

# LogiCORE IP 3GPP LTE Turbo Encoder v3.2

## *Product Guide*

PG050 July 25, 2012

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## Introduction

The Turbo Convolution Code (TCC) encoder is designed to meet the *3GPP TS 36.212 v9.0.0 Multiplexing and Channel Coding specification* [Ref 1].

## Features

- Implements the turbo encoder as defined in *3GPP TS 36.212 v9.0.0 Multiplexing and Channel Coding specification*. [Ref 1]
- Core contains the full 3GPP LTE interleaver
- All 188 3GPP LTE block sizes (40 - 6144) supported
- FIFO-buffered symbol memory for maximum throughput
- Flexible interfacing using optional control signals
- For use with the Xilinx® Vivado™ Design Suite
- Bit accurate C model available.

LogiCORE IP Facts Table	
<b>Core Specifics</b>	
Supported Device Family <sup>(1)</sup>	Virtex®-7, Kintex™-7, Artix™-7
Supported User Interfaces	Can be interfaced to AXI4-Stream <sup>(2)</sup>
Resources	See <a href="#">Table 2-1</a>
<b>Provided with Core</b>	
Design Files	Netlist
Example Design	Not Provided
Test Bench	Not Provided
Constraints File	Not Provided
Simulation Model	Verilog and VHDL Structural Model C Model
Supported S/W Driver	N/A
<b>Tested Design Flows<sup>(3)</sup></b>	
Design Entry	Vivado Design Suite
Simulation	Mentor Graphics ModelSim
Synthesis	Xilinx Synthesis Technology (XST)
<b>Support</b>	
Provided by Xilinx @ <a href="http://www.xilinx.com/support">www.xilinx.com/support</a>	

### Notes:

1. For a complete listing of supported devices, see the [release notes](#) for this core.
2. Interface similar to AXI and can be connected to an AXI4-Stream Interface.
3. For the supported versions of the tools, see the [Xilinx Design Tools: Release Notes Guide](#).

## Overview

The theory of operation of the Turbo Codes is described in *Near Shannon Limit Error-correcting Coding and Decoding Turbo Codes* [Ref 2].

The 3GPP LTE Turbo Encoder input and output ports are shown in [Figure 1-1](#), and the internal architecture is shown in [Figure 1-2](#). It is a block-based processing unit where blocks between 40 bits and 6144 bits are input through the `DATA_IN` port and processed. Each block of data is processed in two identical Recursive Systematic Convolutional (RSC) encoders, which generate high-weight codes. RSC1 processes the raw input data, while RSC2 processes an interleaved version of the input data. The coding operates on the principle that if an input symbol is corrupted in the sequence from RSC1, then it is unlikely also to be corrupted in the interleaved sequence from RSC2, and vice versa.

Often some of the encoded output bits need not be transmitted, so they are omitted, or *punctured* from the output stream. Puncturing offers a dynamic trade-off between code rate and error performance. When the channel is noisy or the data requires more protection, extra redundancy can be added, thereby lowering the code rate. Puncturing is not implemented as part of the core.

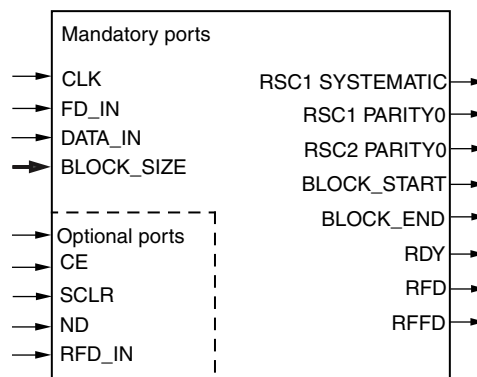


Figure 1-1: TCC Encoder Pinout

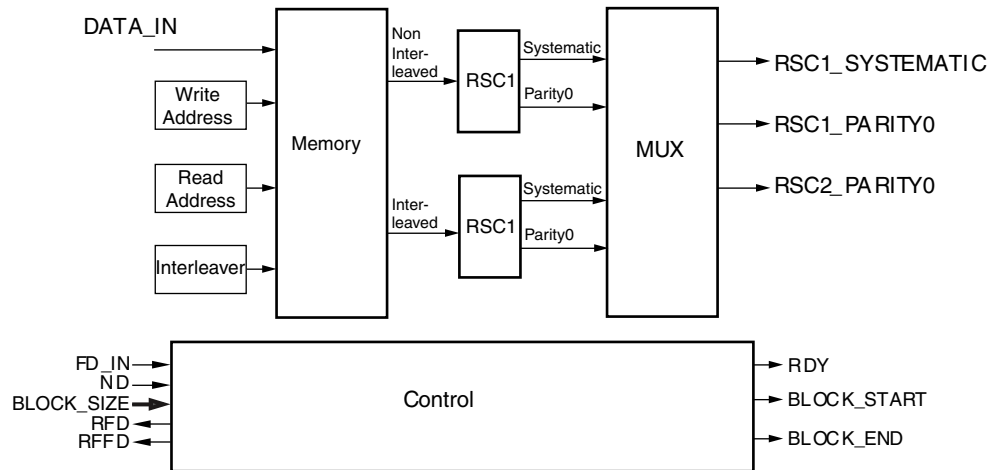


Figure 1-2: TCC Encoder Structure

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## Feature Summary

The turbo encoder works as a stand-alone unit and nothing else is required to meet the turbo encoding function in a 3GPP LTE system.

