



### 4.2.3 Channel coding

Code blocks are delivered to the channel coding block. They are denoted by  $O_{ir1}, O_{ir2}, O_{ir3}, \dots, O_{irK_i}$ , where  $i$  is the TrCH number,  $r$  is the code block number, and  $K_i$  is the number of bits in each code block. The number of code blocks on TrCH  $i$  is denoted by  $C_i$ . After encoding the bits are denoted by  $y_{ir1}, y_{ir2}, y_{ir3}, \dots, y_{irY_i}$ . The encoded blocks are serially multiplexed so that the block with lowest index  $r$  is output first from the channel coding block. The bits output are denoted by  $c_{i1}, c_{i2}, c_{i3}, \dots, c_{iE_i}$ , where  $i$  is the TrCH number and  $E_i = C_i Y_i$ . The output bits are defined by the following relations:

$$c_{ik} = y_{i1k} \quad k = 1, 2, \dots, Y_i$$

$$c_{ik} = y_{i,2,(k-Y_i)} \quad k = Y_i + 1, Y_i + 2, \dots, 2Y_i$$

$$c_{ik} = y_{i,3,(k-2Y_i)} \quad k = 2Y_i + 1, 2Y_i + 2, \dots, 3Y_i$$

...

$$c_{ik} = y_{i,C_i,(k-(C_i-1)Y_i)} \quad k = (C_i - 1)Y_i + 1, (C_i - 1)Y_i + 2, \dots, C_i Y_i$$

The relation between  $O_{irk}$  and  $y_{irk}$  and between  $K_i$  and  $Y_i$  is dependent on the channel coding scheme.

The following channel coding schemes can be applied to TrCHs:

- Convolutional coding
- Turbo coding
- No channel coding

The values of  $Y_i$  in connection with each coding scheme:

- Convolutional coding, 1/2 rate:  $Y_i = 2 * K_i + 16 - N_{FPI}$ ; 1/3 rate:  $Y_i = 3 * K_i + 24 - N_{FPI}$   
[N<sub>FPI</sub> is defined in section 4.2.3.1.1.](#)
- Turbo coding, 1/3 rate:  $Y_i = 3 * K_i + 12$
- No channel coding,  $Y_i = K_i$

**Table 1: Error Correction Coding Parameters**

Transport channel type	Coding scheme	Coding rate
BCH	Convolutional code	1/2
PCH		
FACH		
RACH		1/3, 1/2 or no coding
CPCH		
DCH	Turbo Code	1/3 or no coding
CPCH		
DCH		

4.24.3.1 Convolutional coding

4.24.3.1.1 Convolutional coder

- Constraint length  $K=9$ . Coding rate  $1/3$  and  $1/2$ .
- The configuration of the convolutional coder is presented in figure 3.
- The output from the convolutional coder shall be done in the order output0, output1, output2, output0, output1, ...,output2. (When coding rate is  $1/2$ , output is done up to output 1).
- $K-1$  tail bits (value 0) shall be added to the end of the code block before encoding.
- The initial value of the shift register of the coder shall be "all 0".

- If end puncturing is applied, the number of bits to be punctured ( $NE_{Pi}$ ) is calculated as indicated in table 2:

- The  $NE_{Pi}$  bits on the first  $NE_{Pi}$  positions listed in table 3 (counting from 0 for the first bit from output0) of the resulting outputstream after coding are punctured.

**Table 2: Number of Bits  $N_{EPI}$  to be punctured from End Puncturing Patterns**

		<u>Uplink</u>	<u>Downlink</u>
<u>Rate 1/2</u>	<u>Fixed positions of the TrCHs</u>	<u>Not applicable</u>	<u>4</u>
	<u>Flexible positions of the TrCHs</u>	<u><math>(2 * K_i + 15) \bmod F_i + 9 - F_i</math></u>	<u>8</u>
<u>Rate 1/3</u>	<u>Fixed positions of the TrCHs</u>	<u>Not applicable</u>	<u>8</u>
	<u>Flexible positions of the TrCHs and <math>K_i &gt; 3</math></u>	<u><math>(3 * K_i + 23) \bmod F_i + 17 - F_i</math></u>	<u>16</u>
	<u>Flexible positions of the TrCHs and <math>K_i &lt; 4</math></u>	<u><math>(3 * K_i + 19) \bmod F_i + 13 - F_i</math></u>	<u>12</u>

**Table 3: End Puncturing Patterns**

<u>Rate 1/2</u>	<u>Fixed positions of the TrCHs</u>	<u>2, 4, 8, 9,</u>
	<u>Flexible positions of the TrCHs</u>	<u>2, <math>2 * K_i + 14</math>, 4, <math>2 * K_i + 11</math>, 8, <math>2 * K_i + 10</math>, 9, <math>2 * K_i + 8</math></u>
<u>Rate 1/3</u>	<u>Fixed positions of the TrCHs</u>	<u>0, 1, 3, 5, 7, 10, 13, 16</u>
	<u>Flexible positions of the TrCHs</u>	<u>0, <math>3 * K_i + 23</math>, 1, <math>3 * K_i + 22</math>, 3, <math>3 * K_i + 20</math>, 5, <math>3 * K_i + 18</math>, 7, <math>3 * K_i + 16</math>, 10, <math>3 * K_i + 13</math>, 13, <math>3 * K_i + 10</math>, 16, <math>3 * K_i + 7</math></u>