

# GSM Network and Services



## Channel coding

- from source data to radio bursts

# Channel coding



- Wireless transmission of bits in a mobile environment is not very reliable. The bit error rate (BER) is typically 1/10 to 1/1000. This is a more than a factor 1000 worse than the Ethernet that we are used to.
- In order to create a reliable connection we need to be very careful and protect the data as much as possible.
- We can not rely on error detection and retransmission!

# Channel Coding

Voice/Data/Signaling

block coder

convolutional coder

interleaving coder

radio burst





## Block coder - voice

- The voice coder results in 260 bits divided into 182 class I and 78 class II.
- The class I bits are divided into I-A of 50 bits and I-B of 132 bits. The I-A sequence is protected by a 3 bit CRC value.
- The resulting class I sequence is tailed with four zeros and passed to the convolutional coder.
- The class II bits are passed directly to the interleaving coder.



## Block coder - signaling

- Most signaling messages are 184 bits long. These messages are protected by a 40 bit Fire code. The Fire code is used only for error detection.
- Other signaling messages:
  - acces req: 8 bits protected by 6 bits CRC
  - synch: 25 bits protected by 10 bits CRC
- All signaling messages are tailed with four zeros for the convolutional coder.



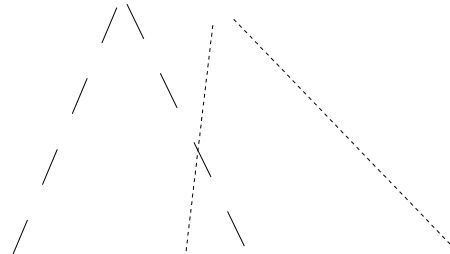
# Convolutional coder

- A convolutional coder will spread the information in a bit sequence so each information bit is encoded in several code bits. Each code bit holds partial information of a sequence of information bits.
- The rate of a convolutional coder describes how many code bits are produced per information bits.

# Convolutional coder

information bits

0 1 0 1 1 0 1 0 1 1 0 0 0

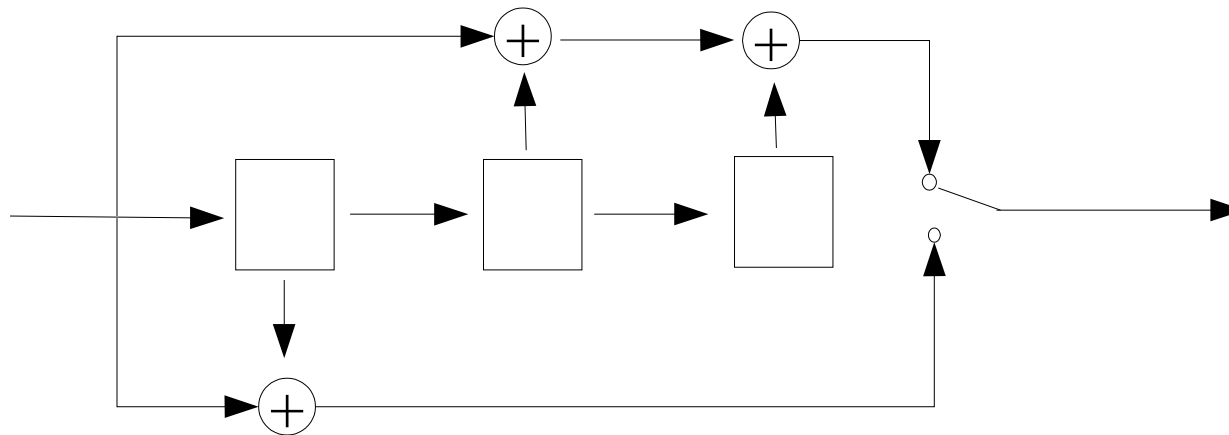


0 1 0 1 1 0 1 0 1 1 0 0 1 0 1 1 0 1 0 1 0

coded bits



# Convolutional coder



$K$  is the *memory* of the coder and defines for how many coded bits an information bit is spread over.

The rate  $r$  of the coder is the ratio of information bits per coding bits (typically  $1/2$  or  $1/3$ )





## Convolutional coder

- Voice full rate (class I bits):  $K = 4, r = 1/2$
- Voice half rate (class I bits):  $K = 4, r = 1/3$
- Signaling:  $K = 4, r = 1/2$
- After the convolutional coder all messages are 456 bits except half rate voice, access request and synchronization.
- 456 bits would fit very nicely into four (114 bits) normal bursts but life is never that simple.