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## Applications

The Turbo Encoder is used to provide error correction in 3GPP LTE systems. A Turbo Decoder must be combined with the encoder to optimize the error correcting performance.

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## Licensing and Ordering Information

This Xilinx LogiCORE™ IP module is provided under the terms of the [Xilinx Turbo Code LogiCORE IP License Terms](#). For full access to all core functionalities in simulation and in hardware, you must purchase a license for the core. Contact your [local Xilinx sales representative](#) for information about pricing and availability of Xilinx LogiCORE IP.

To evaluate this core in hardware, generate an evaluation license, which can be accessed from the Xilinx [IP Evaluation](#) page. After purchasing the core, you will receive instructions for registering and generating a full license. The full license can be requested and installed from the Xilinx IP Center for use with the Xilinx CORE Generator™ tool.

For more information, visit the 3GPP LTE Turbo Encoder [product web page](#).

Information about this and other Xilinx LogiCORE IP modules is available at the [Xilinx Intellectual Property](#) page. For information on pricing and availability of other Xilinx LogiCORE IP modules and tools, contact your [local Xilinx sales representative](#).

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38, rue du Général Leclerc  
92794 Issy Moulineaux  
Cedex 9  
FRANCE.

# Product Specification

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## Standards Compliance

This version of the Turbo Convolution Code (TCC) encoder is designed to meet the 3GPP TS 36.212 v9.0.0 Multiplexing and Channel Coding specification [Ref 1].

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## Performance

### Latency

Latency is defined as the number of active clock cycles from the time the last bit of the first input block is accepted to the time at which `RDY` and `BLOCK_START` are asserted to indicate that the first block is ready to output. The latency value is defined only for the first block, because at other times the delay between a given block being input and that block being output depends on the number and size of blocks stored in the Data Memory.

### Throughput

In any 3GPP LTE encoder, there must be a minimum of four idle clock cycles at the output due to the time required for the tail bits. In general, the maximum throughput for a given block size  $K$  is given by:

$$(K/(K+4)) \times \text{clock frequency (bits/s)}$$

*Example:*

For a block size of 40 (worst case) and a clock rate of 250 MHz, the throughput is  $(40/(40+4)) \times 250000000$  or 227.3 Mb/s.

For a block size of 6144 (best case) and a clock rate of 250 MHz, the throughput is  $(6144/(6144+4)) \times 250000000$  or 249.8 Mb/s.



## Resource Utilization

The resource requirements of the core and the achievable clock rates for the Virtex®-7 FPGAs are summarized in [Table 2-1](#) respectively.

*Table 2-1: Core Resource Requirements and Maximum Clock Frequency for Virtex-7 FPGAs*

Options	LUTs/FFs	Total Block RAMs (36K or 2x18K)	Max. Clock Frequency (MHz)
			-1 Speed Grade
nd,rfd_in,sclr,blks=max	384/511	2	≥ 400

These results are obtained by double registering all input and output ports to reduce any dependency on I/O placement. The inner set of buffer registers operate at the core clock rate, whilst the outer operates at a different clock rate. This again helps to remove any effect of I/O placement on the core clock rate.

Typical core clock frequency is shown in [Table 2-1](#) for an xc7vx485tffg1157-1 FPGA. Core performance and resource requirements are provided as a guide only. Only the core and the double registers are placed into the FPGA to obtain these results so some variation in performance can be expected depending on how this core forms part of an overall system. The extra double registers are included in the resource count for this core.

These results are obtained with the P.28xd version of the tools and the speed file version is PRELIMINARY 1.06 2012-07-14. Some variation in performance and clock rates can be expected with different tool versions.

Clock frequency does not take account of clock jitter and should therefore be derated by an amount appropriate to the clock source jitter specification.

## Port Descriptions

The I/O ports are summarized and described in [Table 2-2](#).

Table 2-2: I/O Ports

Pin	Sense	Port Width (bits)	Description
CLK	Input	1	<b>Clock</b> – All synchronous operations occur on the rising edge of the clock signal.
CE	Input (optional)	1	<b>Clock Enable</b> – When deasserted (Low), rising clock edges are ignored and the core is held in its current state.
SCLR	Input (optional)	1	<b>Synchronous Clear</b> – When asserted (High) on an active clock edge, the encoder is reset.
DATA_IN	Input	1	<b>Data Input</b> – The data to be encoded.
BLOCK_SIZE	Input	13	<b>Block Size</b> – The block size of the current encode operation.
ND	Input (optional)	1	<b>New Data</b> – When ND is sampled High on a valid clock edge, a new input value is read from the DATA_IN port.
FD_IN	Input	1	<b>First Data</b> – FD_IN is asserted (High) on a valid clock edge to indicate that the first bit of a block is on the DATA_IN port and the BLOCK_SIZE port is sampled. FD_IN is qualified by ND.
RFD_IN	Input (optional)	1	<b>Ready For Data (Input)</b> – A logic High on RFD_IN indicates that the downstream system is able to accept data from the core. The output side of the core is inhibited if RFD_IN is Low.
RSC1_SYSTEMATIC	Output	1	<b>RSC1_systematic</b> – The systematic output from RSC1.
RSC1_PARITY0	Output	1	<b>RSC1_parity0</b> – The parity0 output from RSC1.
RSC2_PARITY0	Output	1	<b>RSC2_parity0</b> – The parity0 output from RSC2.
RFD	Output	1	<b>Ready For Data</b> – When asserted (High), the core is ready to accept a new input bit on the DATA_IN port.
RFFD	Output	1	<b>Ready For First Data</b> – When asserted (High), the core is ready to accept a new input block. RFFD can be High only if RFD is High.
BLOCK_START	Output	1	<b>Block Start</b> – Indicates that the first data bit of an output block is on the systematic and parity outputs when asserted (High).
BLOCK_END	Output	1	<b>Block End</b> – Indicates that the last tail bit of an output block is on the systematic and parity outputs when asserted (High).
RDY	Output	1	<b>Ready</b> – Indicates that there is valid data on the systematic and parity outputs when asserted (High).

