Scrambling Principles

- o consider a concatinated block of G Interboared bits
- © Scrambbed bits  $\widetilde{b}(0)$ , ...,  $\widetilde{b}(6-1)$  are given as  $\widetilde{b}(i) = b(i) \oplus c(i)$ , i = 0, ..., (6-1)
- · (i) is pseudo vondom sequence
- 6 = [0.000000] and 6 = [0.000000] and 6 = [0.000000]
- 5. Scrombling is done to randomize the output of
  - botto inner and outer signal points in the 16/64/256 DAM constellation to be used:

## De-scrambling principles.

- Too block of bits b(0),..., b(6-1), where G is the number of bits in code word.
- o Received sombled bits & (0), ..., & (6-1) were calculated as

る(1)= し(1) 田(1)、1=0,…,(6-1)。

o Received descrambled bits 5 (0),..., 5 (6-1) can be

b(i) = b(i) @ ((i) , i=0,...,(GE)

⊙ Example:

8-bit coded requere b=[0000000] and

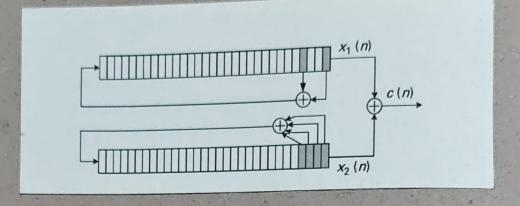
C = [01101001]

b(i) = [01101001]

b(i) = [000000000]

## Pseudo rondom sequence generation in 54 (Sec. 5.2 of 88.211)

© Pseudo vandons requences in 5th are defined by a, length - 31. Gold requence



O Output require ((n) of length of where m=0;1;...,G-1

$$C(n) = \alpha_1(n) \oplus \alpha_2(n)$$

$$\chi_1(n+31) = 2i(n+3) \oplus \chi_1(n)$$

o Standard rejects first 1600 samples and uses C'(n) = C(n+1600) instead)

O First requerce  $2 \cdot (m) = 0$  in Helitzda, as  $2 \cdot (m) = 1 \quad , \quad m = 0$   $= 0 \quad , \quad 0 \leq n \leq 30$ 

@ Second requere 22 (m) is intelliged by worting a constant Cinit in binary form.

© Cinit is determined band on a cell ID and

Eg. Consider Clark = 255

Second regime  $N_2(n)$   $N_2(n) = 1$   $N_3(n) = 1$   $N_3(n)$