3GPP TSG-RAN WG1 #51 Jeju, Korea, November 5 - 9, 2007



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the TSG meeting itself, use "P". Examples: "C4", "R5", "G3new", "SP"

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36.212 CR CRNum # rev __ # Current version: 8.0.0 # For HELP on using this form look at the pop-up text over the # symbols. Comprehensive instructions on how to use this form can be found at http://www.3gpp.org/specs/CR.htm. Proposed change affects: UICC apps ME X Radio Access Network X Core Network Title: ₩ Update of 36.212 Source to WG: Editor (Qualcomm Europe) Source to TSG: # Work item code: ₩ Date: # 02/11/2007 Category: Release: # Rel-8 Use one of the following releases Use one of the following categories: (correction) (Release 1997) A (corresponds to a correction in an earlier release) R98 (Release 1998) B (addition of feature), R99 (Release 1999) C (functional modification of feature) Rel-4 (Release 4) **D** (editorial modification) Rel-5 (Release 5) Detailed explanations of the above categories can Rel-6 (Release 6) be found in 3GPP <u>TR 21.900</u>. Rel-7 (Release 7 Rel-8 (Release 8) Reason for change: # Decisions taken at RAN1#50bis need to be reflected in 36.212 Summary of change: | Inclusion of decisions from RAN1#50bis Consequences if 第 Incomplete LTE physical layer specifications not approved: Clauses affected: YN Other specs Other core specifications affected: Test specifications **O&M** Specifications Other comments:

DRAFT CHANGE REQUEST

APPLE 1006



Foreword

This Technical Specification has been produced by the 3rd Generation Partnership Project (3GPP).

The contents of the present document are subject to continuing work within the TSG and may change following formal TSG approval. Should the TSG modify the contents of the present document, it will be re-released by the TSG with an identifying change of release date and an increase in version number as follows:

Version x.y.z

where:

- x the first digit:
 - 1 presented to TSG for information;
 - 2 presented to TSG for approval;
 - 3 or greater indicates TSG approved document under change control.
- y the second digit is incremented for all changes of substance, i.e. technical enhancements, corrections, updates, etc.
- z the third digit is incremented when editorial only changes have been incorporated in the document.

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1 Scope

The present document specifies the coding, multiplexing and mapping to physical channels for E-UTRA.

2 References

The following documents contain provisions which, through reference in this text, constitute provisions of the present document

- References are either specific (identified by date of publication, edition number, version number, etc.) or non-specific.
- · For a specific reference, subsequent revisions do not apply.
- For a non-specific reference, the latest version applies. In the case of a reference to a 3GPP document (including
 a GSM document), a non-specific reference implicitly refers to the latest version of that document in the same
 Release as the present document.
- [1] 3GPP TR 21.905: "Vocabulary for 3GPP Specifications".
- [2] 3GPP TS 36.211: "Evolved Universal Terrestrial Radio Access (E-UTRA); Physical channels and modulation".

3 Definitions, symbols and abbreviations

3.1 Definitions

For the purposes of the present document, the terms and definitions given in [1] and the following apply. A term defined in the present document takes precedence over the definition of the same term, if any, in [1].

(no further definitions)

3.2 Symbols

For the purposes of the present document, the following symbols apply:

(no symbols defined)

Number of SC-FDMA symbols in an uplink slot

3.3 Abbreviations

For the purposes of the present document, the abbreviations given in TR 21.905 [1] and the following apply. An abbreviation defined in the present document takes precedence over the definition of the same abbreviation, if any, in TR 21.905 [1].

BCH Broadcast channel
CFI Control format indicator
DL-CCH Downlink Control channel
DL-SCH Downlink Shared channel
HI HARQ indicator
MCH Multicast channel

PBCH Physical Broadcast channel

PCFICH Physical Control Format Indicator channel

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| PCH | Paging channel |
|--------|----------------------------------|
| PDCCH | Physical Downlink Control channe |
| PDSCH | Physical Downlink Shared channel |
| PHICH | Physical HARQ indicator channel |
| PMCH | Physical Multicast channel |
| PRACH | Physical Random Access channel |
| PUCCH | Physical Uplink Control channel |
| PUSCH | Physical Uplink Shared channel |
| RACH | Random Access channel |
| UL-CCH | Uplink Control channel |
| UL-SCH | Uplink Shared channel |

4 Mapping to physical channels

4.1 Uplink

Table 4.1-1 specifies the mapping of the uplink transport channels to their corresponding physical channels. Table 4.1-2 specifies the mapping of the uplink control channel information to its corresponding physical channel.