## Clock (CLK)

All operations of the core are synchronized to the rising edge of `CLK`. If the optional `CE` pin is enabled, an active rising clock edge occurs only when `CE` is High. If `CE` is Low, the core is held in its current state.

## Clock Enable (CE)

Clock enable is an optional input pin that is used to enable the synchronous operation of the core. When `CE` is High, a rising edge of `CLK` is acted upon by the core, but if `CE` is Low, the core remains in its current state. An active rising clock edge is one on which `CE` (if enabled) is sampled High. It should be noted that `CE` has a high fanout internal to the core, and this can result in a reduction in performance of about 10%.

## Synchronous Clear (SCLR)

The `SCLR` signal is optional, and when it is asserted High on a valid clock edge, the core is reset to its initial state, that is, the core is ready to process a new block. Following the initial configuration of the FPGA, the core is automatically in the reset state, so no further `SCLR` is required before an encoding operation can take place. If the optional `CE` input port is selected, `SCLR` is ignored if `CE` is Low.

## Data In (DATA\_IN)

The `DATA_IN` port is a mandatory input port that carries the unencoded data. The input process is started with a valid-`FD` signal and data is read serially into the `DATA_IN` port on a clock-by-clock basis. Block size clock cycles are, therefore, required to input each block. `DATA_IN` can be qualified by the optional `ND` port. See [New Data \(ND\)](#).

## New Data (ND)

The optional `ND` input port is used to indicate that there is new input data to be read from the `DATA_IN` port. For example, if the input block size is 40, then 40 active-High *ND-samples* are required to load a block of data into the encoder. `ND` should be asserted only when `RFD` is High. `ND` is also used to qualify the `FD_IN` input. See [First Data \(FD\\_IN\)](#).

## First Data (FD\_IN)

`FD_IN` is a mandatory input port used to start the encoder operation. `FD_IN` is qualified by the optional `ND` input. Furthermore, the core is sensitive to `FD_IN` only if the `RFFD` output is High. A *valid-FD* means that `FD_IN` and `ND` are both sampled High on an active rising clock edge when the `RFFD` output is High.

When a *valid-FD* occurs, the first data bit of a block is read from the `DATA_IN` port, and the block size is read from the `BLOCK_SIZE` port. The core then continues loading data, until a complete block has been input.

The `FD_IN` input should be asserted only when the `RFFD` output is High. See [Ready For First Data \(RFFD\)](#).

### Block Size (`BLOCK_SIZE`)

This port determines the size of the block of data that is about to be written into the encoder. The block size value is sampled on an active rising clock edge when `FD_IN` is High and `ND` (if selected) is High. If an invalid block size (that is, not one of the 188 block sizes specified in *3GPP TS 36.212 v9.0.0 Multiplexing and Channel Coding specification* [Ref 1] is sampled, the behavior of the core is not specified.

### Ready For Data (`RFD`)

`RFD` is a mandatory output port that is asserted High when the core is ready to accept new data. If `RFD` is selected, then it is High during the period that a particular block is input. When *block size* samples of data have been input, the `RFD` signal goes Low to indicate that the core is no longer ready to accept data. The `DATA_IN`, `BLOCK_SIZE`, `ND`, and `FD` ports are sampled only if `RFD` is High.

### Ready For First Data (`RFFD`)

`RFFD` is a mandatory output port that is asserted High when the core is ready to accept an `FD_IN` signal to start a new encoding operation. `RFFD` can be High only when `RFD` is also High. When a valid-FD signal is sampled, the `RFFD` output goes Low and remains Low until it is ready to accept another input block. The `FD_IN` and `BLOCK_SIZE` ports are sampled only if `RFFD` is High.

### RSC1 Systematic Output (`RSC1_SYSTEMATIC`)

`RSC1_SYSTEMATIC` is a mandatory output port that is a delayed version of the uninterleaved input data. During trellis termination, the `RSC1_SYSTEMATIC` port also carries systematic and parity tail bits.

### RSC1 Parity0 Output (`RSC1_PARITY0`)

`RSC1_PARITY0` is a mandatory output port that is the `Y0` output from RSC1 (see [Figure 1-2](#)). During trellis termination, the `RSC1_PARITY0` port also carries systematic and parity tail bits.

### RSC2 Parity0 Output (`RSC2_PARITY0`)

`RSC2_PARITY0` is a mandatory output port that is the `Y0` output from RSC2 (see [Figure 1-2](#)). During trellis termination, the `RSC2_PARITY0` port also carries systematic and parity tail bits.

### **Block Start (BLOCK\_START)**

This signal is asserted High for one clock cycle when the first valid data bit of a block is on the systematic and parity output ports.

### **Block End (BLOCK\_END)**

This signal is asserted High for one clock cycle when the last tail bit of a block is on the systematic and parity output ports.

