

# 组会报告

徐益

2018 年 11 月 19 日

## 1 工作内容

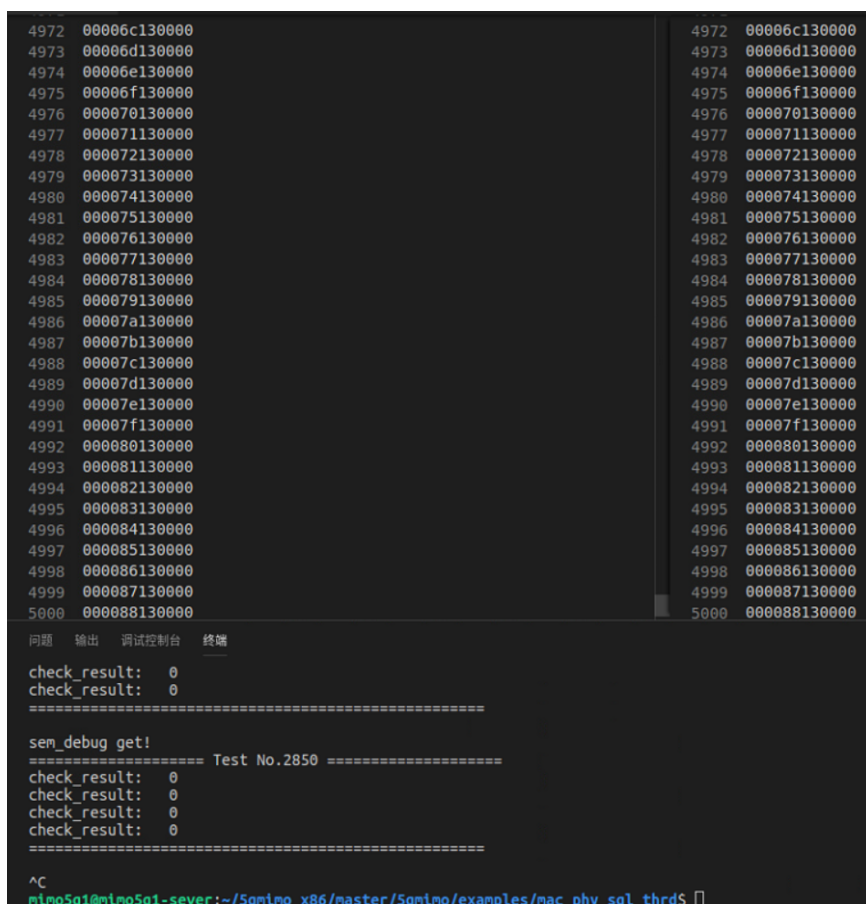
1. Debug 连调程序并测试；
2. 阅读协议并修改资源映射结构。
3. 根据新的资源映射结构修改程序

## 2 Debug 连调程序并测试

### 2.1 Debug 结果

MAC 层接收端读参数标识早于 PHY 层接收端写参数标识  
最终导致读写冲突。

### 2.2 HARQ 测试结果



```
4972 00006c130000
4973 00006d130000
4974 00006e130000
4975 00006f130000
4976 000070130000
4977 000071130000
4978 000072130000
4979 000073130000
4980 000074130000
4981 000075130000
4982 000076130000
4983 000077130000
4984 000078130000
4985 000079130000
4986 00007a130000
4987 00007b130000
4988 00007c130000
4989 00007d130000
4990 00007e130000
4991 00007f130000
4992 000080130000
4993 000081130000
4994 000082130000
4995 000083130000
4996 000084130000
4997 000085130000
4998 000086130000
4999 000087130000
5000 000088130000

问题 输出 调试控制台 终端

check_result: 0
check_result: 0
=====
sem_debug get!
===== Test No.2850 =====
check_result: 0
check_result: 0
check_result: 0
check_result: 0
=====
^C
mimo5g1@mimo5g1-sever:~/5gmino_x86/master/5gmino/examples/mac_phy_sgl_thrd$
```

