

**Source:** NTT DoCoMo  
**Title:** ANSI C-language program for Turbo code internal interleaver  
**Document for:** Information

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## **Introduction**

This document contains the ANSI C-language program capable of generating pattern of approved Turbo code internal interleaver [1] (the description will also be updated to make a few editorial changes [2]). This program could be used as a reference for the accurate interpretation of the Turbo code internal interleaver specification. Also, this program is provided for use only in standardization working procedure of 3GPP.

## **Program for interleaving pattern generation**

### **- ANSI C-language program in A.1:**

This program is capable of generating any Turbo code internal interleaver from 320-bit to 5120-bit frame-size with granularity of 1-bit (the version number of this program is 2.0 and this version is corresponding to the description in TSGR1#6(99)927). The input of this program is frame-size and the output is interleaving pattern. Each value of an interleaving pattern with a length of K, which is denoted by A(n), n=0, 1, 2, ..., K-1, shows the input position A(n) of the n-th output bit.

### **- Generated pattern example in A.2:**

This is an example of Turbo-code internal interleaving pattern generated by the above C-language program. The pattern has a frame-size of 320-bit.

## **References**

- [1] TS 25.212 "Multiplexing and channel coding (FDD)" and TS 25.222 "Multiplexing and channel coding (TDD)"
- [2] NTT DoCoMo, Nortel Networks, SAMSUNG Electronics Co., "Updated text proposal for Turbo code internal interleaver", TSGR1#6(99)927

## A.1 C-language program for interleaving pattern generation

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PROGRAM NAME:  
Prime\_InterLeaver.c

VIRSION:  
2.0

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PURPOSE:  
This program is provided for use only in standardization working procedure of 3GPP.

DESCRIPTION:  
This program is capable of generating any Turbo code internal interleavers from 320-bit to 5120-bit frame-size, with granularity of 1-bit. The input of this program is frame-size and the output is interleaving pattern. Each value of an interleaving pattern with a length of K, which is denoted by A(n), n=0, 1, 2, ..., K-1, shows the input position A(n) of the n-th output bit.

REVISION HISTORY:  
Ver. 1.0: 8th, April 1999: Initial version created.  
Ver. 2.0: 9th, July 1999: Revised second stage and changed maximum block size.

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```
#include <stdio.h>
#include <math.h>
#include <stdlib.h>
```

```
static void Get_pattern_primenumber ( int *pattern_primenumber, int M1 );
static void Init (void);
static void Read_ROM (void);
void malloc_error( char *message );
```

```
int M1, N1;
int plus1=0,minus1=0;
int root_of_primenumber[259];
int rotate_pattern[20];
int *PIPforN1;
int PIPforN1_1[10] = { 9, 8, 7, 6, 5, 4, 3, 2, 1, 0 }; /*Pattern C, R{10}*/
int PIPforN1_2[20] = { 19, 9, 14, 4, 0, 2, 5, 7, 12, 18, 16, 13, 17,
                    15, 3, 1, 6, 11, 8, 10 }; /* Pattern B */
int PIPforN1_3[20] = { 19, 9, 14, 4, 0, 2, 5, 7, 12, 18, 10, 8, 13,
                    17, 3, 1, 16, 6, 15, 11 }; /* Pattern A */
int total_bit,total_bit2;
```

```

int main( int argc, char *argv[] ){
    int i,j;
    int *pattern_mil, *pattern_primenumber;
    int row_j[20];

    if ( argc == 2 ) {
        total_bit = atoi(argv[1]);
    } else {
        printf ("Usage: %s (bit_frame)\n", argv[0]);
        exit(0);
    }

    if (total_bit < 320 || total_bit > 5120 ) {
        printf("(bit_frame) must be smaller than 5121 or larger than 319!\n");
        exit(0);
    }

    Read_ROM();
    Init();
    if ( ( pattern_mil = (int *)malloc( total_bit * sizeof(int) ) )
        == NULL ) malloc_error( "pattern_mil" );
    if ( ( pattern_primenumber = (int *)malloc( M1 * sizeof(int) ) )
        == NULL ) malloc_error( "pattern_primenumber" );