### **Ready (RDY)**

This signal is asserted High when there is valid data on the systematic and parity output ports, including the tail bits. RDY is asserted for block size plus four clock cycles for every encoded block. If the core is running at maximum throughput, RDY does not go Low between blocks. For this reason, it is recommended to use the BLOCK\_START output to indicate the start of an output block.

### **Ready For Data In (RFD\_IN)**

RFD\_IN is an optional pin that can be used to inhibit the output side of the core while allowing current input operations to continue. RFD\_IN is intended to be used as a means for a downstream system using the encoded data to indicate that it is not ready to handle any further data. If RFD\_IN is Low, all systematic and parity outputs, BLOCK\_START, BLOCK\_END, and RDY outputs are inhibited. The operation of RFD\_IN is described in further detail later in this document.

# Designing with the Core

This chapter includes guidelines and additional information to facilitate designing with the core.

## General Design Guidelines

### RSC Encoder Structure

The schematic for each of the two RSCs and the transfer functions for the outputs are shown in [Figure 3-1](#).

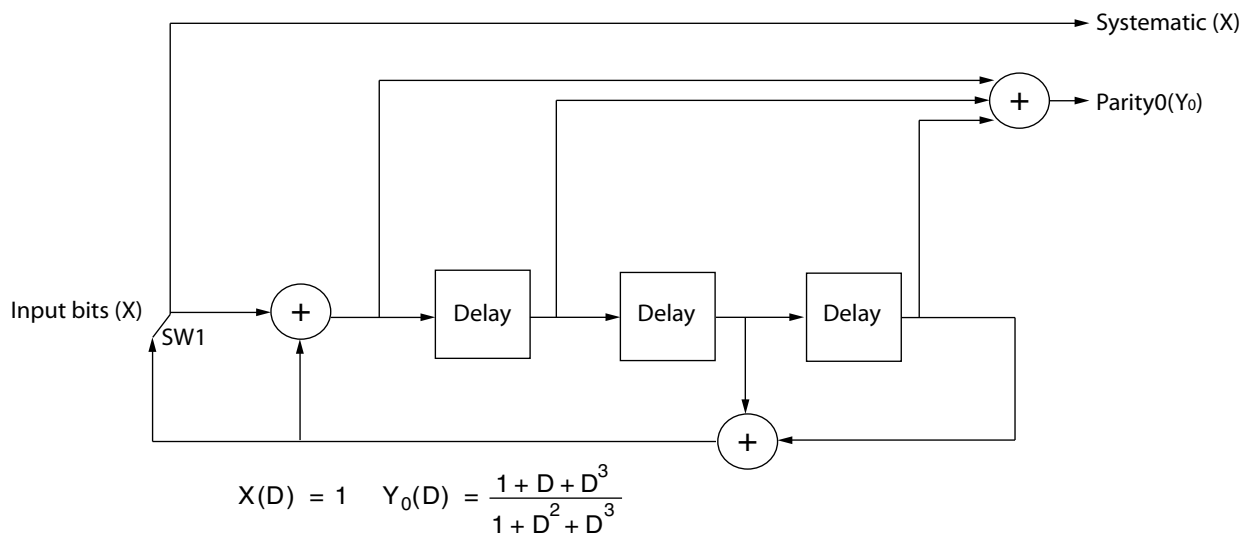


Figure 3-1: TCC RSC Structure

After a block of input data has been coded, the RSCs must return to the initial zero state. To force the RSC back to the all zero state, the input value is set equal to the feedback value by setting the control switch, SW1, to the lower position for three clock cycles. During the first three tail bit periods, RSC2 is disabled, and the control switch of RSC1 is set to the lower position to output the RSC1 tail bits on the RSC1 systematic and parity outputs. During the last three tail bit periods, RSC1 is disabled and the control switch of RSC2 is set to the lower position to output the RSC2 tail bits on the RSC2 systematic and parity outputs.

In practice, the 12 tail bit values from `RSC1_systematic`, `RSC2_systematic`, `RSC1_Parity0`, and `RSC2_Parity0` are re-multiplexed onto `RSC1_systematic`, `RSC1_Parity0`, and `RSC2_Parity0` outputs over four clock cycles. See [Trellis Termination](#).

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## Clocking

See [Clock \(CLK\)](#).

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## Resets

See [Synchronous Clear \(SCLR\)](#).

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## Functional Description

### FIFO Buffering

[Figure 3-2](#) illustrates the process by which the core buffers incoming blocks in First-In-First-Out order. Input data bits are written in linear order into the Data Memory at contiguous addresses. Each time a complete input block has been written into the Data Memory, its block size is written to the Block Size FIFO.

When the core is ready to output a block, the block size is read from the Block Size FIFO. This determines the block size parameter for the interleaved and non-interleaved read address generators and is also utilized to calculate the base address for the next block.

As the Data Memory is dual-ported, the write and read operations are independent; this allows maximum throughput to be achieved for any arbitrary sequence of block sizes.

In addition, by using the optional `ND` and `RFD_IN` ports, the input and output processes can be independently flow-controlled while still maintaining maximum throughput.

If either the Data Memory or the Block Size FIFO becomes full, the core deasserts `RFD` to prevent any more data being written. If the Block Size FIFO becomes empty, the core deasserts `RDY` to indicate that there is no data to output. These processes are described in more detail later in this data sheet.

