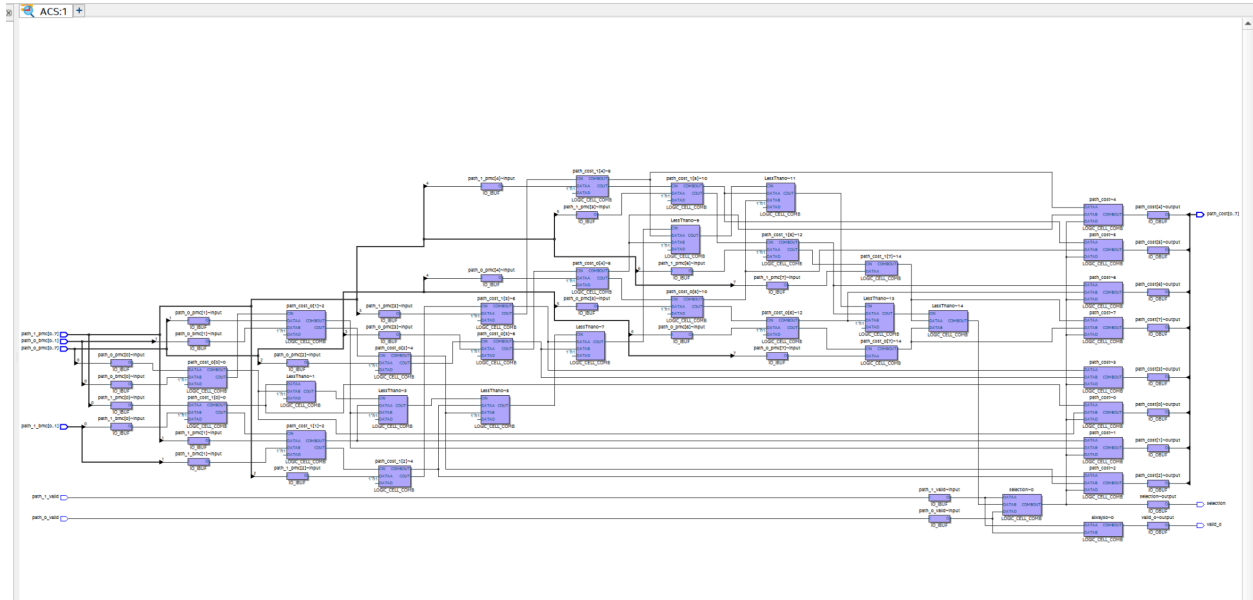
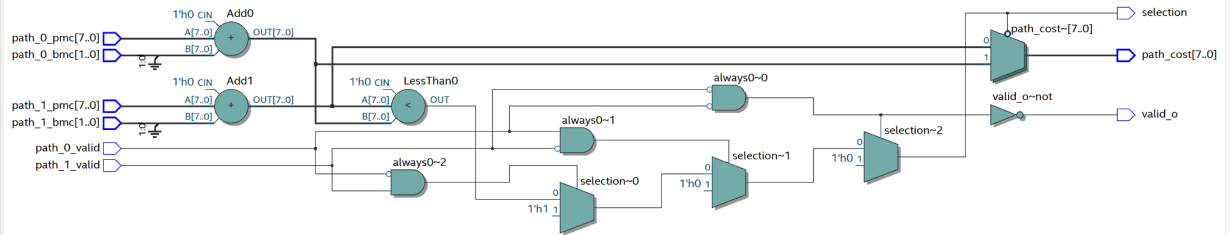


ACS.sv

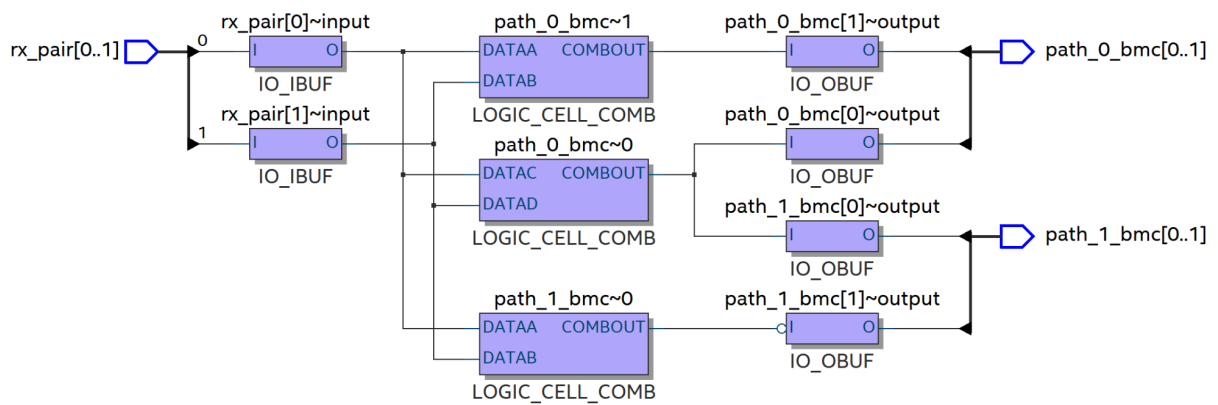
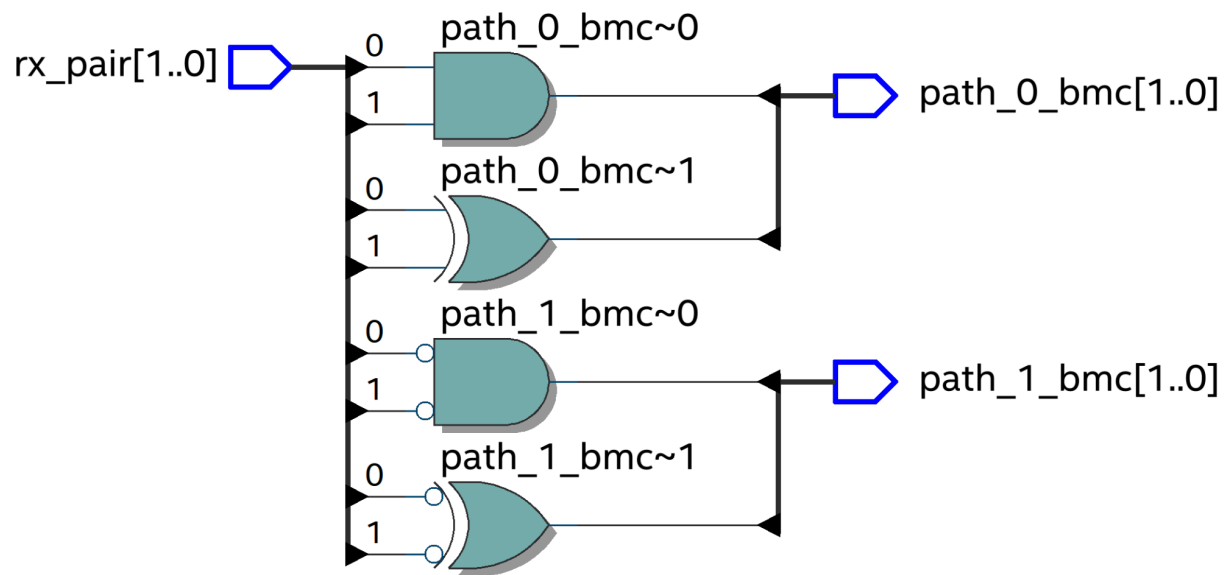


Analysis & Synthesis Resource Usage Summary

 <<Filter>>

	Resource	Usage
1	Estimated Total logic elements	34
2		
3	Total combinational functions	34
4	▼ Logic element usage by number of LUT inputs	
1	-- 4 input functions	0
2	-- 3 input functions	20
3	-- <=2 input functions	14
5		
6	▼ Logic elements by mode	
1	-- normal mode	13
2	-- arithmetic mode	21
7		
8	▼ Total registers	0
1	-- Dedicated logic registers	0
2	-- I/O registers	0
9		
10	I/O pins	32
11		
12	Embedded Multiplier 9-bit elements	0
13		
14	Maximum fan-out node	selection~0
15	Maximum fan-out	9
16	Total fan-out	128
17	Average fan-out	1.31

