

Entradas:  
INPUT, FLAG\_RS,  
DEPTH, LENGTH

Saída:  
OUTPUT, FLAG\_INTRLV

Interleaver

store

depth\_counter := 0;  
height\_counter := 0;  
address := 0;  
i := 0; t := 0;  
FLAG\_INTRLV := 0;

Flag?

GravarRAM  
(INPUT, i + t);

height\_counter < 15 ?

height\_counter :=  
height\_counter + 1;  
t := t + DEPTH;

depth\_counter :=  
depth\_counter + 1;  
i := depth\_counter;  
t := 0;

depth\_counter <  
DEPTH ?

No

address := 0;  
FLAG\_INTRLV := 1;

LerRAM  
(OUTPUT, address)

address <  
LENGTH ?

address := address + 1;

Yes

Fim

flush

Yes