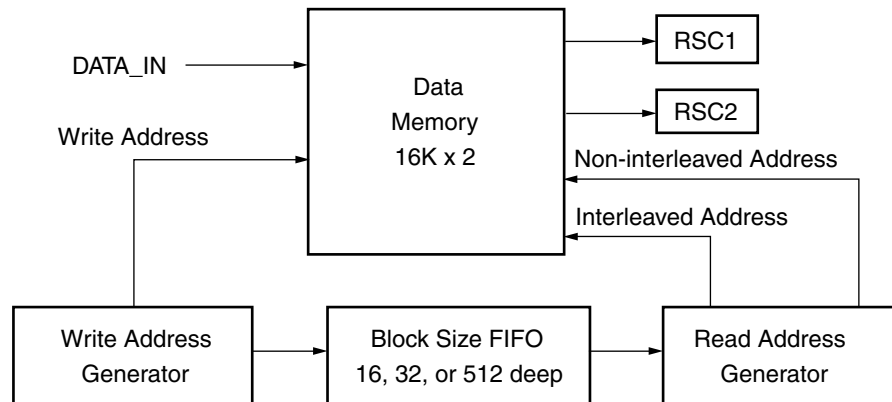


Figure 3-2: FIFO Buffering

## Data Memory

The data memory consists of two 16384 x 1 dual-port memories. Data bits are written in linear order into both dual-port memories at the same modulo-16384 addresses. One of the memories is read in non-interleaved order, to provide data for RSC1, while the other is read in interleaved order to provide data for RSC2.

The data memory can accommodate two of the largest 3GPP LTE blocks, that is, 6144 bits. This ensures that maximum throughput can be obtained with a continuous stream of the largest block size.

If the data memory becomes full, the core deasserts the `RFD` output port to indicate that the core can accept no more data. More precisely, `RFD` is deasserted if the acceptance of the next input bit would cause the first bit of an unread data block in the data memory to be overwritten. `RFD` is asserted again when that data block has been completely output.

## Block Size FIFO

The Block Size FIFO can be implemented in SRL32 or block RAM, as selected by the Block Capacity menu on the CORE Generator™ GUI.

Possible values for Block Capacity are 32 or Max.

- Block Capacity value Max selects a 512-deep block RAM FIFO, but reflects that the maximum possible number of 40-bit blocks that can be held in 16K of RAM is 409.
- When the Block Capacity value is 32, it is possible for Block Size FIFO to become full.

If the Block Size FIFO becomes full, the core drives `RFD` Low to inhibit the input until space becomes available in the FIFO, due to the output side of the core fetching a block size from the FIFO.

If the Block Size FIFO becomes empty, then, when the core has output the last bit of the current output block, it deasserts `RDY` to indicate that there is no data to output.



## Input Control Signals

Figure 3-3a shows the signals associated with the data input side of the core. If, on an active rising edge of `CLK`, `FD_IN` and `ND` (if selected) are both sampled High, this is known as a valid-FD, or valid First Data signal.

When a valid-FD is sampled, the `RFFD` signal is driven Low to indicate that the core is no longer waiting for `FD_IN`. The block size, in this case  $n$ , of the current input block is sampled on the `BLOCK_SIZE` port, and the first data symbol,  $d1$ , is sampled on the `DATA_IN` port.

A High on the `ND` port indicates that the value on the `DATA_IN` port is new data. If `ND` is sampled Low, then the `DATA_IN` port is not sampled, and the internal write address does not advance.

The core continues to input data, until  $n$  new data samples have been accepted, whereupon `RFFD` is normally driven High to indicate that the core is ready for a new input block.

After asserting `RFFD`, the core waits until the next valid-FD is sampled, whereupon a new write cycle is started, in this case with block size  $N$ .

The behavior of the core is not specified if, on a valid-FD, an invalid block size is sampled. If this condition occurs, the core should be reset by asserting `SCLR`.