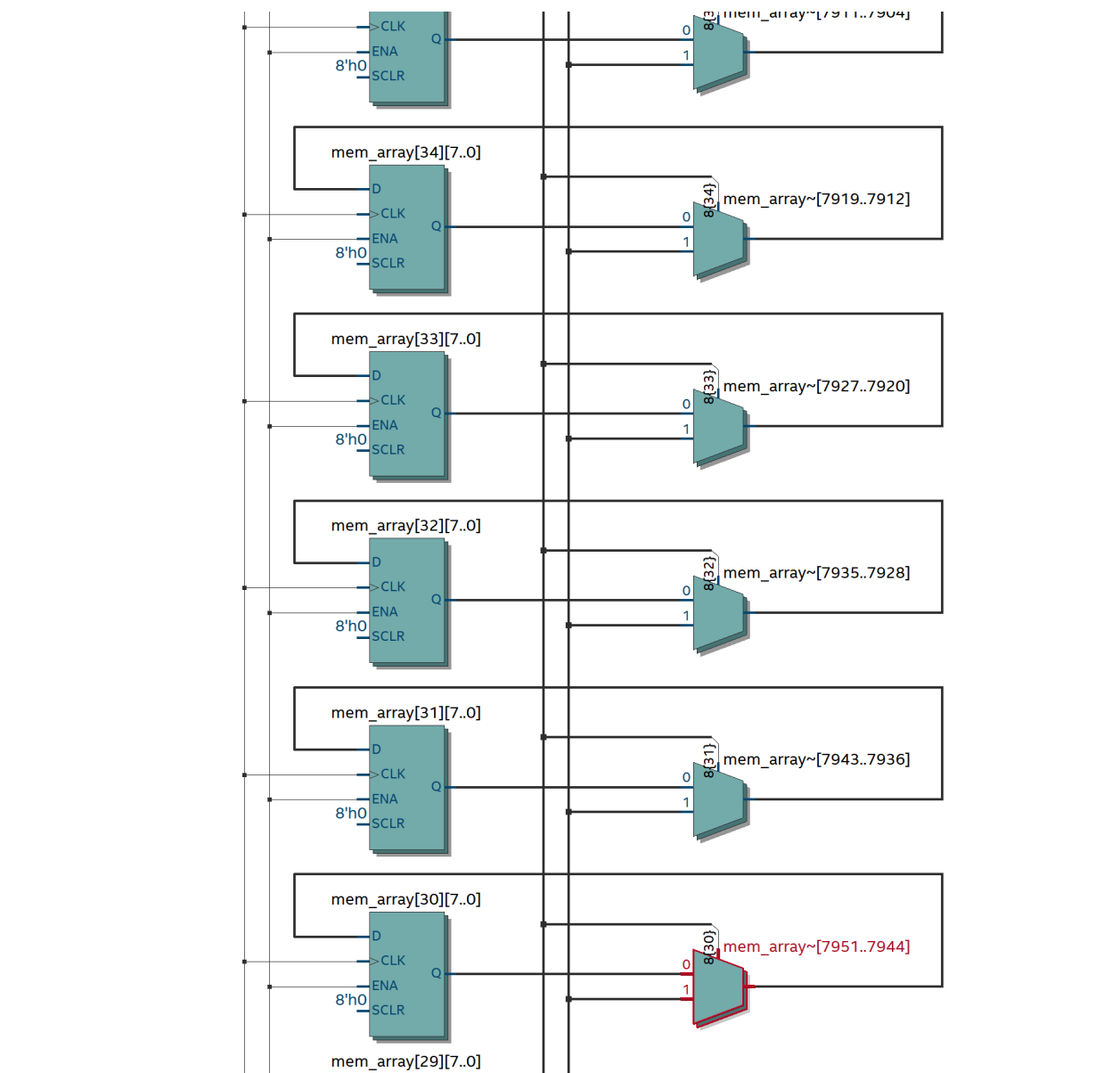
BMC:

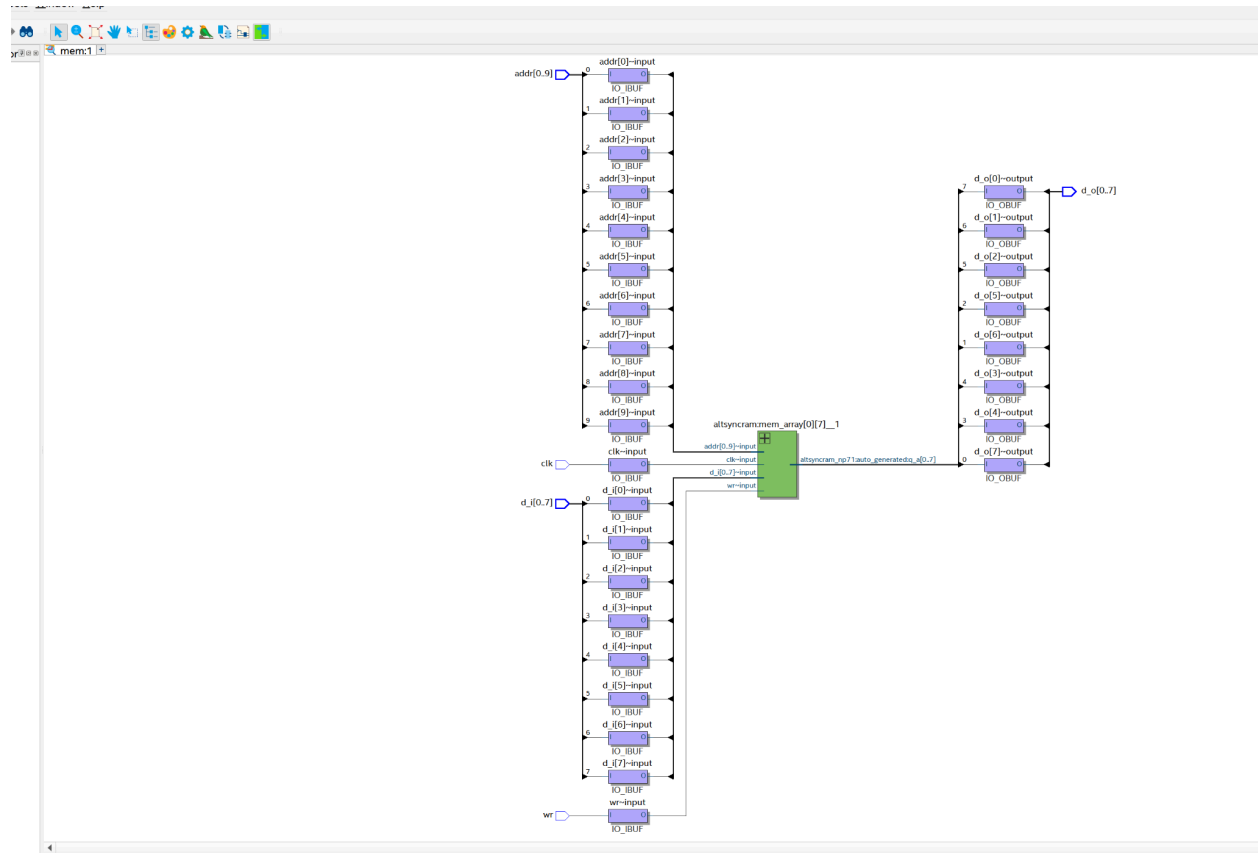


Analysis & Synthesis Resource Usage Summary		
<<Filter>>		
	Resource	Usage
1	Estimated Total logic elements	3
2		
3	Total combinational functions	3
4	▼ Logic element usage by number of LUT inputs	
1	-- 4 input functions	0
2	-- 3 input functions	0
3	-- <=2 input functions	3
5		
6	▼ Logic elements by mode	
1	-- normal mode	3
2	-- arithmetic mode	0
7		
8	▼ Total registers	0
1	-- Dedicated logic registers	0
2	-- I/O registers	0
9		
10	I/O pins	6
11		
12	Embedded Multiplier 9-bit elements	0
13		
14	Maximum fan-out node	rx_pa...input
15	Maximum fan-out	3
16	Total fan-out	16
17	Average fan-out	1.07

