

LSW<sub>i</sub>: 01010101  
 LSW<sub>i</sub>: 01010000  
 ...  
 mem[6] ↗ 00000000 00000000  
 mem[1] ↗ 01010101 01010101  
 p8 = 1^0^1^0^1^0^1^0

p4 = 1^0^1^0^0^1^0^1^0

Program 1 (forward error correction block coder/transmitter)  
 Given a series of fifteen 11-bit message blocks in data mem[0:29], generate the corresponding 16-bit encoded versions and store these in data mem[30:59].  
 Input and output formats are as follows: mem[0:1] → mem[30:31], mem[2:3] → mem[32:33]

input MSW = 0 0 0 0 0 b11 b10 b09  
 LSW = b8 b7 b6 b5 b4 b3 b2 b1, where bx denotes a data bit

output MSW = b11 b10 b9 b8 b7 b6 b5 p8  
 LSW = b4 b3 b2 p4 b1 p2 p1 p16, where px denotes a parity bit

Example, to clarify "endianness": binary data value = 101\_0101\_0101  
 mem[1] = 00000101 -- 5 bits zero pad followed by b11:b9 = 00000\_101  
 mem[0] = 01010101 -- lower 8 data bits b8:b1

You would generate and store:  
 mem[31] = 10101010 -- b11:b5, p8 = 1010101\_0  
 mem[30] = 01011010 -- b4:b2, p4, b1, p2:p1, p16 = 010\_1\_1\_01\_0

p8 = ^b11:b5 = 0;  
 p4 = ^b11:b8,b4,b3,b2 = 1;  
 p2 = ^b11,b10,b7,b6,b4,b3,b1 = 0;  
 p1 = ^b11,b9,b7,b5,b4,b2,b1 = 1;  
 p16 = ^b11:1,p8,p4,p2,p1 = 0;

int8\_t = 0x10  
 ↳ 1  
 0x10

var  
 MSW0 = ((MSW<sub>i</sub> & 0x0f) << 5) | ((LSW<sub>i</sub> >> 3) & 0x1e) | p8;  
 LSW0 = ((LSW<sub>i</sub> << 4) & 0xc0);  
 STDRF → MFM if needed

PI on ARM?

lsl ~~asl~~

lsr

bit

and

or

ld