



DUKE UNIVERSITY

ECE 559: ADVANCED DIGITAL SYSTEMS

Turbo Coder Internal Interleaver

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1 3GPP LTE Advanced Wireless System

1.1 Introduction

The next advancement on wireless communication was proposed by the 3rd Generation Partnership Program (3GPP). Formally a candidate 4G to ITU-T in 2009, it was standardized in March of 2011. The biggest benefit of LTE Advanced is the ability to take advantage of advanced topology networks. The usage of optimized heterogeneous networks and utilizing macrocells with low power nodes such as pico and femto cells create a much better network compared to macrocells (wide area high power base stations that covers a large radius). LTE Advanced also introduces multicarrier so we can utilize wider bandwidth, up to 100 MHz, which will support high data rates.

Our focus this semester lied on the coding, multiplexing and mapping to physical channels for E-UTRA section of the LTE Advanced specification as seen in 3GPP TS 36.212 V10.5.0. The sub-systems extracted from this document that our class worked on is as follows:

- Code block segmentation and CRC
- Convolutional encoder
- Turbo-code constituent encoder
- Turbo-code interleaver
- Sub-block interleaver and multiplexer

1.2 Internal Interleaver

Our group was responsible for the turbo coder internal interleaver. The purpose of this sub-system is to block interleave the data, frame quality indicator (CRC), and the reserve bits input to the turbo encoder. This interleaving happens through a index generator function defined in section 5.1.3.2.3 of the document. First we define an index generator function that selects the certain index of output bits from a certain input bit index. We will call this $\Pi(i)$:

$$\Pi(i) = (f_1 \cdot i + f_2 \cdot i^2) \mod K$$

where f_1 , f_2 are defined in Table 5.1.3-3 in the 3GPP document. These values depend on the block size K . In our case, K could only be two different sizes 1056 and 6144. This leads us to the following values for f_1 and f_2 :

K	f_1	f_2
1056	17	66
6144	263	480

Using these values, we can generate the output bits using the following function:

$$c'_i = c_{\Pi(i)} \quad \forall i \in \{0, 1, 2, \dots, K\}$$

where c_i is the i^{th} bit of the input sequence and c'_i is the i^{th} bit of the output sequence defined by the function $\Pi(i)$.

This sub-module is part of the larger sub-system, turbo-code constituent encoder. The turbo encoder's purpose is to encode the incoming data, CRC, and the two reserved bits. During encoding, the output tail sequence is also added. The encoder generates the output based on the code rate. In our case, the code rate was 1/3. It uses two systematic, recursive, convolutional encoders connected in parallel with an interleaver for the second encoder. The two recursive convolutional codes are called the constituents codes of the turbo code. Since there is delay after the interleaver processes the data, the second encoder must account for this delay of the incoming data sequence.

2 Description of the design

The design overview is shown in the following block diagram, which includes functional blocks, interfaces (with more description later), and datapath:

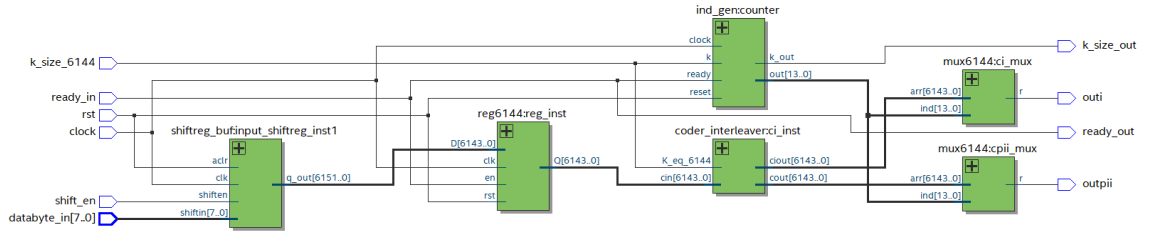


Figure 1: Block diagram of functional blocks

Here are the enumeration & description of interfaces to other functions in the encoder stack:

- *input clock*: The clock.
- *input rst*: The reset input.
- *input k_size_6144*: The indication of the block size being transferred into our module from the code block segmentation module. This bit should be asserted 0 if block size is 1056, and asserted 1 if block size is 6144 when the ready_in signal was asserted.
- *input [7:0] databyte_in*: The input data byte of the data block from the code block segmentation module. This data is shifted into the "shift register". The right-most bit, or LSB, is the earliest bit in the sequence or bit with smaller index.
- *input shift_en*: This input control signal comes from code block segmentation module. At the clock rise, assertion of this makes the input byte shifted into the input shift register buffer.