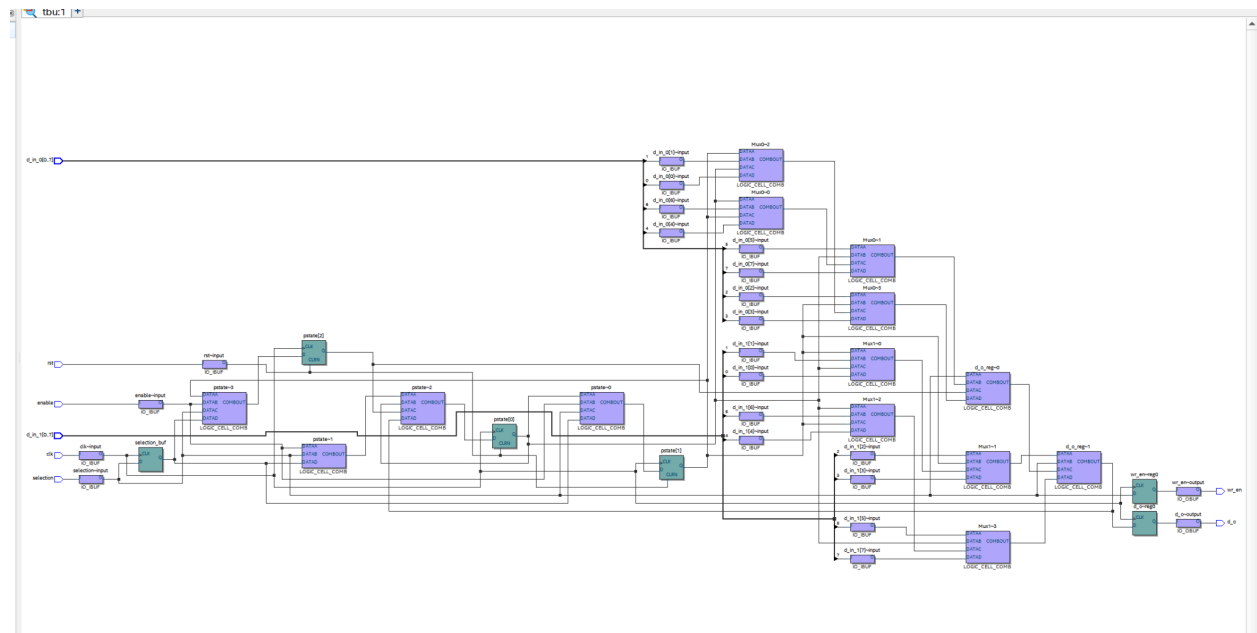
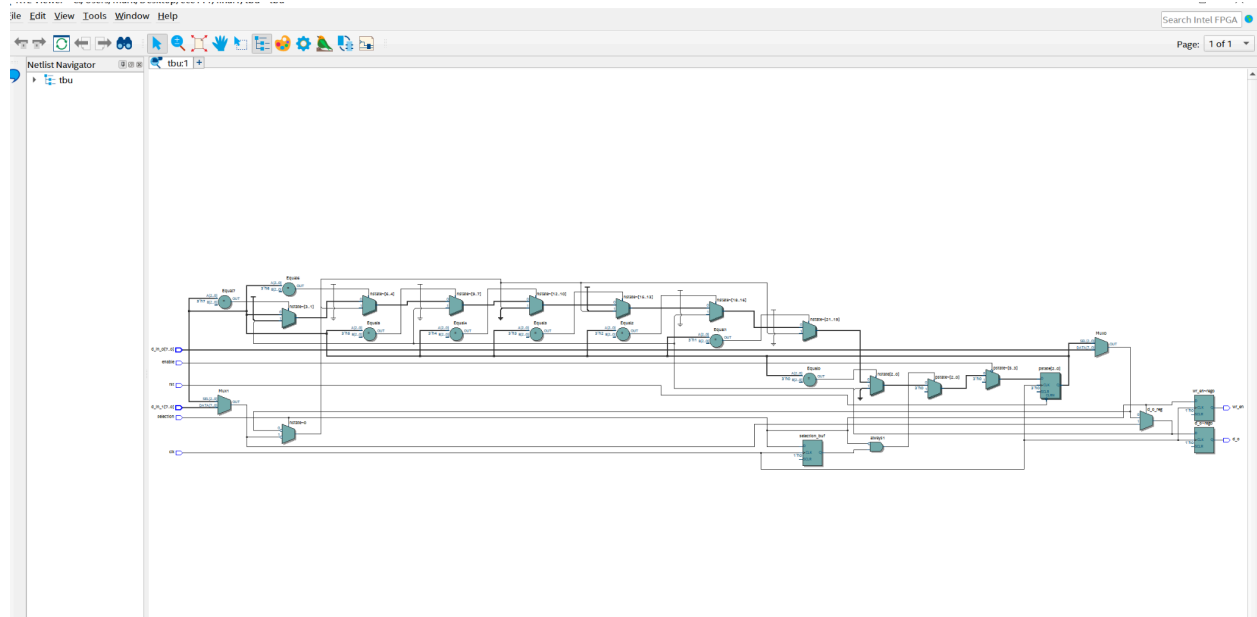
Mem_8x1024





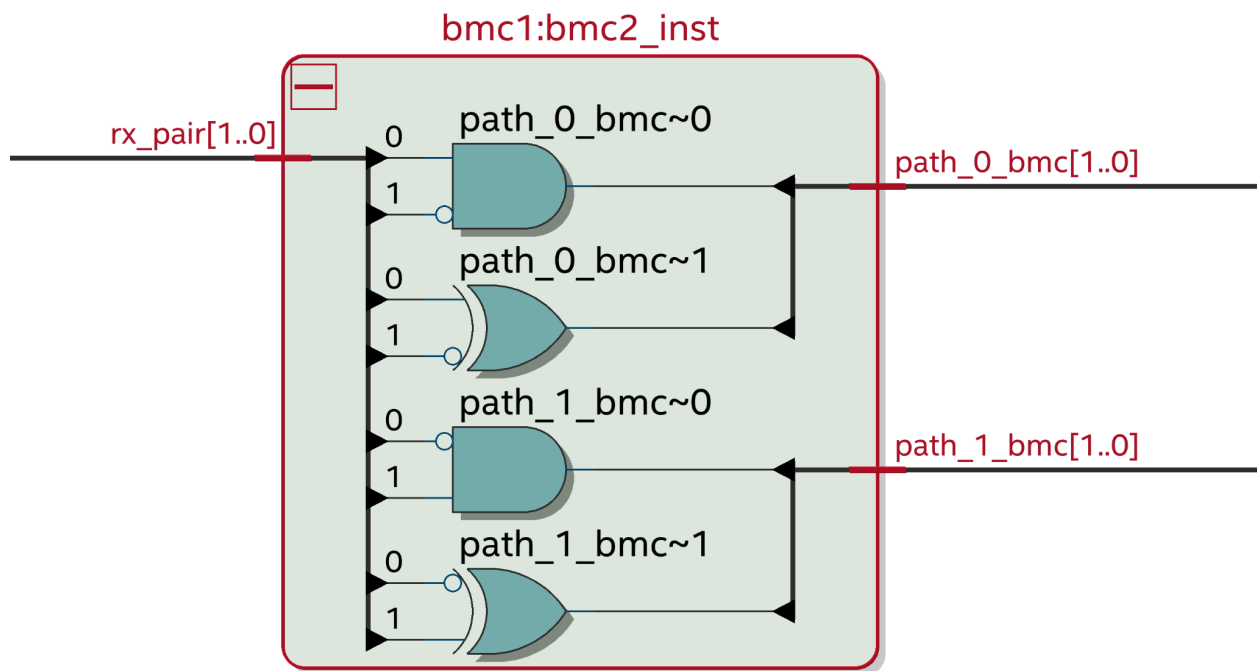
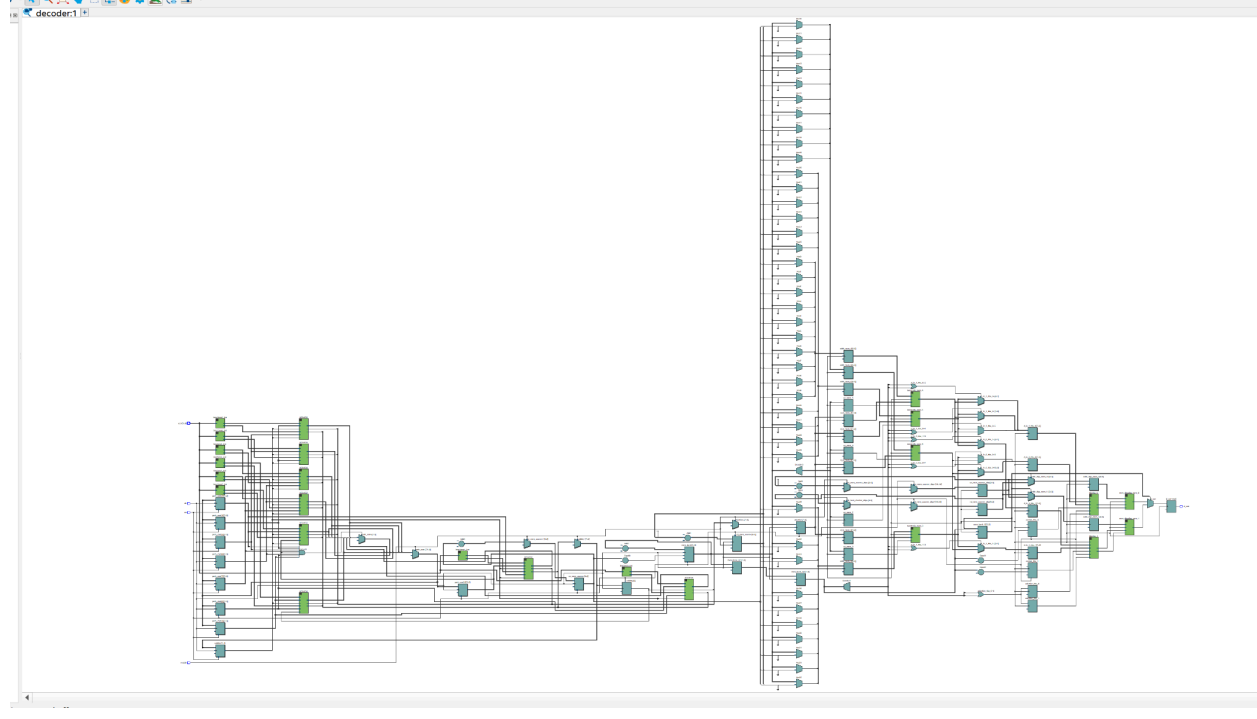


