ADSL Receiver

Vikas Agarwal Karthikeyan Sankaralingam Rajagopalan Desikan

Problem Statement

- Model the receiver part of an ADSL modem as per the G.Lite standard
- Take parameters from the channel model
 Bit loading
 - Parameters for Reed-Solomon Code
 - TEQ coefficients

Methodology

- Use SDF domain in Ptolemy
- Pass parameters from initialization as parameters of the SDF blocks
- Bitloading read from file generated during intialization
- Leverage existing SDF blocks for TEQ, FFT and Descrambler



Block Diagram

Description of Blocks

• Decoder

- Input 256 samples (complex nos. from output of FFT)
- Do constellation decoding.
 - This is basically a bit interleaving/reordering operation.
- At the end of this preocess we have x_i useful bits from channel n_i (i = 1-127, i != 64)
- Append all bits together and interpret data as a byte stream.
- Output bytes=(K+R/S)

• Interleaver

- ith byte in frame is delayed by (D-1)*i bytes
- Reduce impact of burst errors

Description of Blocks (contd.)

- Reed Solomon Decode
 - Belongs to the general class of BCH error correcting codes.
 - n has to be $2^x 1$
 - Error correcting codes are expressed as (n,k) code
 - k input bytes (data), n-k "parity" bytes, n codewords
 - If a Reed Solomon code exists for a (n,k) code, then it is the "optimal" code. Here optimal means maximum error correcting capability with minimum parity bytes
 - An (n,k) RS code can correct (n-k)/2 errors
 - Number of parity bytes and data bytes determined during initialization
- CRC (8-bit)
 - The CRC is able to detect all single error bursts up to the number of bits in the CRC and most random errors

Evaluation of Our Solution

- Constructed entire ADSL modem by hooking up transmitter, channel model and receiver as a single SDF
- Parameters supported:
 - R = 0,4,8,16
 - S = 1, 2, 4, 8, 16
 - D = 1,2,4,8,16
- Maximum buffer requirement on a arc 17664

Conclusions

- **Ptolemy** based SDF model of the receiver
- Along with the channel and transmitter, complete ADSL system
- Not one integrated model
 - initialization is stand-alone