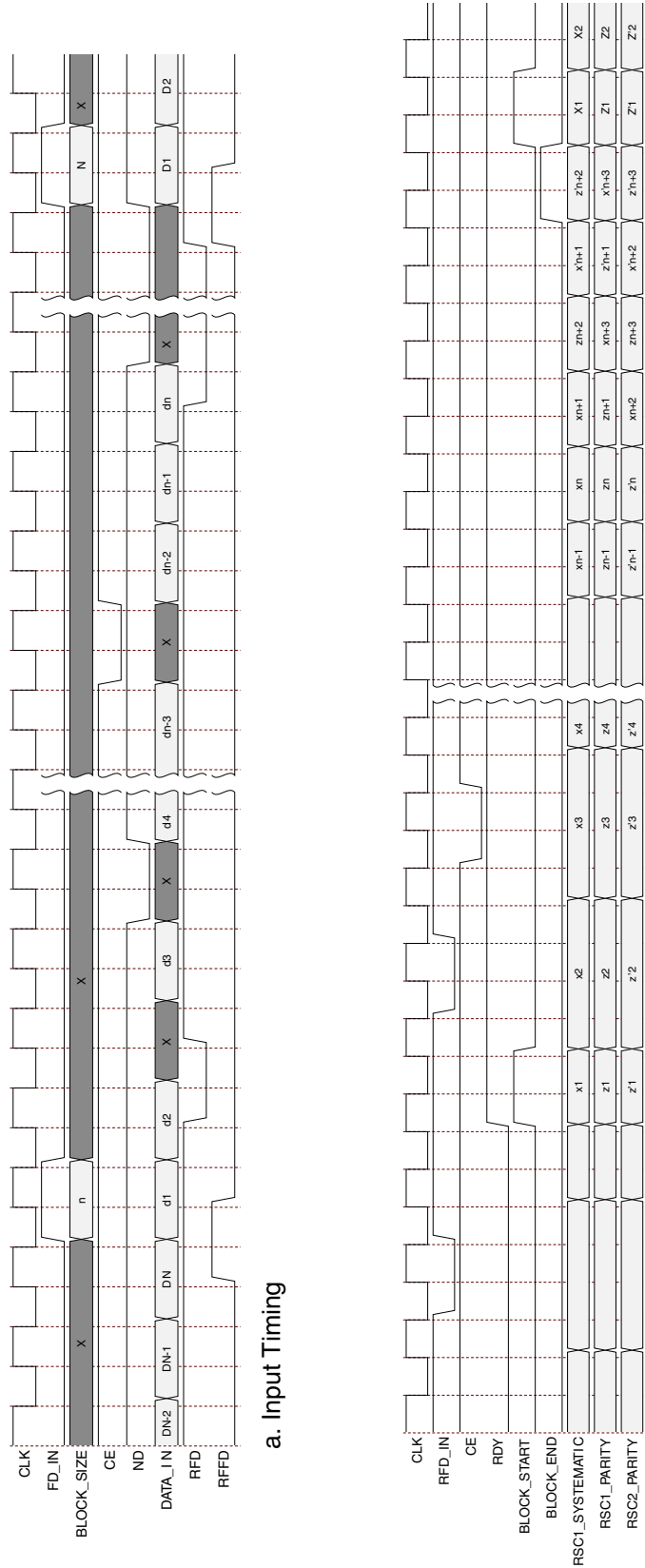
## Trellis Termination

As specified in *3GPP TS 36.212 v9.0.0 Multiplexing and Channel Coding specification* [Ref 1], the 12 trellis termination bits of `RSC1` and `RSC2` (see Figure 3-1) are re-multiplexed, over four clock cycles, onto the `RSC1_SYSTEMATIC`, `RSC1_PARITY0`, and `RSC2_PARITY0` output ports. These bits are then transmitted in the following sequence:

$$x_{n+1}, z_{n+1}, x_{n+2}, z_{n+2}, x_{n+3}, z_{n+3}, x'_{n+1}, z'_{n+1}, x'_{n+2}, z'_{n+2}, x'_{n+3}, z'_{n+3}.$$

## Output Control Signals

The `RDY` port is driven High to indicate that there is valid data on the systematic and parity ports. When the first valid data bit is on the output ports, the `BLOCK_START` output is driven High, and when the last tail bit is on the output ports, the `BLOCK_END` output is driven High. The output timing is shown in Figure 3-3b.



x1 ... xn are the uninterleaved input bits, delayed, for block size n  
 x'1 ... x'n are the interleaved input bits  
 z1 ... zn+3 are the RSC1 Parity0 output bits  
 z'1 ... z'n+3 are the RSC2 Parity0 output bits

Figure 3-3: Input and Output Timing

Flow control on the output side can be implemented with the optional `RFD_IN` input port. If the `RFD_IN` port is sampled Low on an active rising clock edge, the RSC output ports, `RDY`, and the internal circuitry associated with these outputs are frozen.

The latency delay is affected by the optional `RFD_IN` input. The `RFD_IN` input should be driven Low only to inhibit the core output when `RDY` is High.

The input side of the core is not directly affected by the `RFD_IN` port. However, if `RFD_IN` is deasserted often enough, the time taken to output blocks can be extended, such that either the Data Memory or the Block Size FIFO can become full, whereupon the core deasserts `RFD` to indicate that it cannot accept any more input bits.

# C Model Reference

The Xilinx® LogiCORE™ IP 3GPP LTE Turbo Encoder core has a bit accurate C model designed for system modeling. This allows you to model the core performance. For purposes of abbreviation, 3GPP LTE Turbo Encoder is used interchangeably with LTE-TCC throughout this document. The C model can be found on the Xilinx LogiCORE IP 3GPP LTE Turbo encoder [webpage](#). Unzip the correct zip file for the correct platform.

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## Features

- Bit accurate to 3GPP LTE Turbo Encoder core
- Available for 32-bit and 64-bit Linux platforms
- Available for 32-bit and 64-bit Windows platforms
- Designed for integration into a larger system model
- Example C++ code provided showing how to use the C model functions

The model consists of a set of C functions that reside in a shared library. Example C code is provided to demonstrate how these functions form the interface to the C model. Full details of this interface are given in [3GPP LTE Turbo Encoder C Model Interface](#).

The model is bit accurate but not cycle-accurate, so it produces exactly the same output data as the core on a block-by-block basis. However, it does not model the core latency or its interface signals.

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## User Instructions

### Unpacking and Model Contents

The C model is supplied as a platform specific zip file, `tcc_encoder_3gpplte_v3_2_bitacc_cmodel_*.zip`, where \* is `lin`, `lin64`, `nt` or `nt64` depending on the target platform of the contained libraries.

- For Linux platforms, a shared object library, `libIp_tcc_encoder_3gpplte_v3_2_bitacc_model.so`, contains the model. Internally this requires a portability library, `libstlport.so.5.1`, which is included.
- For Windows platforms, a dynamically linked library, `libIp_tcc_encoder_3gpplte_v3_2_bitacc_cmodel.dll`, contains the model. A `.lib` file for compiling and the required STL library, `stlport.5.1.dll`, are also included.