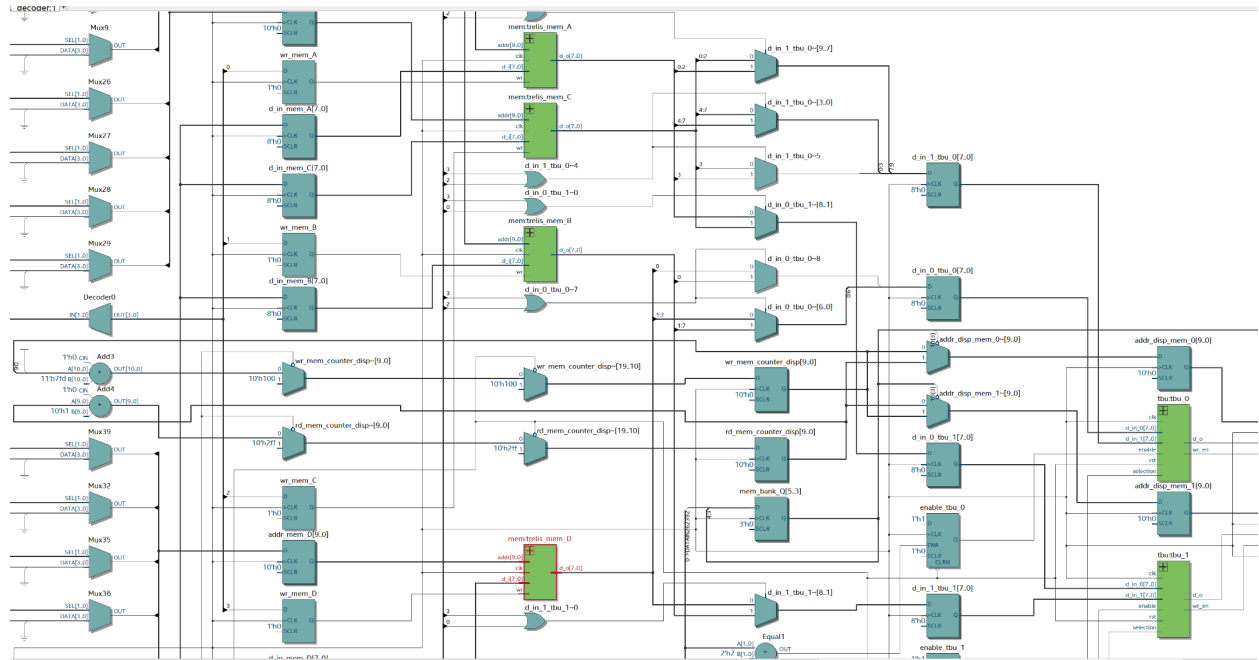
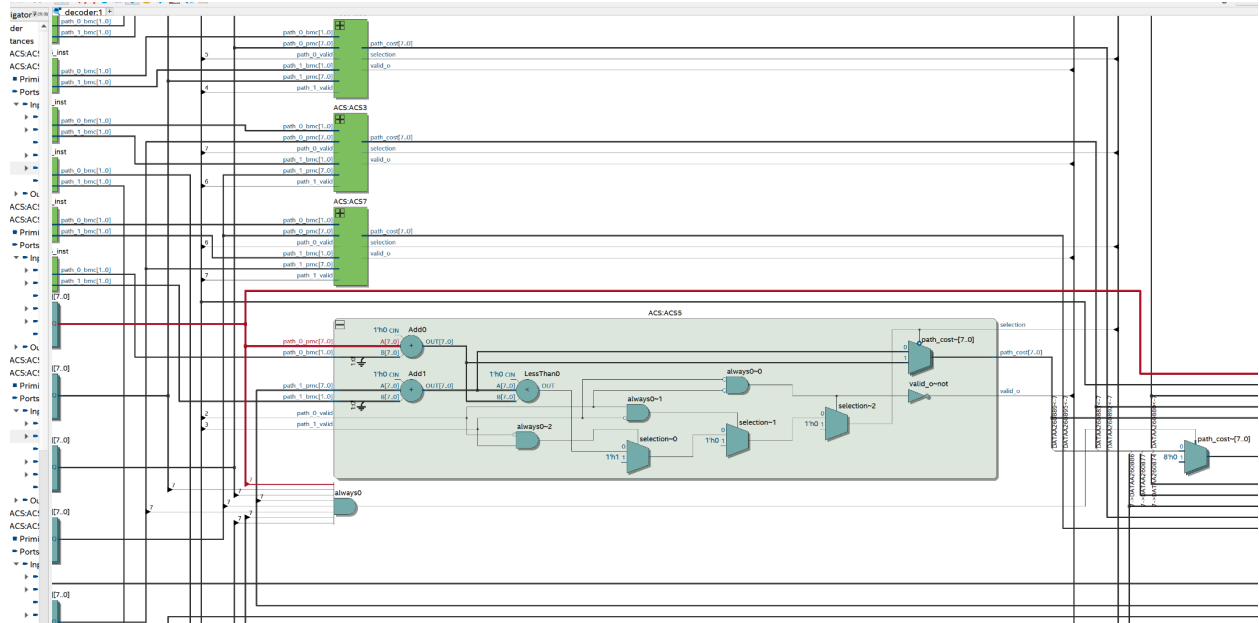
Analysis & Synthesis Resource Usage Summary		
<<Filter>>		
	Resource	Usage
1		
2	Total combinational functions	0
3	▼ Logic element usage by number of LUT inputs	
1	-- 4 input functions	0
2	-- 3 input functions	0
3	-- <=2 input functions	0
4		
5	▼ Logic elements by mode	
1	-- normal mode	0
2	-- arithmetic mode	0
6		
7	▼ Total registers	0
1	-- Dedicated logic registers	0
2	-- I/O registers	0
8		
9	I/O pins	28
10	Total memory bits	8192
11		
12	Embedded Multiplier 9-bit elements	0
13		
14	Maximum fan-out node	wr~input
15	Maximum fan-out	8
16	Total fan-out	140
17	Average fan-out	2.19

