| Print MAC Statistics and LCID Data | |
| — | |
| Unlock UE Info Mutex | |
| | |
| return | |

RLC Module Initialization --> Ensures reliable data transmission
by handling segmentation, reassembly, error correction, and flow contro.
As for, PDCP Layer Initialization --> Provides header compression,
encryption, integrity protection, and in-sequence delivery of packets. It is
initialized conditionally based on specific parameters.