    Get_pattern_primenumber ( pattern_primenumber, M1 );

    for ( j = 0 ; j < N1 ; j++) row_j[j]=0;

    for ( i = 0 ; i < M1 - minus1 + plus1; i++) {
        for ( j = 0 ; j < N1 ; j++) {
            if ( i == M1 ) {
                pattern_mil[j+i*N1] = M1 + (M1 + 1) * PIPforN1[j];
            } else if ( i == M1 - 1 ) {
                pattern_mil[j+i*N1] = 0 + (M1 + plus1) * PIPforN1[j];
            } else {
                pattern_mil[j+i*N1] = pattern_primenumber[row_j[j]]
                    + (M1 - minus1 + plus1) * PIPforN1[j];
                row_j[j] = (row_j[j] + rotate_pattern[j])%(M1-1) ;
            }
        }
    }

    if ( total_bit == total_bit2 && plus1 == 1 ) {
        i = pattern_mil[total_bit-N1];
        pattern_mil[total_bit-N1] = pattern_mil[0];
        pattern_mil[0] = i;
    }

    for ( i = 0 ; i < total_bit ; i++) {
        if ( total_bit2 > pattern_mil[i] )
            printf ( "%d\n" , pattern_mil[i]+1);
    }

    free ( pattern_mil );
    free ( pattern_primenumber );
    exit(0);
}

static void Get_pattern_primenumber ( int *pattern_primenumber,

```

```

        int M1 )

```

```

{
    int i,j;

    for ( i=0, j=1; i< M1-1 ; i++){
        pattern_primenumber[i]=j-minus1;
        j = ( j * root_of_primenumber[M1] )%M1;
    }
}

static void Init( void )
{
    int i,j;

plus1=0; minus1=0;

    if ( (total_bit >= 2281 && total_bit <= 2480 ) ||
        (total_bit >= 3161 && total_bit <= 3210 ) ) {
        N1 = 20;
        PIPforN1 = PIPforN1_2;
    } else if (total_bit >= 481 && total_bit <= 530 ) {
        N1 = 10;
        PIPforN1 = PIPforN1_1;
    } else {
        N1 = 20;
        PIPforN1 = PIPforN1_3;
    }
    total_bit2=total_bit;

    M1 = total_bit / N1;

    if ( total_bit % N1 > 0 ) {
        M1+=1;
        total_bit = M1 * N1;
    }
    if ( root_of_primenumber[M1] == 0 ) {
        if ( root_of_primenumber[M1 - 1] > 0 ) {
            M1 -= 1;
            plus1 = 1;
        } else {
            for ( i = 1 ; i < 20 ; i++ ) {
                if ( root_of_primenumber[M1 + i] > 0 ) {
                    if ( M1 + i >=410 ) {
                        printf ( "M1 must be less than 410" );
                        exit(0);
                    }
                    M1 = M1 + i ;
                    minus1 = 1;
                    break;
                }
            }
            total_bit = (M1-1) * N1;
        }
    }

    if ( minus1 == 1 && total_bit2 >= 481 && total_bit2 <= 530 ) {
        minus1 = 0;
        total_bit = M1 * N1;
    }

    rotate_pattern[0]=1;
    for ( i = 7,j = 1 ; i < 100 ; i++ ) {
        if ( root_of_primenumber[i] > 0 ) {

```

```

        if ( (M1 - 1) % i > 0 ) {
            rotate_pattern[j++] = i;
        }
    }
    if ( j >= N1 ) break;
}