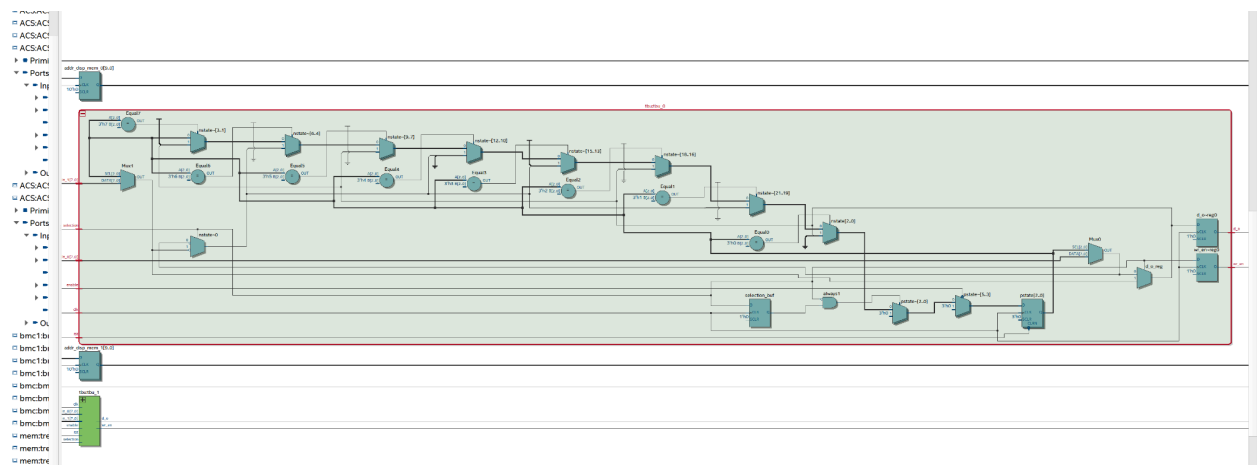
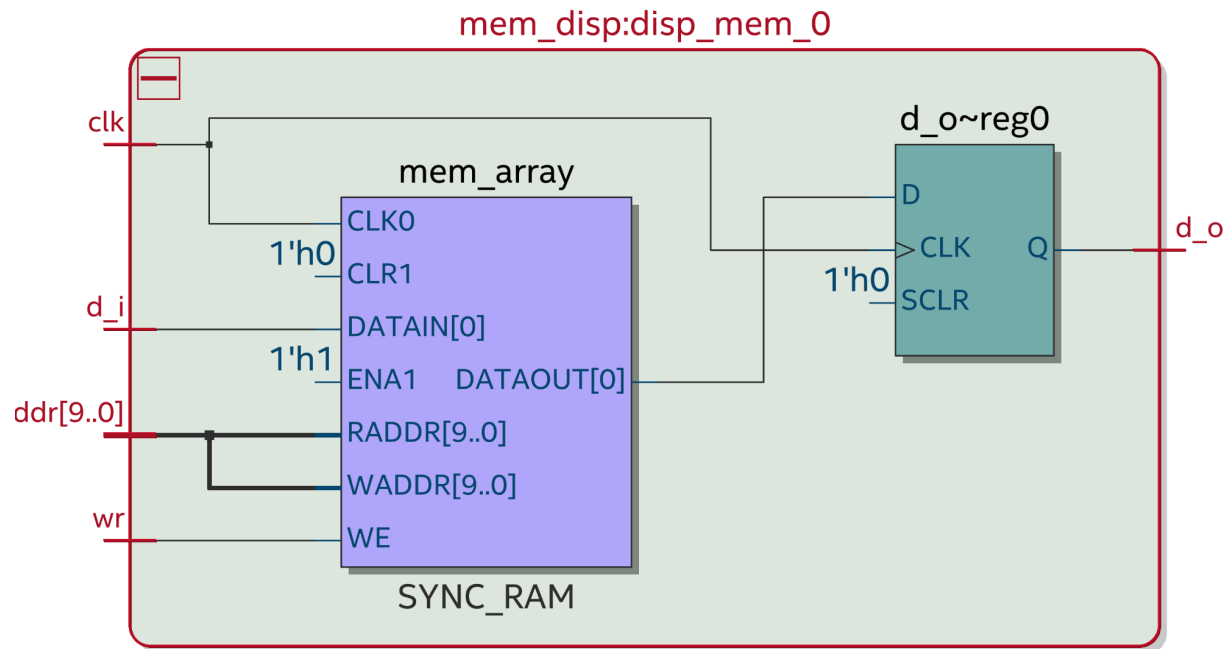


Analysis & Synthesis Resource Usage Summary		
<<Filter>>		
	Resource	Usage
1	Estimated Total logic elements	16
2		
3	Total combinational functions	14
4	▼ Logic element usage by number of LUT inputs	
1	-- 4 input functions	13
2	-- 3 input functions	1
3	-- <=2 input functions	0
5		
6	▼ Logic elements by mode	
1	-- normal mode	14
2	-- arithmetic mode	0
7		
8	▼ Total registers	6
1	-- Dedicated logic registers	6
2	-- I/O registers	0
9		
10	I/O pins	22
11		
12	Embedded Multiplier 9-bit elements	0
13		
14	Maximum fan-out node	pstate[0]
15	Maximum fan-out	8
16	Total fan-out	94
17	Average fan-out	1.47

Decoder:



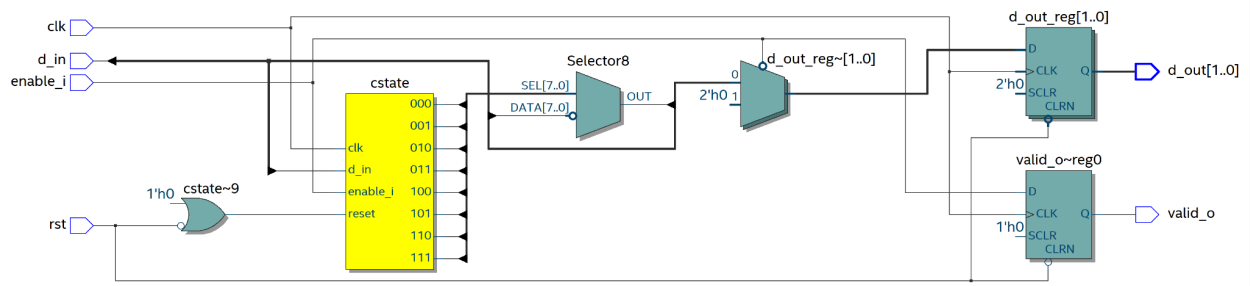






Analysis & Synthesis Resource Usage Summary			
<<Filter>>			
	Resource	Usage	
1	Estimated Total logic elements	473	
2			
3	Total combinational functions	457	
4	▼ Logic element usage by number of LUT inputs		
1	-- 4 input functions	115	
2	-- 3 input functions	180	
3	-- <=2 input functions	162	
5			
6	▼ Logic elements by mode		
1	-- normal mode	253	
2	-- arithmetic mode	204	
7			
8	▼ Total registers	239	
1	-- Dedicated logic registers	239	
2	-- I/O registers	0	
9			
10	I/O pins	6	
11	Total memory bits	34816	
12			
13	Embedded Multiplier 9-bit elements	0	
14			
15	Maximum fan-out node	clk~input	
16	Maximum fan-out	273	
17	Total fan-out	2449	
18	Average fan-out	3.30	

encode:



Analysis & Synthesis Resource Usage Summary

 <<Filter>>

	Resource	Usage
1	Estimated Total logic elements	13
2		
3	Total combinational functions	12
4	▼ Logic element usage by number of LUT inputs	
1	-- 4 input functions	11
2	-- 3 input functions	0
3	-- <=2 input functions	1
5		
6	▼ Logic elements by mode	
1	-- normal mode	12
2	-- arithmetic mode	0
7		
8	▼ Total registers	11
1	-- Dedicated logic registers	11
2	-- I/O registers	0
9		
10	I/O pins	7
11		
12	Embedded Multiplier 9-bit elements	0
13		
14	Maximum fan-out node	enabl...input
15	Maximum fan-out	11
16	Total fan-out	89
17	Average fan-out	2.41

Transcript			
# Loading work.mem			
# Loading work.tbu			
# Loading work.mem_disp			
VSM 14s run -all			
# viterbi_tx_rx2.sv			
# viterbi_tx_rx2.sv			
# viterbi_tx_rx2.sv			
# viterbi_tx_rx2.sv			
# viterbi_tx_rx2.sv			
# viterbi_tx_rx2.sv			
# viterbi_tx_rx2.sv			
# viterbi_tx_rx2.sv			
# viterbi_tx_rx2.sv			
# error_counter,err_inj = 00000000 xx		0	0
# error_counter,err_inj = 00000000 00		0	1
# error_counter,err_inj = 12153524 00		0	2
# error_counter,err_inj = 12153524 00		0	3
# error_counter,err_inj = c0895e81 00		0	4
# error_counter,err_inj = c0895e81 00		0	5
# error_counter,err_inj = 84844609 00		0	6
# error_counter,err_inj = 84844609 00		0	7
# error_counter,err_inj = b1f05663 00		0	8
# error_counter,err_inj = b1f05663 00		0	9
# error_counter,err_inj = 06b97b04 00		0	10
# error_counter,err_inj = 06b97b04 00		0	11
# error_counter,err_inj = 464f9984 00		0	12
# error_counter,err_inj = 464f9984 00		0	13
# error_counter,err_inj = b2c28465 00		0	14
# error_counter,err_inj = b2c28465 00		0	15
# error_counter,err_inj = 89375212 00		0	16
# error_counter,err_inj = 89375212 00		0	17
# error_counter,err_inj = 00f3e301 00		0	18
# error_counter,err_inj = 00f3e301 00		0	19
# error_counter,err_inj = 06d7cd04 00		0	20
# error_counter,err_inj = 06d7cd04 00		0	21
# error_counter,err_inj = 3b23f176 00		0	22
# error_counter,err_inj = 3b23f176 00		0	23
# error_counter,err_inj = 1e8dc03d 00		0	24
# error_counter,err_inj = 1e8dc03d 00		0	25
# error_counter,err_inj = 76d457ed 00		0	26
# error_counter,err_inj = 76d457ed 00		0	27
...		...	...
1043990 ps to 1045054 ps		Project : 2	Now: 1,045 ns Delta: 0
		rst	