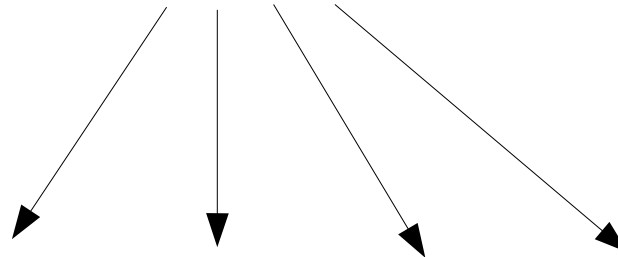
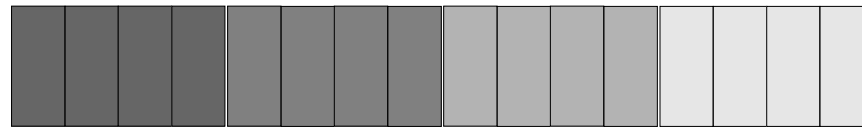
# Interleaving



- Errors in a wireless links comes in burst. This is exactly the scenario that convolutional coders and CRC does not like.
- Interleaving is the process of distributing consecutive bits of a block into different sub blocks. If a sequence in one sub block is corrupted then these bits will not be consecutive in the original block.

# Block Interleaving

original sequence

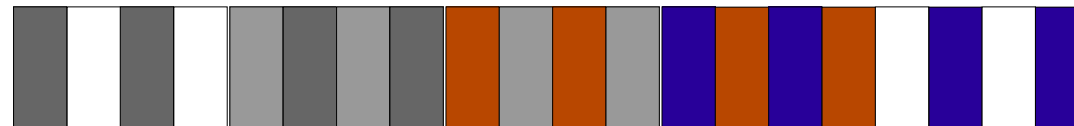
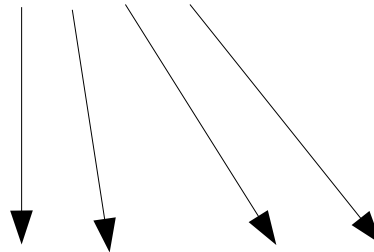
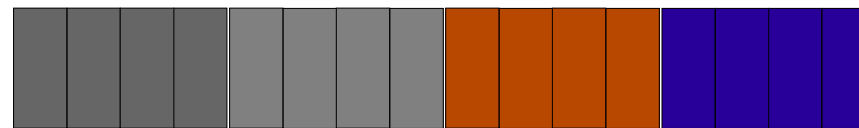


interleaved sequence



# Diagonal Interleaving

original sequence



interleaved sequence



# Interleaving



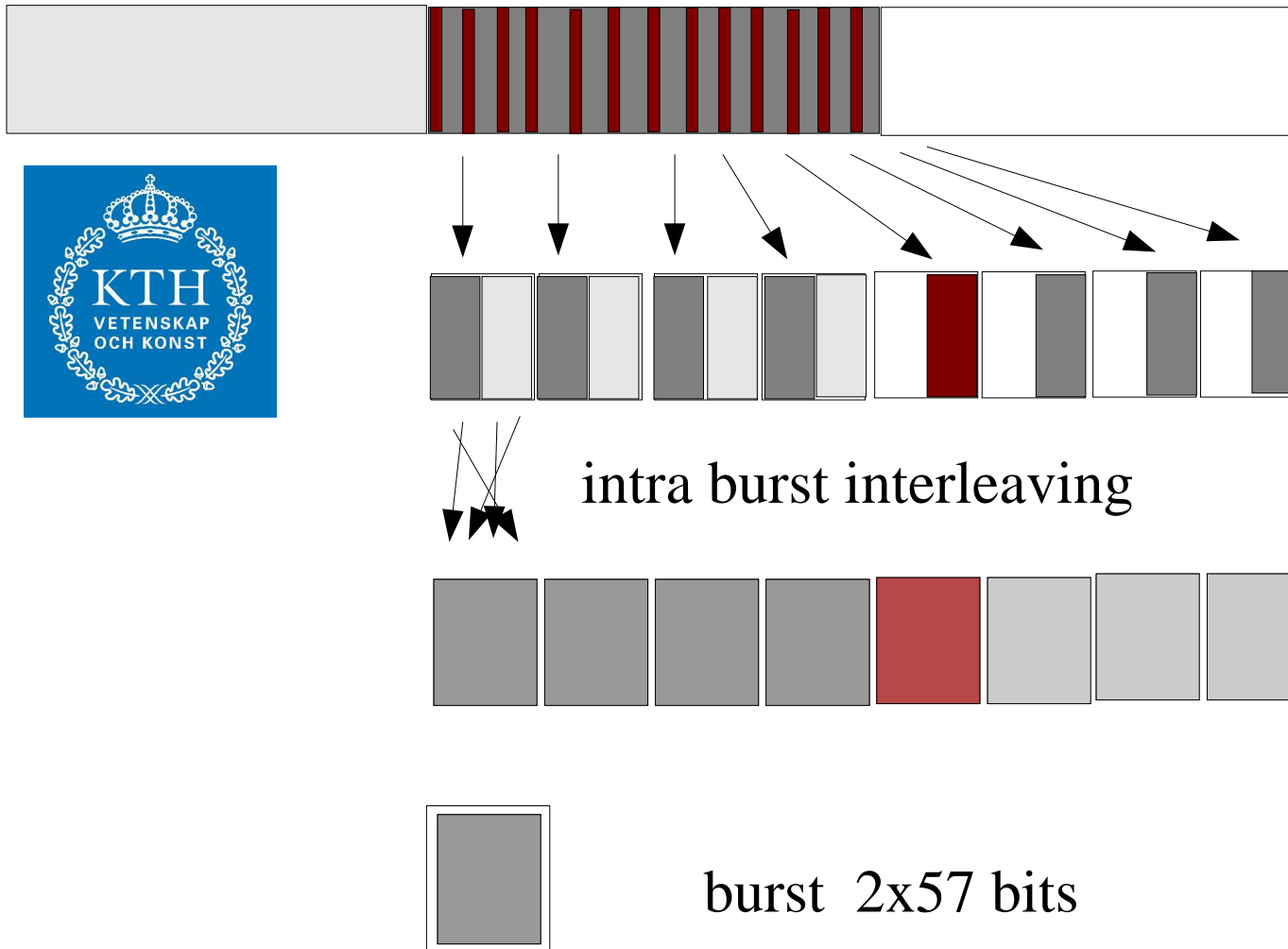
- Pros:
  - Burst of errors are distributed to single bit errors that the convolutional decoder can handle.
  - The bit rate is not changed.
- Cons:
  - Sending of messages is delayed with the interleaving depth. Important data will have a large depth and therefore a long delay.