static void Read_ROM( void )
{
    int i;
    for ( i = 0 ; i < 259 ; i++) root_of_primenumber[i]=0;
    root_of_primenumber[2] = 1;
    root_of_primenumber[3] = 2;
    root_of_primenumber[5] = 2;
    root_of_primenumber[7] = 3;
    root_of_primenumber[11] = 2;
    root_of_primenumber[13] = 2;
    root_of_primenumber[17] = 3;
    root_of_primenumber[19] = 2;
    root_of_primenumber[23] = 5;
    root_of_primenumber[29] = 2;
    root_of_primenumber[31] = 3;
    root_of_primenumber[37] = 2;
    root_of_primenumber[41] = 6;
    root_of_primenumber[43] = 3;
    root_of_primenumber[47] = 5;
    root_of_primenumber[53] = 2;
    root_of_primenumber[59] = 2;
    root_of_primenumber[61] = 2;
    root_of_primenumber[67] = 2;
    root_of_primenumber[71] = 7;
    root_of_primenumber[73] = 5;
    root_of_primenumber[79] = 3;
    root_of_primenumber[83] = 2;
    root_of_primenumber[89] = 3;
    root_of_primenumber[97] = 5;
    root_of_primenumber[101] = 2;
    root_of_primenumber[103] = 5;
    root_of_primenumber[107] = 2;
    root_of_primenumber[109] = 6;
    root_of_primenumber[113] = 3;
    root_of_primenumber[127] = 3;
    root_of_primenumber[131] = 2;
    root_of_primenumber[137] = 3;
    root_of_primenumber[139] = 2;
    root_of_primenumber[149] = 2;
    root_of_primenumber[151] = 6;
    root_of_primenumber[157] = 5;
    root_of_primenumber[163] = 2;
    root_of_primenumber[167] = 5;
    root_of_primenumber[173] = 2;
    root_of_primenumber[179] = 2;
    root_of_primenumber[181] = 2;
    root_of_primenumber[191] = 19;
    root_of_primenumber[193] = 5;
    root_of_primenumber[197] = 2;
    root_of_primenumber[199] = 3;
    root_of_primenumber[211] = 2;
    root_of_primenumber[223] = 3;
    root_of_primenumber[227] = 2;
    root_of_primenumber[229] = 6;
}

```

```
    root_of_primenumber[233] = 3;
    root_of_primenumber[239] = 7;
    root_of_primenumber[241] = 7;
    root_of_primenumber[251] = 6;
    root_of_primenumber[257] = 3;
}

void malloc_error( char *message )
{
    fprintf( stderr, "malloc %s failed\n", message );
    exit( 1 );
}
```

## A.2 Generated pattern example (320-bit interleaving size)

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FILE NAME:

Prime\_InterLeaver\_320.txt

DESCRIPTION:

This text is the example of Turbo-code internal interleaving pattern generated by "Prime\_InterLeaver.c". The pattern has a frame-size of 320-bit.

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305	194	260	11	219	308
145	296	100	37	284	157
225	169	253	83	58	237
65	143	180	119	21	68
1	210	309	206	263	4
33	280	154	298	102	45
81	63	235	166	243	93
113	24	67	140	187	116
193	271	5	222	312	205
289	98	38	282	159	292
161	249	90	60	226	164
129	178	115	23	73	141
209	314	199	261	8	221
273	149	302	99	34	276
49	227	172	246	95	61
17	75	139	190	121	20
257	10	215	320	207	269
97	46	286	160	297	109
241	85	59	240	168	244
177	123	19	80	130	189
307	204	262	16	223	316
155	294	106	48	281	151
231	167	252	96	50	230
76	131	183	128	25	78
3	220	319	208	258	12
42	278	152	304	111	43
91	51	233	176	248	87
124	27	66	144	191	126
198	270	15	224	311	202
293	101	41	288	156	291
174	247	88	64	238	165
135	188	114	32	70	134
214	317	200	272	7	218
277	148	290	112	35	275
55	228	175	256	92	54
28	77	137	192	118	30
266	13	216	318	197	267
107	36	274	150	299	103
254	84	57	234	170	245
182	125	18	69	142	186
313	196	265	14	213	306
146	301	104	39	283	153
239	173	255	86	62	232
72	132	184	117	22	79
9	212	315	203	259	2
47	285	147	300	108	40
82	52	236	163	250	89
120	29	71	138	181	127

201  
303  
162  
136  
217  
287  
56  
31  
264  
105  
242  
185  
310  
158  
229  
74  
6  
44  
94  
122  
195  
295  
171  
133  
211  
279  
53  
26  
268  
110  
251  
179