- *input* **ready_in**: This input control signal comes from code block segmentation module. It indicates the finish of transferring of the data block. Once this signal is asserted, the output FSM starts operating and outputting to the turbo constituent coder module.
- *output* **k_size_out**: This output signal goes to the turbo constituent coder module. It tells the coder the size of the data block being output right now.
- *output* **ready_out**: This output signal goes to the turbo constituent coder module. It tells the coder the start of outputting the current data block. Only asserted for one cycle.
- *output* **out*i***: This output signal goes to the turbo constituent coder module. It's the c_i output in the 3GPP document. It's also the output data block in original sequence.
- *output* **out*pi***: This output signal goes to the turbo constituent coder module. It's the $c_{\pi i}$ output in the document. It's also the output data block in a remapped sequence indicated by the 3GPP document.

In terms of the datapath inside our module, there's not much combination logics but a bunch of wiring between functional blocks or even inside certain block.

1. The data is firstly shifted into the "shiftreg" buffer most of the time one byte per 8 cycle from the code block segmentation module. In terms of the endianness, the right-most bit, or LSB, is the earliest bit in the sequence or bit with smaller index. The code block segmentation module owns the control signal of "**shift_en**" to adjust timing to their output.
2. Once the whole data block is in, the "ready_in" signal is asserted. Then the data block in the "shiftreg" gets latched/held into the secondary "register" buffer, after which the "shiftreg" buffer can start taking next data block from the code block segmentation module while the current data block can be processed and output to the "turbo constituent coder". Simultaneously, the block size "**k_size_in**" of the current data block gets latched into the FSM and outputs as "**k_size_out**" such that the "turbo constituent coder" knows the size of the code block they are processing.
3. The output of the secondary "register" buffer, the whole data block, goes through the remapping module to generate the sequence specified by the 3GPP document purely by rewiring the bits. For example, $c_{\pi i}$ is just $c_{i,1056}$ given $k=1056$ or $c_{i,6144}$ given $k=6144$, where i_{1056} and i_{6144} are indices pre-calculated and hardcoded according to the 3GPP document. There's no combinational logic other than a mux that selects the corresponding bit given k inside the remapping module.
4. The original and the remapped data blocks are fed into two muxes separately and the FSM outputs an ascending sequence to select the corresponding output bits to the "turbo constituent coder" module.

Below is the state transition diagram for the counter module, which is a very simple FSM.

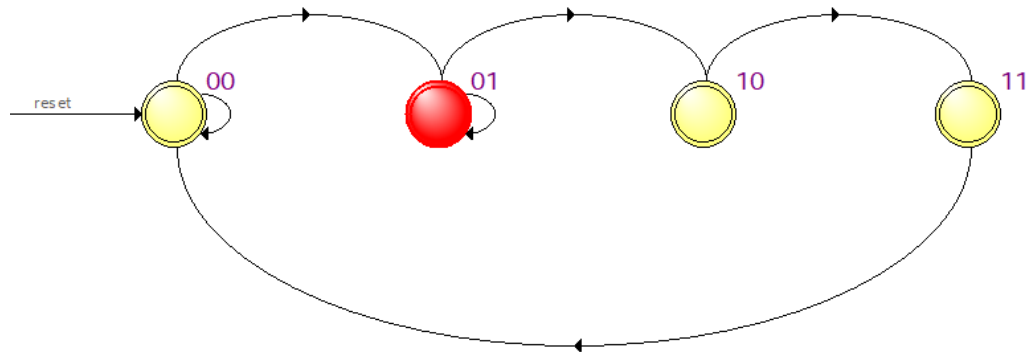


Figure 2: State transition diagram of output FSM

(!!!!cheng can you talk abt the fsm?) -o FSM designs, with pictorial description (s) and text, clearly indicating what each state represents, how inputs determine the next state and Moore and Mealy outputs for each state, and also an indication of how the FSM is related to data flow through the function

3 Static timing analysis

(mostly cheng) 3. Static timing analysis o from the static timing analysis results, identify (a) worst-case slack against setup violations; (b) maximum frequency at which the design can be clocked; (c) the critical path corresponding to the worst-case slack. o based on the max frequency, comment on the max throughput that can be sustained by the function given the current design

4 Simulation results

Firstly, there's a python script that calculates the output sequence give the input data block. Below is a pair of console outputs generated by the python script:

[illegible]