Transcript			
# error_counter,err_inj = 1e8dc03d 00		0	25
# error_counter,err_inj = 76d457ed 00		0	26
# error_counter,err_inj = 76d457ed 00		0	27
# error_counter,err_inj = 462d79c0 00		0	28
# error_counter,err_inj = 462d79c0 00		0	29
# error_counter,err_inj = 7cfd89f9 00		0	30
# error_counter,err_inj = 7cfd89f9 00		0	31
# error_counter,err_inj = e33724c6 00		0	32
# error_counter,err_inj = e33724c6 00		0	33
# error_counter,err_inj = e2f784c5 00		0	34
# error_counter,err_inj = e2f784c5 00		0	35
# error_counter,err_inj = d513d2aa 00		0	36
# error_counter,err_inj = d513d2aa 00		0	37
# error_counter,err_inj = 72aff7e5 00		0	38
# error_counter,err_inj = 72aff7e5 00		0	39
# error_counter,err_inj = bbd27277 00		0	40
# error_counter,err_inj = bbd27277 00		0	41
# error_counter,err_inj = 8932d612 00		0	42
# error_counter,err_inj = 8932d612 00		0	43
# error_counter,err_inj = 47ecdb8f 00		0	44
# error_counter,err_inj = 47ecdb8f 00		0	45
# error_counter,err_inj = 793069f2 00		0	46
# error_counter,err_inj = 793069f2 00		0	47
# error_counter,err_inj = e77696ce 00		0	48
# error_counter,err_inj = e77696ce 00		0	49
# error_counter,err_inj = f4007ae0 00		0	50
# error_counter,err_inj = f4007ae0 00		0	51
# error_counter,err_inj = e2ca4ec5 00		0	52
# error_counter,err_inj = e2ca4ec5 00		0	53
# error_counter,err_inj = 2e58495c 00		0	54
# error_counter,err_inj = 2e58495c 00		0	55
# error_counter,err_inj = de9e28bd 00		0	56
# error_counter,err_inj = de9e28bd 00		0	57
# error_counter,err_inj = 96ab582d 00		0	58
# error_counter,err_inj = 96ab582d 00		0	59
# error_counter,err_inj = b2a72665 00		0	60
# error_counter,err_inj = b2a72665 00		0	61
# error_counter,err_inj = b1ef6263 00		0	62
# error_counter,err_inj = b1ef6263 00		0	63
# error_counter,err_inj = 0573870a 00		0	64
# error_counter,err_inj = 0573870a 00		0	65
# error_counter,err_inj = c03b2280 00		0	66
# error_counter,err_inj = c03b2280 00		0	67
...		...	...
1043990 ps to 1045054 ps		Project : 2	Now: 1,045 ns Delta: 0
		rst	

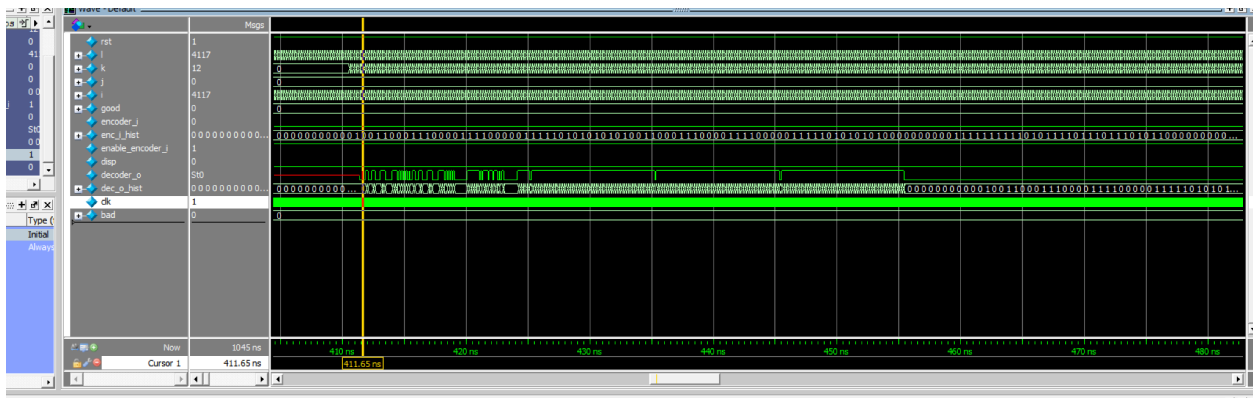
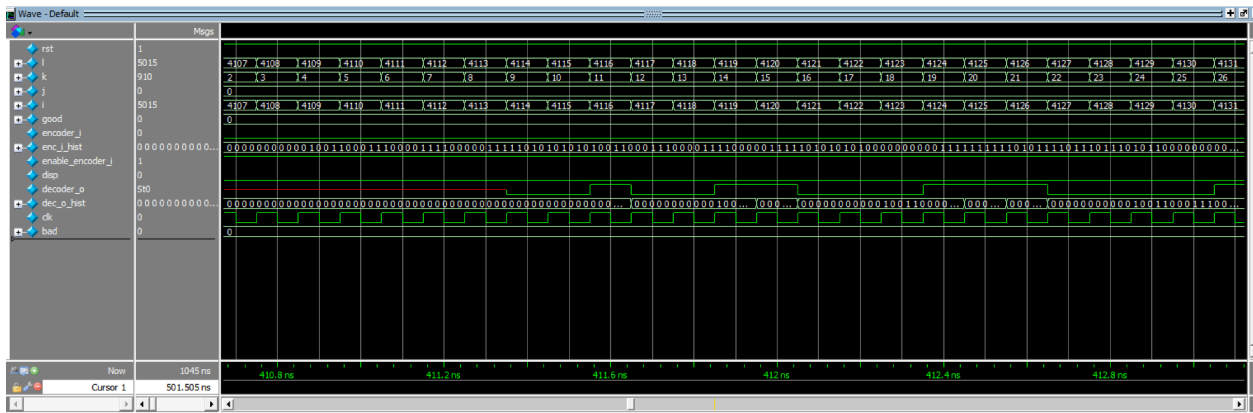
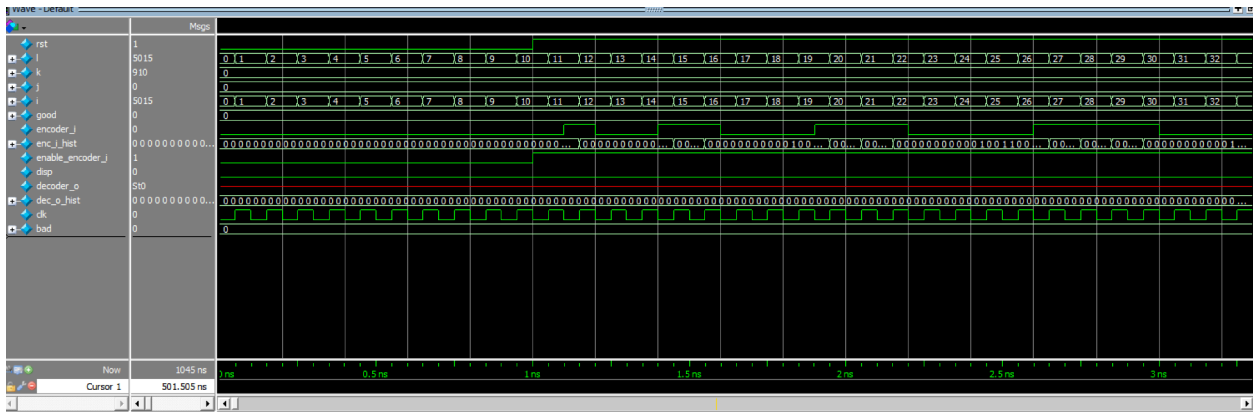
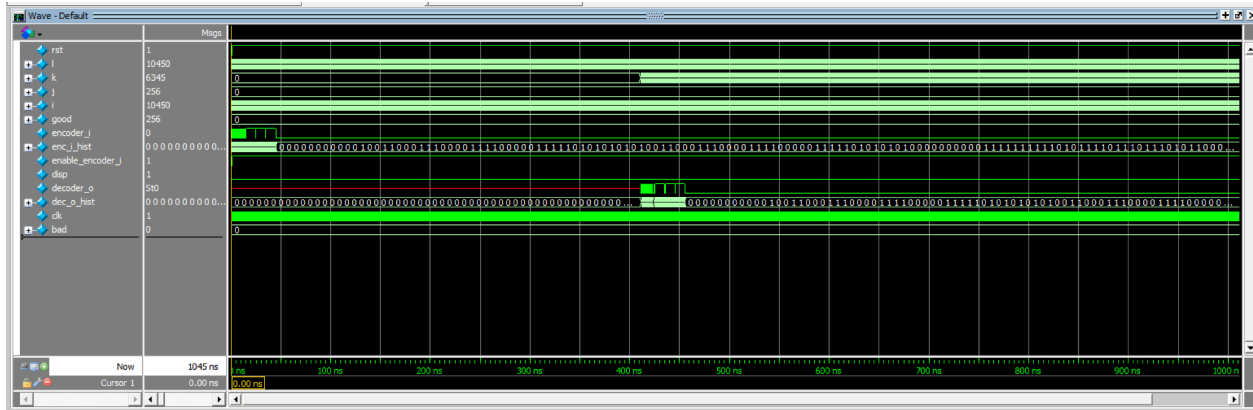
Transcript			
# error_counter,err_inj = 0599450a 00		0	67
# error_counter,err_inj = 10442120 00		0	68
# error_counter,err_inj = 10442120 00		0	69
# error_counter,err_inj = 557845aa 00		0	70
# error_counter,err_inj = 557845aa 00		0	71
# error_counter,err_inj = 0e0cc0c0 00		0	72
# error_counter,err_inj = 0e0cc0c0 00		0	73
# error_counter,err_inj = 02b03694 00		0	74
# error_counter,err_inj = 02b03694 00		0	75
# error_counter,err_inj = 5933b013 00		0	76
# error_counter,err_inj = 5933b013 00		0	77
# error_counter,err_inj = 84bc330d 00		0	78
# error_counter,err_inj = 84bc330d 00		0	79
# error_counter,err_inj = a9a76853 00		0	80
# error_counter,err_inj = a9a76853 00		0	81
# error_counter,err_inj = 35956960 00		0	82
# error_counter,err_inj = 35956960 00		0	83
# error_counter,err_inj = 35956960 00		0	84
# error_counter,err_inj = eaa62a40 00		0	85
# error_counter,err_inj = eaa62a40 00		0	86
# error_counter,err_inj = e1174a02 00		0	87
# error_counter,err_inj = e1174a02 00		0	88
# error_counter,err_inj = d75636ae 00		0	89
# error_counter,err_inj = d75636ae 00		0	90
# error_counter,err_inj = 0effe91d 00		0	91
# error_counter,err_inj = 0effe91d 00		0	92
# error_counter,err_inj = 47c572c7 00		0	93
# error_counter,err_inj = 47c572c7 00		0	94
# error_counter,err_inj = 11044923 00		0	95
# error_counter,err_inj = 11044923 00		0	96
# error_counter,err_inj = 0509450a 00		0	97
# error_counter,err_inj = 0509450a 00		0	98
# error_counter,err_inj = 9e114c30 00		0	99
# error_counter,err_inj = 9e114c30 00		0	100
# error_counter,err_inj = 20c4b341 00		0	101
# error_counter,err_inj = 20c4b341 00		0	102
# error_counter,err_inj = c584a129 00		0	103
# error_counter,err_inj = c584a129 00		0	104
# error_counter,err_inj = 434e49c0 00		0	105
# error_counter,err_inj = 434e49c0 00		0	106
# error_counter,err_inj = 150f6a2a 00		0	107
# error_counter,err_inj = 150f6a2a 00		0	108
# error_counter,err_inj = 42f24195 00		0	109
# error_counter,err_inj = 42f24195 00		0	110
...		...	...
1043990 ps to 1045054 ps		Project : 2	Now: 1,045 ns Delta: 0
		rst	

