

SLOVENSKI STANDARD SIST ETS 300 575 E1:2003

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European digital cellular telecommunications system (Phase 2); Channel coding (GSM 05.03)

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Global System for Mobile

Communication (GSM)

Character sets and information coding

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Foreword

This European Telecommunication Standard (ETS) has been produced by the Special Mobile Group (SMG) Technical Committee (TC) of the European Telecommunications Standards Institute (ETSI).

This ETS specifies the channel coding of used within the European digital cellular telecommunications system (Phase 2).

This ETS correspond to GSM technical specification, GSM 05.03 version 4.1.3.

The specification from which this ETS has been derived was originally based on CEPT documentation, hence the presentation of this ETS may not be entirely in accordance with the ETSI/PNE rules.

Reference is made within this ETS to GSM Technical Specifications (GSM-TSs) (NOTE).

NOTE:

TC-SMG has produced documents which give the technical specifications for the implementation of the European digital cellular telecommunications system. Historically, these documents have been identified as GSM Technical Specifications (GSM-TSs). These TSs may have subsequently become I-ETSs (Phase 1), or ETSs (Phase 2), whilst others may become ETSI Technical Reports (ETRs). GSM-TSs are, for editorial reasons, still referred to in GSM ETSs.

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1.1 Scope

A reference configuration of the transmission chain is shown in GSM 05.01. According to this reference configuration, this technical specification specifies the data blocks given to the encryption unit.

It includes the specification of encoding, reordering, interleaving and the stealing flag. It does not specify the channel decoding method.

The definition is given for each kind of logical channel, starting from the data provided to the channel encoder by the speech coder, the data terminal equipment, or the controller of the MS or BS. The definitions of the logical channel types used in this technical specification are given in GSM 05.02, a summary is in Annex A.

1.2 Normative references

This ETS incorporates by dated and undated reference, provisions from other publications. These normative references are cited at the appropriate places in the text and the publications are listed hereafter. For dated references, subsequent amendments to or revisions of any of these publications apply to this ETS only when incorporated in it by amendment or revision. For undated references, the latest edition of the publication referred to applies.

[1]	GSM 01.04 (ETR 100): "European digital cellular telecommunication system (Phase 2); Definitions, abbreviations and acronyms".
[2]	GSM 04.08 (ETS 300 557): "European digital cellular telecommunication system (Phase 2); Mobile radio interface layer 3 specification".
[3]	GSM 04.21 (ETS 300 562): "European digital cellular telecommunication system (Phase 2); Rate adaption on the Mobile Station - Base Station System (MS - BSS) interface".
[4]	SIST ETS 300 575 E1:2003 https://starGSM.05.01c (ETS:300:573):t/European digital cellular telecommunication system (Phase 2); Physical layer on the radio path General description".
[5]	GSM 05.02 (ETS 300 574): "European digital cellular telecommunication system (Phase 2); Multiplexing and multiple access on the radio path".
[6]	GSM 06.10 (ETS 300 580-2): "European digital cellular telecommunication system (Phase 2); Full rate speech transcoding".

1.3 Definitions and abbreviations

Definitions and abbreviations used in this specification are listed in GSM 01.04.

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2. General

2.1 **General Organization**

Each channel has its own coding and interleaving scheme. However, the channel coding and interleaving is organized in such a way as to allow, as much as possible, a unified decoder structure.

Each channel uses the following sequence and order of operations:

- The information bits are coded with a systematic block code, building words of information + parity bits.
- These information + parity bits are encoded with a convolutional code, building the coded bits.
- Reordering and interleaving the coded bits, and adding a stealing flag, gives the interleaved bits.

All these operations are made block by block, the size of which depends on the channel. However, most of the channels use a block of 456 coded bits which is interleaved and mapped onto bursts in a very similar way for all of them. Figure 1 gives a diagram showing the general structure of the channel coding.

This block of 456 coded bits is the basic structure of the channel coding scheme. In the case of speech TCH, this block carries the information of one speech frame. In case of control channels, it carries one message.

In the case of Fast ACCH, a coded message block of 456 bits is divided in to eight sub-blocks. The first four sub-blocks are sent by stealing the even numbered bits of four timeslots in consecutive frames used for the TCH. The other four sub-blocks are sent by stealing the odd numbered bits of the relevant timeslot in four consecutive used frames delayed 2 or 4 frames relative to the first frame. Along with each block of 456 coded bits there is, in addition, a stealing flag (8 bits), indicating whether the block belongs to the TCH or to the fast ACCH. In the case of slow ACCH, BCCH or CCCH, this stealing flag is dummy.

https://standards.iteh.ai/catalog/standards/sist/ea5f9197-eb7b-48b2-ac86-Some cases do not fit in the general organization, and do not juse the block of 456 coded bits. They are the random access messages of the RACH on uplink and the synchronization information broadcast on the SCH.

2.2 **Naming Convention**

For ease of understanding a naming convention for bits is given for use throughout the technical specification:

- General naming

"k" and "j" for numbering of bits in data blocks and bursts.

"K_x" gives the amount of bits in one block, where "x" refers to the data type

"n" is used for numbering of delivered data blocks where

"N" marks a certain data block

"B" is used for numbering of bursts or blocks where

"B₀" marks the first burst or block carrying bits from the data block with n = 0 (first data block in the transmission)

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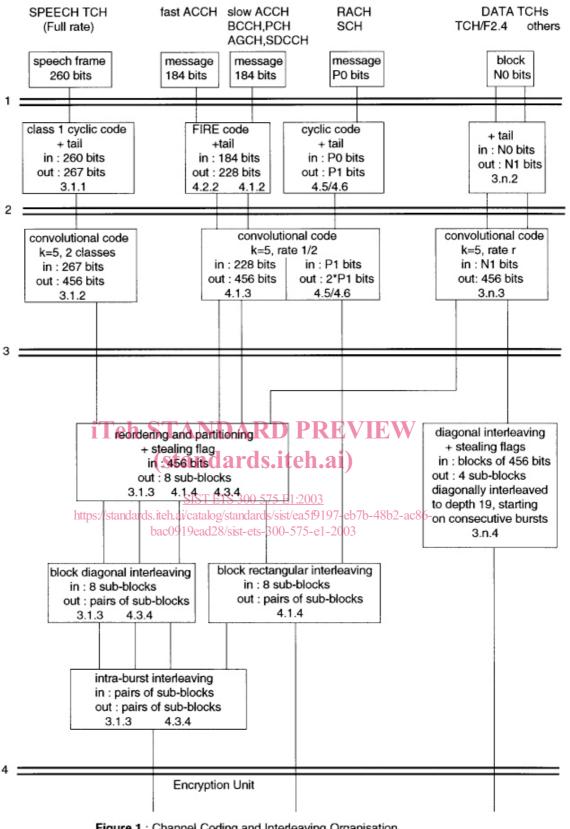


Figure 1: Channel Coding and Interleaving Organisation

In the case of DATA TCHs. No, N1. n depends on the type of data TCH. In each box, the last line indicates the chapter defining the function.

Interface 1: Information bits (d)

2: Information + parity bits (u)

3: coded bits (c)

4: interleaved bits (e)