Figure 4: $c_{\pi i}$

```

ready_in cycle:      6135
Time:                69120, cnt_state:1, mux index: 6138,   Outi 1, OutPii: 1
ready_in cycle:      6136
Time:                69130, cnt_state:1, mux index: 6139,   Outi 1, OutPii: 0
ready_in cycle:      6137
Time:                69140, cnt_state:1, mux index: 6140,   Outi 1, OutPii: 1
ready_in cycle:      6138
Time:                69150, cnt_state:1, mux index: 6141,   Outi 0, OutPii: 1
ready_in cycle:      6139
Time:                69160, cnt_state:1, mux index: 6142,   Outi 1, OutPii: 1
ready_in cycle:      6140
Time:                69170, cnt_state:1, mux index: 6143,   Outi 1, OutPii: 1
ready_in cycle:      6141
Time:                69180, cnt_state:2, mux index: 6143,   Outi 1, OutPii: 1

```

Figure 5: Console output

terminal are the last 6 bits for both outputs. With the LSB being the bit with smallest index, the last 6 bits for output c_i and $c_{\pi i}$ are "110111" and "111101" respectively, matching the outputs generated by the python script.

This simulated test verified the FSM transition and the functional correctness of the "constituent coder interleaver", in terms of the output sequences and interfaces with other functional modules in the code stack.

5 Hardware test results

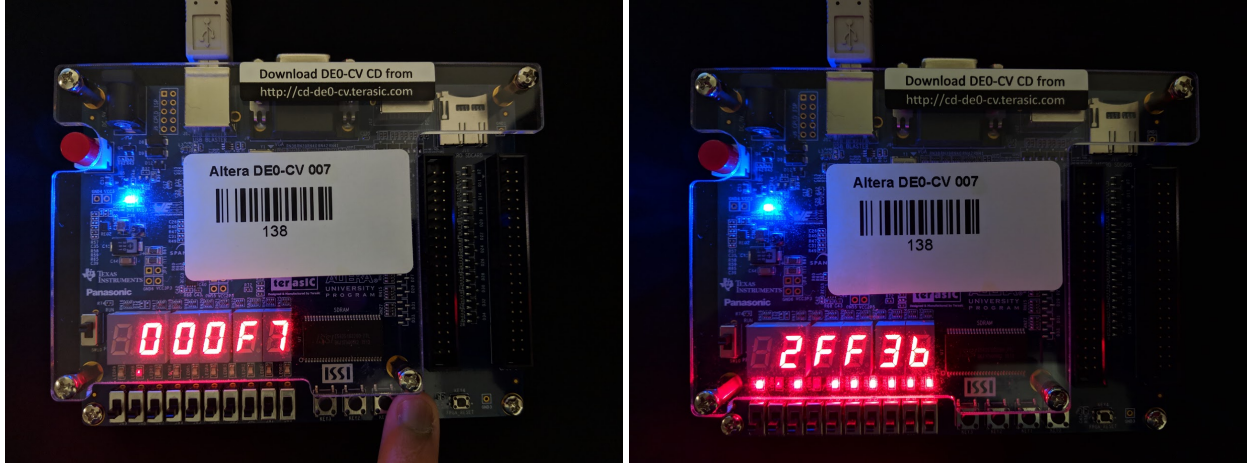
Initial concerns about the simulation was the size of the blocks and the number of bits we have to deal with. Trying to check every bit in a block of size 6144 would take an unnecessary amount of time. Thus, Vinith wrote a python script that simulated this sub-module. Listing 1 is a python function that takes in two parameters `input_num`, the input sequence represented as a bitstring, and `flag_6144`, a one bit number that represents the size of the block. Writing 6144 bits would also take a tremendous amount of time and any sort of recurring pattern in the input will be present in the output, thus Listing 2 is another function that generates a random bitstring of size specified inside the `range()` function in the `for` loop.

The initial hardware testing was done using a `reg` with a constant value and passing all the bits in block side K into our interleaving module. The clock did not matter for this because everything was done instantaneously as this test was essentially rewiring the wires based on the input values. We then took the bottom 10 bits of the output sequence and displayed it using the LEDs in the FPGA. After verifying that the output sequence matched, we moved on to the next part in hardware testing: simulating an incoming bit sequence. The test above did not really tell us how it would be used in real life, thus we had to incorporate a mechanism that simulated an incoming n-bit wide sequence.