Table 4.1-1

| TrCH | Physical Channel |
|--------|------------------|
| UL-SCH | PUSCH |
| RACH | PRACH |

Table 4.1-2

| Control information | Physical Channel |
|---------------------|------------------|
| UL-CCH | PUCCH |

4.2 Downlink

Table 4.2-1 specifies the mapping of the downlink transport channels to their corresponding physical channels. Table 4.2-2 specifies the mapping of the downlink control channel information to its corresponding physical channel.

Table 4.2-1

| TrCH | Physical Channel |
|--------|------------------|
| DL-SCH | PDSCH |
| BCH | PBCH |
| PCH | PDSCH |
| MCH | PMCH |

Table 4.2-2

| Control information | Physical Channel |
|---------------------|------------------|
| CFI | PCFICH |
| HI | PHICH |
| DL-CCH | PDCCH |

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5 Channel coding, multiplexing and interleaving

Data and control streams from/to MAC layer are encoded/decoded to offer transport and control services over the radio transmission link. Channel coding scheme is a combination of error detection, error correcting, rate matching, interleaving and transport channel or control information mapping onto/splitting from physical channels.

5.1 Generic procedures

This section contains coding procedures which are used for more than one transport channel or control information type.

5.1.1 CRC calculation

Denote the input bits to the CRC computation by $a_0, a_1, a_2, a_3, ..., a_{A-1}$, and the parity bits by $p_0, p_1, p_2, p_3, ..., p_{L-1}$. A is the size of the input sequence and L is the number of parity bits. The parity bits are generated by one of the following cyclic generator polynomials:

- $g_{CRC24A}(D) = [D^{24} + D^{23} + D^{18} + D^{17} + D^{14} + D^{11} + D^{10} + D^7 + D^6 + D^5 + D^4 + D^3 + D + 1]$ and

 $g_{CRC24B}(D) = [D^{24} + D^{23} + D^6 + D^5 + D + 1]$ for a CRC length L = 24, and;

- $g_{CRC16}(D) = [D^{16} + D^{12} + D^5 + 1]$ for a CRC length L = 16.

The encoding is performed in a systematic form, which means that in GF(2), the polynomial:

$$a_0 D^{A+23} + a_1 D^{A+22} + ... + a_{A-1} D^{24} + p_0 D^{23} + p_1 D^{22} + ... + p_{22} D^1 + p_{23}$$

yields a remainder equal to 0 when divided by the corresponding length-24 CRC generator polynomial, $g_{CRC24A}(D)$ or $g_{CRC24B}(D)$, and the polynomial:

$$a_0 D^{A+15} + a_1 D^{A+14} + \ldots + a_{A-1} D^{16} + p_0 D^{15} + p_1 D^{14} + \ldots + p_{14} D^1 + p_{15}$$

yields a remainder equal to 0 when divided by $g_{CRC16}(D)$.

The bits after CRC attachment are denoted by $b_0, b_1, b_2, b_3, ..., b_{B-1}$, where B = A + L. The relation between a_k and b_k is:

$$b_k = a_k$$
 for $k = 0, 1, 2, ..., A-1$

 $b_k = p_{(L-1-(k-A))}$ for k = A, A+1, A+2,..., A+L-1

 $b_k = p_{k-A}$ for k = A, A+1, A+2,..., A+L-1.

5.1.2 Code block segmentation and code block CRC attachment

The input bit sequence to the code block segmentation is denoted by b_0 , b_1 , b_2 , b_3 ,..., b_{B-1} , where B > 0. If B is larger than the maximum code block size Z, segmentation of the input bit sequence is performed and an additional CRC sequence of L = 24 bits is attached to each code block. The maximum code block size is:

-Z = 6144.

If the number of filler bits F calculated below is not 0, filler bits are added to the beginning of the first block.

Note that if B < 40, filler bits are added to the beginning of the code block.

The filler bits shall be set to <*NULL*> at the input to the encoder.

Total number of code blocks C is determined by:

if $B \le Z$

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