The files that are provided across all platforms are detailed in [Table 4-1](#).

*Table 4-1: C Model Directory Structure and Files*

File	Description
<code>tcc_encoder_3gpplte_v3_2_bitacc_cmodel.h</code>	Model header file
<code>run_bitacc_cmodel.c</code>	Example code calling the model
<code>README.txt</code>	Release notes

## Installation

On Linux, ensure that the directory in which the files `libIp_tcc_encoder_3gpplte_v3_2_bitacc_cmodel.so` and `libstlport.so.5.1` are located is on your `$LD_LIBRARY_PATH` environment variable, or is the directory in which you run your executable that calls the LTE-TCC C model.

On Windows, ensure that the directory in which the files `libIp_tcc_encoder_3gpplte_v3_2_bitacc_cmodel.dll` and `stlport.5.1.dll` are located is either on your `$PATH` environment variable, or is the directory in which you run your executable that calls the LTE-TCC C model.

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## 3GPP LTE Turbo Encoder C Model Interface

The Application Programming Interface (API) of the C model is defined in the header file `tcc_encoder_3gpplte_v3_2_bitacc_cmodel.h`. The interface consists of four functions, and four structures supporting those functions.

### Structures

The interface consists of the following structures.

#### Generics

The `xilinx_ip_tcc_encoder_3gpplte_v3_2_generics` structure specifies the generics that should apply to the modeled core. The structure contains fields for the core

generics; however currently none of these generics affect the bit accuracy of the model. The generics are detailed in [Table 4-2](#).

**Table 4-2: Generics Structure**

Member	Type	Description
C_FAMILY	char*	Device family.
C_ELABORATION_DIR	char*	Core elaboration directory.
C_HAS_RFD_IN	int	Output flow control port present.
C_HAS_CE	int	Clock enable port present.
C_HAS_ND	int	Input flow control port present.
C_HAS_SCLR	int	Synchronous clear port present.
C_MAX_BLOCKS	int	Maximum block storage capacity (32, 512)

## State

The `xilinx_ip_tcc_encoder_3gpplte_v3_2_state` structure defines the internal state of the C model. Because the structure is solely for internal use by the C model, the layout of the structure is not defined. User modification of the state structure can lead to undefined behavior.

## Input

The `xilinx_ip_tcc_encoder_3gpplte_v3_2_inputs` structure is used to specify input data for the C model. See [Table 4-3](#).

**Table 4-3: Input Structure**

Member	Type	Description
<code>din</code>	unsigned char*	Pointer to an array of bytes that holds the data input bits to be encoded.
<code>din_size</code>	int	Size of data to be encoded, that is, block size.

The `din` array is used to pass the bit inputs into the C model. The `din_size` field defines the size of the `din` array and should be equal to the code block size.

Allocation of the arrays is the responsibility of the user. They can be allocated statically or dynamically. If allocated dynamically, the user remains responsible for de-allocation. The arrays might be larger than that specified by `din_size`, allowing the arrays to be pre-allocated for the largest code block (6144 bits). The C model uses only the first `din_size` elements of each array.

## Output

The `xilinx_ip_tcc_encoder_3gpplte_v3_2_outputs` structure is used to specify output data from the C model. See [Table 4-4](#).

Table 4-4: Output Structure

Member	Type	Description
rsc1_sys	unsigned char*	Pointer to an array of bytes that holds the non-interleaved systematic data.
rsc1_par	unsigned char*	Pointer to an array of bytes that holds the encoded non-interleaved parity data.
rsc2_par	unsigned char*	Pointer to an array of bytes that holds the encoded interleaved parity data.
max_dout_size	int	Allocated size of the arrays rsc1_sys, rsc1_par, and rsc2_par.
dout_size	int	Number of bits in the arrays rsc1_sys, rsc1_par, and rsc2_par returned by the C model.

The rsc1\_sys, rsc1\_par and rsc2\_par arrays are used to receive encoded data from the C model. After a successful encode, each element of each array holds a single encoded data bit. The arrays also contain tail bits. The 12 tail bits are distributed across the three arrays, four extra bits per array, as described in [RSC Encoder Structure](#).

Allocation of the arrays is the responsibility of the user. They can be allocated statically or dynamically. If allocated dynamically, then the user remains responsible for de-allocation. The max\_dout\_size field is used to specify the size of the allocated arrays. When encoding a code block, the C model checks that the output arrays have sufficient space for the encoded data before updating the dout\_size field with the actual code block size, plus four bits to account for the tail bits.

## Functions

The interface consists of the following functions.

### Default Generics

The xilinx\_ip\_tcc\_encoder\_3gpplte\_v3\_2\_get\_default\_generics function is used to create a default xilinx\_ip\_tcc\_encoder\_3gpplte\_v3\_2\_generics structure:

```
struct xilinx_ip_tcc_encoder_3gpplte_v3_2_generics
    xilinx_ip_tcc_encoder_3gpplte_v3_2_get_default_generics();
```

The function returns a default generic structure which can be used directly, as further customization has no effect on the operation of the model.