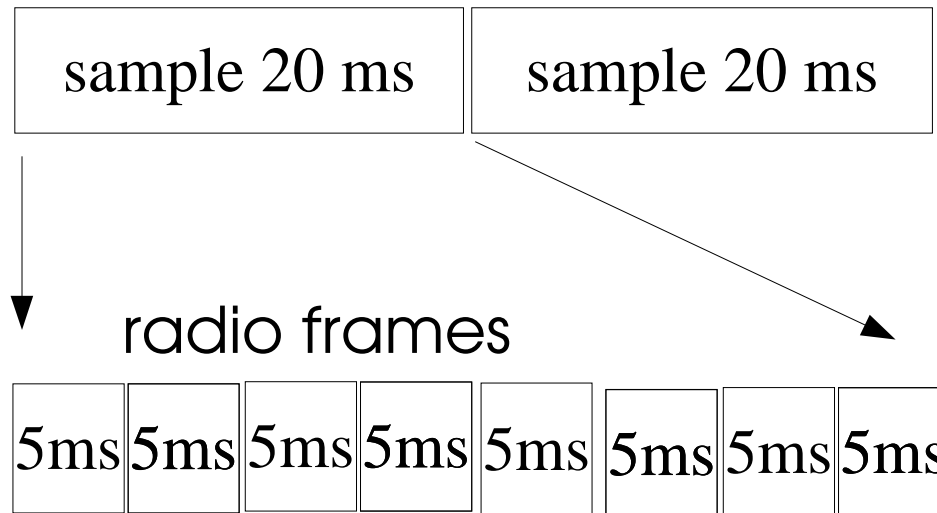
## Interleaving of voice

- A voice block of 456 bits is diagonally interleaved over 8 sub blocks of 114 bits each.
- Every eight information bit goes into a separate sub block.
- The bits in a sub block are interleaved again in a *burst interleaving*.
- Each sub-block fits in to a normal burst.

# Voice interleaving



# Voice interleaving delay



interleaving depth of 8 causes  
delay of another 20 ms.

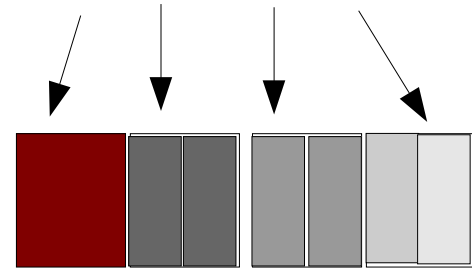
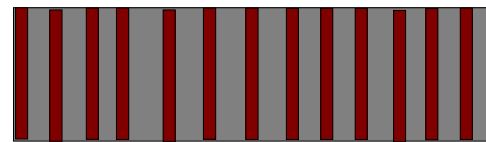


# Interleaving of signaling messages

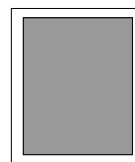
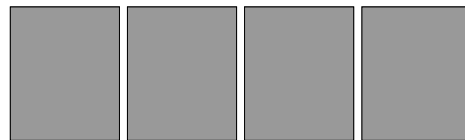


- Most signaling messages have an interleaving depth of four and uses block interleaving.
- Access request and synchronization must be sent in one burst and are therefore not interleaved.
- FACCH have an interleaving depth of eight and are interleaved with the traffic channel.