We skipped the bit-serial implementation and tested a byte-serial implementation. We created a byte-shift register that is 6144 bit wide. Since we did not have the code segmentation unit block, we used a read-only memory to hold the input sequence. Using a counter up to $\frac{6144}{8} = 768$, we took the values out of the ROM and fed it into the shift register. After 768 cycles, we latched the value onto a buffer register and fed it into our interleaving module. The output value was once again latched onto another register and displayed using the LEDs and 7-segment displayed found on the FPGA. This test was done with a 50 Hz clock so we could visibly see the counter incrementing and the values from ROM being shifted into the shift register. The first and last three bytes of `mif` file that was loaded onto the ROM is as follows:

- | | |
|---|---|
| 0. 11110111 ₂ \rightarrow F7 ₁₆ | 765. 11111000 ₂ \rightarrow F8 ₁₆ |
| 1. 00111100 ₂ \rightarrow 3C ₁₆ | 766. 01111110 ₂ \rightarrow 7E ₁₆ |
| 2. 11000110 ₂ \rightarrow C6 ₁₆ | 767. 00111011 ₂ \rightarrow 3B ₁₆ |

where the list index is the address in memory. Since the value is shifted right, we had to invert the original input and slice it into 8 bits. This was verified as seen in Figure 6a and Figure 6b. Of the five seven segment displays, the left three are used to show the counter as it increments from 000 to 2FF in base 16. The right two displays are used to show the output byte as we shift it into the byte-shift register. We then took the 8 LSB and displayed it using the LEDs present in the FPGA. According to the output from the python script, the least significant byte for that input is: 10111111. This is also verified from Figure 6b as the right most 8 LEDs are correctly turned on in that order.

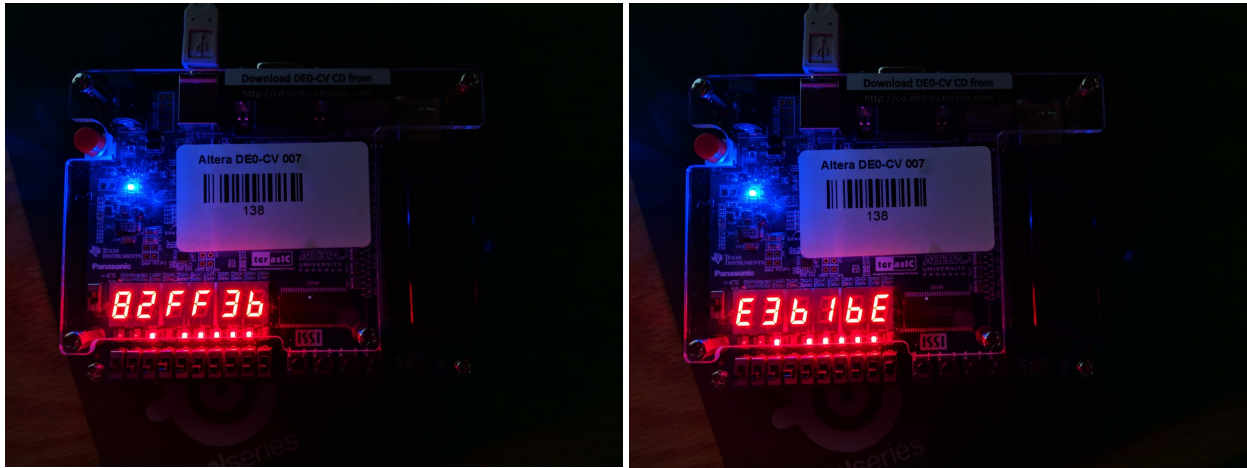


(a) Initial state

(b) Final state with LEDs

Figure 6: The initial and final state of the simulation as the data from ROM is put into the shift register. The LEDs represent the 8 output LSB bits.

Since the logic analyzer did not work, we were unable to test extensively using the display. Thus, to do the best test possible, we decided to use a slide switch to transition between two states of the seven segment decoder. The first state shown in Figure 7a shows us that when the switch is down (logical '0') the display shows us exactly what used to be. The new addition is when the switch is up (logical '1'), the seven segment display switches to show us three least significant bytes: E3B1BE. This matches exactly what the python script outputs as the least significant 24 bits: 1110 0011 1011 0001 1011 1111.



(a) State with switch down

(b) State with switch up

Figure 7: A slightly extensive test to check for the outputs.

Appendix

Listing 1: The function that simulates the interleaver.

```
def interleaver(input_num, flag_6144):
    f1 = 263 if flag_6144 == 1 else 17
    f2 = 480 if flag_6144 == 1 else 66
    k = 6144 if flag_6144 == 1 else 1056
    input_inv = input_num[::-1]

    output = [''] * k
    for i in range(k):
        pi_i = (f1 * i + f2 * i ** 2) % k
        output[i] = input_inv[pi_i]
    return ''.join(output)[::-1]
```

Listing 2: The function that generates a random block with uniform random bits as well as input last bit.

```
def create_val(last_number):
    out_str = ''
    for x in range(6143):
        out_str += str(random.randint(0, 1))
    out_str += last_number
    return out_str
```
