```
srsran::channel precoder
   + ~channel_precoder()
   + apply_precoding()
   + apply_layer_map_and
     precoding()
srsran::channel precoder impl
+ channel precoder impl()
+ apply precoding()
# apply precoding port()
srsran::channel_precoder_avx2
 + apply precoding port()
```

+ apply\_layer\_map\_and 
 precoding()