## + DEFAULT\_ACK\_TIMEOUT SLOTS + SHORT\_ACK\_TIMEOUT\_DTX + MAX\_NOF\_TBS # logger # timeout\_notifier # max\_ack\_wait\_in\_slots # last\_slot\_ind # last\_slot\_tx # last\_slot\_ack # slot\_ack\_timeout # tb\_array + harq\_process() + slot\_indication() + slot\_tx() + slot\_ack() + empty() + has\_pending\_retx() + is\_waiting\_ack() + max\_nof\_harq\_retxs() + tb()+ reset() + cancel harq retxs() + get\_slot\_ack\_timeout() # tx\_common() # new\_tx\_tb\_common() # new\_retx\_tb\_common() # ack\_info\_common() # reset\_tb() < true > < false > srsran::detail::harq srsran::detail::harq \_process< true > \_process< false > + id + DEFAULT\_ACK\_TIMEOUT + DEFAULT\_ACK\_TIMEOUT SLOTS + SHORT\_ACK\_TIMEOUT\_DTX + SHORT\_ACK\_TIMEOUT\_DTX + MAX\_NOF\_TBS + MAX\_NOF\_TBS # logger # timeout\_notifier # timeout\_notifier # max\_ack\_wait\_in\_slots # max\_ack\_wait\_in\_slots # last\_slot\_ind # last\_slot\_ind # last\_slot\_tx # last\_slot\_ack # last\_slot\_ack # slot\_ack\_timeout # slot\_ack\_timeout # tb\_array + harq\_process() + harq\_process() + slot indication() + slot\_indication() + slot\_tx() + slot\_ack() + empty() + has\_pending\_retx() + has\_pending\_retx() + is\_waiting\_ack() + is\_waiting\_ack() + max\_nof\_harq\_retxs() + max\_nof\_harq\_retxs() + tb()+ reset() + cancel\_harq\_retxs() + cancel\_harq\_retxs() + get\_slot\_ack\_timeout() + get\_slot\_ack\_timeout() # tx\_common() # tx\_common() # new\_tx\_tb\_common() # new\_tx\_tb\_common() # new\_retx\_tb\_common() # new\_retx\_tb\_common() # ack info common() # ack\_info\_common() # reset\_tb() Д srsran::ul\_harq\_process srsran::dl\_harq\_process + empty() + has\_pending\_retx() + is\_waiting\_ack() + has pending retx() + is waiting ack() + max\_nof\_harq\_retxs() + last alloc params() + tb()+ last tx params() + crc\_info() + new\_tx()

+ new\_retx()

+ save alloc params()

+ cancel harq retxs() + get tbs bytes()

+ id

SLOTS

# last\_slot\_tx

# tb\_array

+ slot\_tx()

+ empty()

+ tb()

+ reset()

# reset tb()

+ empty()

+ new tx() + new\_retx()

+ tx\_2\_tb()

+ ack\_info()

+ save\_alloc\_params()

+ increment pucch counter()

+ slot\_ack()

# logger

srsran::detail::harq \_process< IsDownlink >