# Signaling interleaving



intra burst interleaving

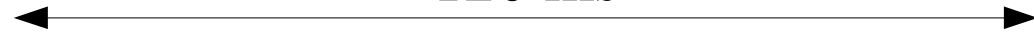


burst 2x57

One message requires four bursts.

# SACCH delay

120 ms

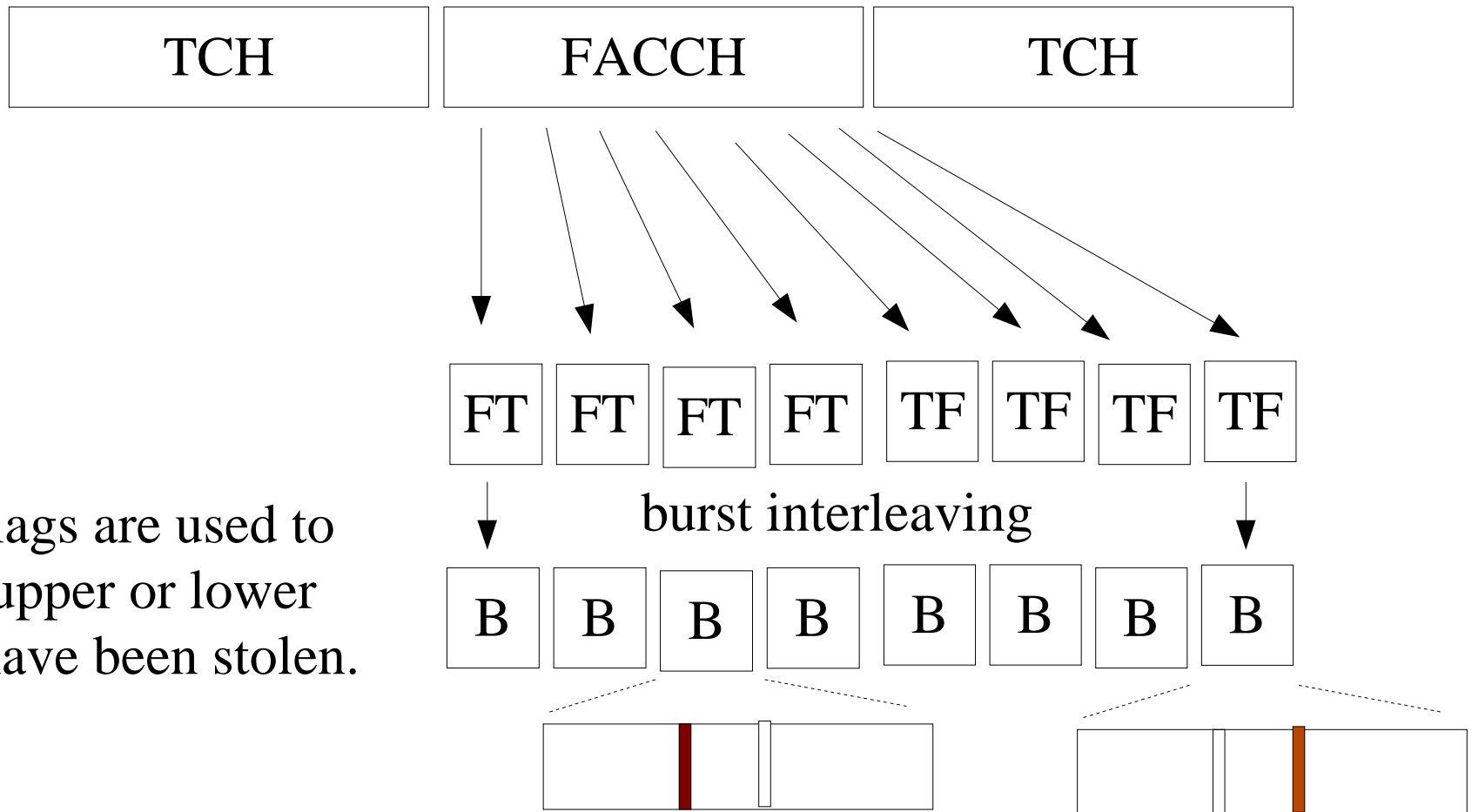


TTTTTTTTTTTTTTSTTTTTTTTTTTT-

360 ms



# FACCH interleaving



Two stealing flags are used to indicate if the upper or lower data segment have been stolen.

# Channel Coding

Voice/Data/Signaling

260 bits voice or 184 bits signaling

block coder

78+189 bits voice or 228 bits signaling

convolutional coder

456 bits

interleaving coder

8 half blocks

radio burst