图 1: HARQ 测试结果

### 3 阅读协议并修改程序结构

#### 3.1 正确的层映射关系

Number of layers	Number of codewords	Codeword-to-layer mapping $i = 0, 1, \dots, M_{\text{symb}}^{\text{layer}} - 1$
1	1	$x^{(0)}(i) = d^{(0)}(i)$ $M_{\text{symb}}^{\text{layer}} = M_{\text{symb}}^{(0)}$
2	1	$x^{(0)}(i) = d^{(0)}(2i)$ $x^{(1)}(i) = d^{(0)}(2i+1)$ $M_{\text{symb}}^{\text{layer}} = M_{\text{symb}}^{(0)}/2$
3	1	$x^{(0)}(i) = d^{(0)}(3i)$ $x^{(1)}(i) = d^{(0)}(3i+1)$ $x^{(2)}(i) = d^{(0)}(3i+2)$ $M_{\text{symb}}^{\text{layer}} = M_{\text{symb}}^{(0)}/3$
4	1	$x^{(0)}(i) = d^{(0)}(4i)$ $x^{(1)}(i) = d^{(0)}(4i+1)$ $x^{(2)}(i) = d^{(0)}(4i+2)$ $x^{(3)}(i) = d^{(0)}(4i+3)$ $M_{\text{symb}}^{\text{layer}} = M_{\text{symb}}^{(0)}/4$
5	2	$x^{(0)}(i) = d^{(0)}(2i)$ $x^{(1)}(i) = d^{(0)}(2i+1)$ $x^{(2)}(i) = d^{(1)}(3i)$ $x^{(3)}(i) = d^{(1)}(3i+1)$ $x^{(4)}(i) = d^{(1)}(3i+2)$ $M_{\text{symb}}^{\text{layer}} = M_{\text{symb}}^{(0)}/2 = M_{\text{symb}}^{(1)}/3$
6	2	$x^{(0)}(i) = d^{(0)}(3i)$ $x^{(1)}(i) = d^{(0)}(3i+1)$ $x^{(2)}(i) = d^{(0)}(3i+2)$ $x^{(3)}(i) = d^{(1)}(3i)$ $x^{(4)}(i) = d^{(1)}(3i+1)$ $x^{(5)}(i) = d^{(1)}(3i+2)$ $M_{\text{symb}}^{\text{layer}} = M_{\text{symb}}^{(0)}/3 = M_{\text{symb}}^{(1)}/3$
7	2	$x^{(0)}(i) = d^{(0)}(3i)$ $x^{(1)}(i) = d^{(0)}(3i+1)$ $x^{(2)}(i) = d^{(0)}(3i+2)$ $x^{(3)}(i) = d^{(1)}(4i)$ $x^{(4)}(i) = d^{(1)}(4i+1)$ $x^{(5)}(i) = d^{(1)}(4i+2)$ $x^{(6)}(i) = d^{(1)}(4i+3)$ $M_{\text{symb}}^{\text{layer}} = M_{\text{symb}}^{(0)}/3 = M_{\text{symb}}^{(1)}/4$
8	2	$x^{(0)}(i) = d^{(0)}(4i)$ $x^{(1)}(i) = d^{(0)}(4i+1)$ $x^{(2)}(i) = d^{(0)}(4i+2)$ $x^{(3)}(i) = d^{(0)}(4i+3)$ $x^{(4)}(i) = d^{(1)}(4i)$ $x^{(5)}(i) = d^{(1)}(4i+1)$ $x^{(6)}(i) = d^{(1)}(4i+2)$ $x^{(7)}(i) = d^{(1)}(4i+3)$ $M_{\text{symb}}^{\text{layer}} = M_{\text{symb}}^{(0)}/4 = M_{\text{symb}}^{(1)}/4$

图 2: Codeword-to-layer mapping for spatial multiplexing

3.2 程序结构修改情况

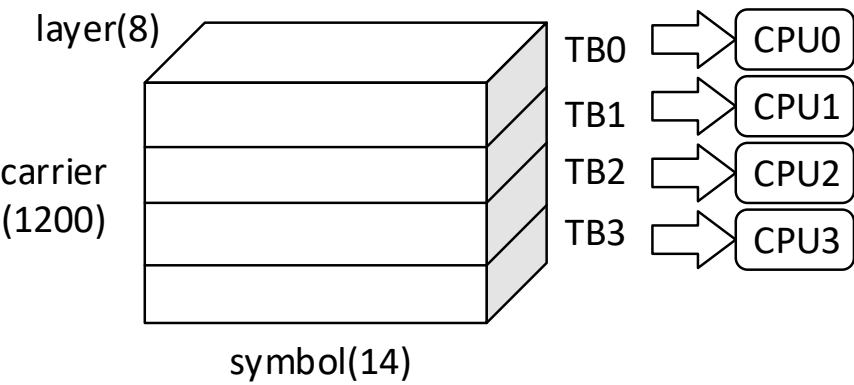


图 3: 原结构

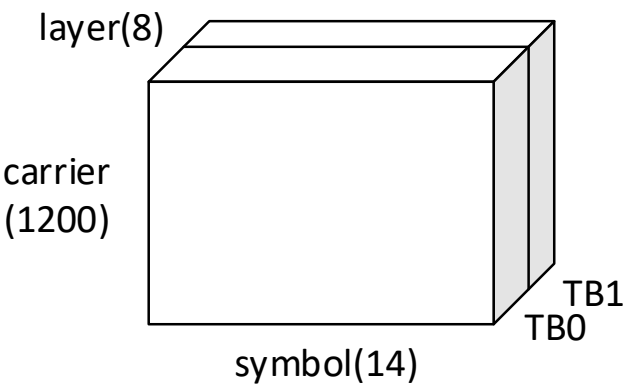


图 4: 协议要求结构

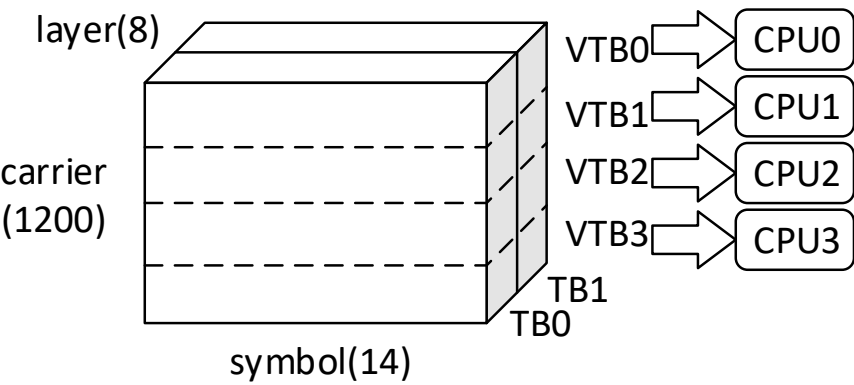


图 5: 修改后结果

#### 4.1 用多线程数据结构编写单线程程序

图 6: 发送端的单线程模块

图 7: 接收端的单线程模块