## Create State

The `xilinx_ip_tcc_encoder_3gpplte_v3_2_create_state` function creates a new state structure based on the given generics:

```
struct xilinx_ip_tcc_encoder_3gpplte_v3_2_state*
  xilinx_ip_tcc_encoder_3gpplte_v3_2_create_state
(
  struct xilinx_ip_tcc_encoder_3gpplte_v3_2_generics generics
);
```

The function returns a pointer to the created state structure. If the state structure cannot be created, then an error message is produced on standard error and the function returns a null pointer.

## Simulate

The `xilinx_ip_tcc_encoder_3gpplte_v3_2_bitacc_simulate` function encodes a single code block:

```
int xilinx_ip_tcc_encoder_3gpplte_v3_2_bitacc_simulate
(
  struct xilinx_ip_tcc_encoder_3gpplte_v3_2_state* state,
  struct xilinx_ip_tcc_encoder_3gpplte_v3_2_inputs inputs,
  struct xilinx_ip_tcc_encoder_3gpplte_v3_2_outputs* outputs
);
```

On entry, the user must initialize all fields of the `inputs` structure. The `din` array should be filled with input data. Additionally, the `rsc1_sys`, `rsc1_par`, `rsc2_par` and `max_dout_size` fields of the `outputs` structure must be initialized to indicate to the C model the location and size of the output arrays. The `dout_size` field of the `outputs` structure is set by the function on exit.

The function returns zero if the code block was successfully encoded. If the code block could not be encoded, an error message is produced on standard error and the function returns a non-zero error code.

## Destroy State

The `xilinx_ip_tcc_encoder_3gpplte_v3_2_destroy_state` function destroys a state structure:

```
void xilinx_ip_tcc_encoder_3gpplte_v3_2_destroy_state
(
  struct xilinx_ip_tcc_encoder_3gpplte_v3_2_state* state
);
```

On return, any memory resources allocated within the state structure are released and the state structure becomes undefined.



## Compiling

Compilation of user code requires access to the `tcc_encoder_3gpplte_v3_2_bitacc_cmodel.h` header file. The header file should be copied to a location where it is available to the compiler. Depending on the location chosen, the include search path of the compiler might need to be modified.

## Linking

To use the C model, the user executable must be linked against the correct libraries for the target platform.

### Linux

The executable must be linked against the `libIp_tcc_encoder_3gpplte_v3_2_bitacc_cmodel.so`, `libSTL.so`, and `libstlport.5.1` shared object libraries. Files for 32-bit and 64-bit systems are supplied in the `lin` and `lin64` directories, respectively.

Using GCC, linking is typically achieved by adding the following command line options:

```
-L.-lIp_tcc_encoder_3gpplte_v3_2_bitacc_cmodel
```

This assumes the three shared object libraries are in the current directory. If this is not the case, the `-L.` option should be changed to specify the library search path to use.

### Windows

The executable must be linked against the `libIp_tcc_encoder_3gpplte_v3_2_bitacc_cmodel.dll`, `libSTL.dll`, and `libstlport.5.1.dll` dynamic link libraries. Depending on the compiler, the import library `libIp_tcc_encoder_3gpplte_v3_2_bitacc_cmodel.lib` might be required. Files for 32-bit and 64-bit systems are supplied in the `nt` and `nt64` directories, respectively.

## Example

The `run_bitacc_cmodel.c` file contains example code to show basic operation of the C model.

# Customizing and Generating the Core

This chapter includes information on using Xilinx tools to customize and generate the core.

---

## **Output Generation**

The output files can be found within the Vivado™ project directory.

# Constraining the Core

There are no constraints associated with this core.

# Debugging

See [Solution Centers in Appendix B](#) for information helpful to the debugging progress.

# Additional Resources

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## Xilinx Resources

For support resources such as Answers, Documentation, Downloads, and Forums, see the Xilinx Support website at:

[www.xilinx.com/support](http://www.xilinx.com/support).

For a glossary of technical terms used in Xilinx documentation, see:

[www.xilinx.com/company/terms.htm](http://www.xilinx.com/company/terms.htm).

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## Solution Centers

See the [Xilinx Solution Centers](#) for support on devices, software tools, and intellectual property at all stages of the design cycle. Topics include design assistance, advisories, and troubleshooting tips.

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## References

These documents provide supplemental material useful with this guide:

1. *3GPP TS 36.212 V9.0.0 (2009-12) 3rd Generation Partnership Project; Technical Specification Group Radio Access Network; Multiplexing and Channel Coding (Release 9)*.
2. *Near Shannon Limit Error-correcting Coding and Decoding Turbo Codes*, C. Berrou, A. Glavieux, and P. Thitimajshima, IEEE Proc 1993, Int. Conf. Comm., pp1064-1070.
3. Xilinx Vivado documentation [website](#).

## Technical Support

Xilinx provides technical support at [www.xilinx.com/support](http://www.xilinx.com/support) for this LogiCORE™ IP product when used as described in the product documentation. Xilinx cannot guarantee timing, functionality, or support of product if implemented in devices that are not defined in the documentation, if customized beyond that allowed in the product documentation, or if changes are made to any section of the design labeled DO NOT MODIFY.

See the IP Release Notes Guide ([XTP025](#)) for more information on this core. For each core, there is a master Answer Record that contains the Release Notes and Known Issues list for the core being used. The following information is listed for each version of the core:

- New Features
- Resolved Issues
- Known Issues

## Revision History

The following table shows the revision history for this document.

Date	Version	Revision
08/17/11	1.0	Initial Xilinx release. This document is derived from DS701 and UG506 for Vivado Design Suite 2012.2.

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