Transcript			
# error_counter,err_inj = 1d96333a 00	0	110	
# error_counter,err_inj = 1d96333a 00	0	111	
# error_counter,err_inj = 7d6d9bf1 00	0	112	
# error_counter,err_inj = 7d6d9bf1 00	0	113	
# error_counter,err_inj = 2435fbd4c 00	0	114	
# error_counter,err_inj = 2435fbd4c 00	0	115	
# error_counter,err_inj = 7c6da9f8 00	0	116	
# error_counter,err_inj = 7c6da9f8 00	0	117	
# error_counter,err_inj = cfc4569f 00	0	118	
# error_counter,err_inj = cfc4569f 00	0	119	
# error_counter,err_inj = ae74945c 00	0	120	
# error_counter,err_inj = ae74945c 00	0	121	
# error_counter,err_inj = adcb09b 00	0	122	
# error_counter,err_inj = adcb09b 00	0	123	
# error_counter,err_inj = 44ae3249 00	0	124	
# error_counter,err_inj = 44ae3249 00	0	125	
# error_counter,err_inj = 44ae3249 00	0	126	
# error_counter,err_inj = 44ae3249 00	0	127	
# error_counter,err_inj = e8233ed0 00	0	128	
# error_counter,err_inj = e8233ed0 00	0	129	
# error_counter,err_inj = ebfec0d7 00	0	130	
# error_counter,err_inj = ebfec0d7 00	0	131	
# error_counter,err_inj = abc7fc81 00	0	132	
# error_counter,err_inj = abc7fc81 00	0	133	
# error_counter,err_inj = 4b212f96 00	0	134	
# error_counter,err_inj = 4b212f96 00	0	135	
# error_counter,err_inj = 061d7f0c 00	0	136	
# error_counter,err_inj = 061d7f0c 00	0	137	
# error_counter,err_inj = e120cec2 00	0	138	
# error_counter,err_inj = e120cec2 00	0	139	
# error_counter,err_inj = 6457edc8 00	0	140	
# error_counter,err_inj = 6457edc8 00	0	141	
# error_counter,err_inj = bb825a77 00	0	142	
# error_counter,err_inj = bb825a77 00	0	143	
# error_counter,err_inj = 1ef2ed3d 00	0	144	
# error_counter,err_inj = 1ef2ed3d 00	0	145	
# error_counter,err_inj = 090c0d12 00	0	146	
# error_counter,err_inj = 090c0d12 00	0	147	
# error_counter,err_inj = bf9007e 00	0	148	
# error_counter,err_inj = bf9007e 00	0	149	
# error_counter,err_inj = 36e5016d 00	0	150	
# error_counter,err_inj = 36e5016d 00	0	151	
# error_counter,err_inj = 1cd9e739 00	0	152	
# error_counter,err_inj = 1cd9e739 00	0	153	
1043990 ps to 1045054 ps		Project : 2 / Now: 1,045 ns / Delta: 0	sim:/viterbi_tx_rx_b/#INITIAL #41

Transcript			
# error_counter,err_inj = 1cd9e739 00	0	153	
# error_counter,err_inj = 0fd28f1f 00	0	154	
# error_counter,err_inj = 0fd28f1f 00	0	155	
# error_counter,err_inj = e9ebf6d3 00	0	156	
# error_counter,err_inj = e9ebf6d3 00	0	157	
# error_counter,err_inj = 42d92f85 00	0	158	
# error_counter,err_inj = 42d92f85 00	0	159	
# error_counter,err_inj = bcl48878 00	0	160	
# error_counter,err_inj = bcl48878 00	0	161	
# error_counter,err_inj = 2dda595b 00	0	162	
# error_counter,err_inj = 2dda595b 00	0	163	
# error_counter,err_inj = 248b4b49 00	0	164	
# error_counter,err_inj = 248b4b49 00	0	165	
# error_counter,err_inj = 9ff2ae3f 00	0	166	
# error_counter,err_inj = 9ff2ae3f 00	0	167	
# error_counter,err_inj = 150caf2a 00	0	168	
# error_counter,err_inj = 150caf2a 00	0	169	
# error_counter,err_inj = 2c156350 00	0	170	
# error_counter,err_inj = 2c156350 00	0	171	
# error_counter,err_inj = c33f3886 00	0	172	
# error_counter,err_inj = c33f3886 00	0	173	
# error_counter,err_inj = c71a0c9e 00	0	174	
# error_counter,err_inj = c71a0c9e 00	0	175	
# error_counter,err_inj = ce2ff29c 00	0	176	
# error_counter,err_inj = ce2ff29c 00	0	177	
# error_counter,err_inj = 7d3599fa 00	0	178	
# error_counter,err_inj = 7d3599fa 00	0	179	
# error_counter,err_inj = 937dbc26 00	0	180	
# error_counter,err_inj = 937dbc26 00	0	181	
# error_counter,err_inj = 39961773 00	0	182	
# error_counter,err_inj = 39961773 00	0	183	
# error_counter,err_inj = d18bb4a3 00	0	184	
# error_counter,err_inj = d18bb4a3 00	0	185	
# error_counter,err_inj = 9799a82f 00	0	186	
# error_counter,err_inj = 9799a82f 00	0	187	
# error_counter,err_inj = 9799a82f 00	0	188	
# error_counter,err_inj = 9799a82f 00	0	189	
# error_counter,err_inj = 9799a82f 00	0	190	
# error_counter,err_inj = 9799a82f 00	0	191	
# error_counter,err_inj = 22290d44 00	0	192	
# error_counter,err_inj = 22290d44 00	0	193	
# error_counter,err_inj = 7bf8fdf7 00	0	194	
# error_counter,err_inj = 7bf8fdf7 00	0	195	
1043990 ps to 1045054 ps		Project : 2 / Now: 1,045 ns / Delta: 0	sim:/viterbi_tx_rx_tb/#INITIAL #41

Transcript			
# error_counter,err_inj = 7d20c17f 00	0	193	
# error_counter,err_inj = e59b36cb 00	0	196	
# error_counter,err_inj = e59b36cb 00	0	197	
# error_counter,err_inj = f3091ae6 00	0	198	
# error_counter,err_inj = f3091ae6 00	0	199	
# error_counter,err_inj = 2d28db5a 00	0	200	
# error_counter,err_inj = 2d28db5a 00	0	201	
# error_counter,err_inj = 14cfc129 00	0	202	
# error_counter,err_inj = 14cfc129 00	0	203	
# error_counter,err_inj = f682e2ed 00	0	204	
# error_counter,err_inj = f682e2ed 00	0	205	
# error_counter,err_inj = e4536cda 00	0	206	
# error_counter,err_inj = e4536cda 00	0	207	
# error_counter,err_inj = b29fb665 00	0	208	
# error_counter,err_inj = b29fb665 00	0	209	
# error_counter,err_inj = da8ae2b5 00	0	210	
# error_counter,err_inj = da8ae2b5 00	0	211	
# error_counter,err_inj = efbe94df 00	0	212	
# error_counter,err_inj = efbe94df 00	0	213	
# error_counter,err_inj = 3cfl1979 00	0	214	
# error_counter,err_inj = 3cfl1979 00	0	215	
# error_counter,err_inj = 2231ff44 00	0	216	
# error_counter,err_inj = 2231ff44 00	0	217	
# error_counter,err_inj = e8740c00 00	0	218	
# error_counter,err_inj = e8740c00 00	0	219	
# error_counter,err_inj = 15090b2a 00	0	220	
# error_counter,err_inj = 15090b2a 00	0	221	
# error_counter,err_inj = 55f6adab 00	0	222	
# error_counter,err_inj = 55f6adab 00	0	223	
# error_counter,err_inj = 076fcf0e 00	0	224	
# error_counter,err_inj = 076fcf0e 00	0	225	
# error_counter,err_inj = 6e5daddc 00	0	226	
# error_counter,err_inj = 6e5daddc 00	0	227	
# error_counter,err_inj = cd5ebc9a 00	0	228	
# error_counter,err_inj = cd5ebc9a 00	0	229	
# error_counter,err_inj = fedf72fd 00	0	230	
# error_counter,err_inj = fedf72fd 00	0	231	
# error_counter,err_inj = e1f102c3 00	0	232	
# error_counter,err_inj = e1f102c3 00	0	233	
# error_counter,err_inj = 2b0eed56 00	0	234	
# error_counter,err_inj = 2b0eed56 00	0	235	
# error_counter,err_inj = 2779e94e 00	0	236	
# error_counter,err_inj = 2779e94e 00	0	237	
# error_counter,err_inj = b3d57667 00	0	238	
1043990 ps to 1045054 ps		Project : 2	Now: 1,045 ns Delta: 0
		sim:/viterbi_tx_rx_b/#INITIAL#41	

Transcript			
# error_counter,err_inj = b3d57667 00	0	238	
# error_counter,err_inj = b3d57667 00	0	239	
# error_counter,err_inj = 8531340a 00	0	240	
# error_counter,err_inj = 8531340a 00	0	241	
# error_counter,err_inj = 5b6fb9b6 00	0	242	
# error_counter,err_inj = 5b6fb9b6 00	0	243	
# error_counter,err_inj = 5c0e8a38 00	0	244	
# error_counter,err_inj = 5c0e8a38 00	0	245	
# error_counter,err_inj = 3cd18779 00	0	246	
# error_counter,err_inj = 3cd18779 00	0	247	
# error_counter,err_inj = dc2bc4b8 00	0	248	
# error_counter,err_inj = dc2bc4b8 00	0	249	
# error_counter,err_inj = 4a74bf94 00	0	250	
# error_counter,err_inj = 4a74bf94 00	0	251	
# error_counter,err_inj = 49e65d93 00	0	252	
# error_counter,err_inj = 49e65d93 00	0	253	
# error_counter,err_inj = 523f2c04 00	0	254	
# error_counter,err_inj = 523f2c04 00	0	255	
# word_count = 10440			
# yaa! in = 0, out = 0, w_ct = 0, err = 00			
# yaa! in = 0, out = 0, w_ct = 1, err = 00			
# yaa! in = 0, out = 0, w_ct = 2, err = 00			
# yaa! in = 0, out = 0, w_ct = 3, err = 00			
# yaa! in = 0, out = 0, w_ct = 4, err = 00			
# yaa! in = 0, out = 0, w_ct = 5, err = 00			
# yaa! in = 0, out = 0, w_ct = 6, err = 00			
# yaa! in = 0, out = 0, w_ct = 7, err = 00			
# yaa! in = 0, out = 0, w_ct = 8, err = 00			
# yaa! in = 0, out = 0, w_ct = 9, err = 00			
# yaa! in = 0, out = 0, w_ct = 10, err = 00			
# yaa! in = 1, out = 1, w_ct = 11, err = 00			
# yaa! in = 0, out = 0, w_ct = 12, err = 00			
# yaa! in = 0, out = 0, w_ct = 13, err = 00			
# yaa! in = 1, out = 1, w_ct = 14, err = 00			
# yaa! in = 1, out = 1, w_ct = 15, err = 00			
# yaa! in = 0, out = 0, w_ct = 16, err = 00			
# yaa! in = 0, out = 0, w_ct = 17, err = 00			
# yaa! in = 0, out = 0, w_ct = 18, err = 00			
# yaa! in = 1, out = 1, w_ct = 19, err = 00			
# yaa! in = 1, out = 1, w_ct = 20, err = 00			
# yaa! in = 1, out = 1, w_ct = 21, err = 00			
# yaa! in = 0, out = 0, w_ct = 22, err = 00			
# yaa! in = 0, out = 0, w_ct = 23, err = 00			
# yaa! in = 0, out = 0, w_ct = 24, err = 00			
1043990 ps to 1045054 ps		Project : 2	Now: 1,045 ns Delta: 0
		sim:/viterbi_tx_rx_b/#INITIAL#41	



2. In part1, we used the encode is a recursive, systematic encoder, which differs from the encoder used in for the homework 7. In the encoder I used, for every input bit, there are two output bits. One is the original input data, which makes it systematic, and the other is a parity bit generated recursively, meaning the parity bit depends not just on the current input but also on the encoder's previous state, creating a feedback loop. This design is different from Homework 7. Since we did in homework 7's is non-systematic and non-recursive, that it did not output the original data bits directly and there was no feedback from previous states. Because of these differences, the output format between the two encoders is not the same. The decoder in this project expects inputs that include both the systematic data and the recursive parity bits, so using the Homework 7 encoder with this decoder wouldn't work. The project encoder outputs a more structured data stream that the decoder is specifically designed to process.

3. Mainly this decoder uses the Viterbi algorithm to recover the original input data by finding the path with the least number of errors. First it runs through the BMC to ACS then to TBU. These decoders go through three main parts. The first of these parts is the BMC, which mainly goes to calculate the Hamming distance between the received data and the desired output. It measures the error of each path. After this, the ACS goes to accumulate the path errors, comparing different paths and selecting the path with the least error to continue. Lastly, the TBU is to backtrack from the last state and determine the input bit sequence along the path with the minimum error. Therefore, if there are no errors during transmission and the received data is identical to the desired output. That the Hamming distance at each step is 0. So that, the branching metric is 0 and the cumulative path error is 0. The decoder accurately finds out the original data sent by the encoder by backtracking along the path that minimizes the error.