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(54)Title: COMMUNICATION DEVICE AND METHOD (54)発明の名称 通信装置および通信方法 5 ダミー - 2bits 1 ... INTERNET DATA 2 ... VOICE DATA 3 ... INTERNET DATA (NORMAL MODE) 6 ダミー - 2*54bits 4 ... VOICE DATA (LOW TRNSMISSION DELAY MODE) 5 ... DUMMY 2BITS 6 ... DUMMY 2*54BITS				
(57) Abstract A communication device which sets, according to a transmission line, a data transmission period suitable for data transmission within one period and a quasi data transmission period other than the above data transmission period and which transmits and receives a first data and a second data in a multiplex mode, wherein bits are allocated so that the first data of one period can be transmitted during the data transmission period of one period and bits are allocated to those portions, to which the first data is not assigned, in the data transmission period of specified periods so that the second data of specified periods can be transmitted.				

ABSTRACT

In the communication system, data transmission time suitable for data transmission and the quasi-data transmission time are set in one period in accordance with the transmission path, and first data and second data are transmitted in multiplexed fashion. Bits are assigned in such a manner that the first data of one period can be transmitted during the data transmission time for one period, and also in such a manner that the second data for a predetermined period can be transmitted in the portion not assigned the first data in the data transmission time for the particular predetermined period.



SPECIFICATION

COMMUNICATION SYSTEM AND COMMUNICATION METHOD

5 TECHNICAL FIELD

The present invention relates to a communication system and a communication method for performing data communication of discrete multi-tone modem type, for example, between a plurality of data communication units through a telephone line.

10

BACKGROUND ART

In recent years, the xDSL communication system which uses the existing telephone copper cable, including the ADSL (Asymmetric Digital Subscriber Line) communication system, the
15 HDSL (High-bit-rate Digital Subscriber Line) communication system and the SDSL communication system for performing a high-speed digital communication of several mega bits per second, have been closely watched. The xDSL communication system is called the DMT (Discrete Multi-Tone) modem system.
20 This system is standardized in T1.413, etc. of ANSI.

This digital communication system, especially in the case where the xDSL transmission path and the ISDN transmission path of the half-duplex ISDN communication system are bound together as an aggregated line or otherwise placed adjacently to each
25 other, poses the problem that the xDSL communication through



the xDSL transmission path is affected by interference noises from the ISDN transmission path or other lines and decreases in speed. For solving this problem, various devices are introduced.

5 Fig. 14 shows the interference noises of an ISDN transmission path 2 from a central office (CO) 1, which affects an ADSL transmission path 3 constituting a xDSL transmission path bound with the ISDN transmission path 2 midway as an aggregated line.

10 When viewed from the ADSL terminal equipment (ATU-R; ADSL transceiver unit, remote terminal end) 4 constituting a communication unit at a terminal of the ADSL communication system, the interference noise transmitted through the ADSL transmission path 3 by the office equipment (ISDN LT) 7 of the
15 ISDN transmission system is called the FEXT (far-end crosstalk) noise, while the interference noise transmitted through the ADSL transmission path 3 by the terminal equipment (ISDN NT1) 6 of the ISDN transmission system is called the NEXT (near-end crosstalk) noise. Especially, these noises are
20 transmitted to the ADSL terminal equipment (ATU-R) 4 through the ADSL transmission path 3 which is coupled with the ISDN transmission path 2 midway as an aggregated line.

 When viewed from the ADSL office equipment (ATU-C: ADSL transceiver unit, central office end) 5 constituting the office
25 equipment of the ADSL communication system, on the other hand,



the result is opposite from the case viewed from the ADSL terminal equipment (ATU-R) 4. In such a case, the interference noise transmitted by the office equipment (ISDN LT) 7 of the ISDN transmission system constitutes the NEXT noise, while the interference noise transmitted by the terminal equipment (ISDN NT1) 6 of the ISDN transmission system makes up the FEXT noise.

In an overseas ISDN communication system in U.S.A., for example, which is full-duplexed, the up and down transmissions are performed at the same time. When viewed from the ADSL terminal equipment (ATU-R) 4, therefore, the NEXT noise generated by the terminal equipment (ISDN NT1) 6 of the ISDN transmission system nearer to the ADSL terminal equipment (ATU-R) 4 is controlling, i.e. has a larger effect.

Therefore, during the training period of the ADSL modem (not shown) installed at the ADSL terminal equipment 4, the characteristic of the NEXT noise components having a large effect is measured, and the number of transmission bits and the gain of each channel meeting the noise characteristic are determined by bit mapping. Further, in order to improve the transmission characteristics, the coefficients of the time domain equalizer (TEQ) for adaptive equalization in time domain and the frequency domain equalizer (FEQ) for adaptive equalization in frequency domain are converged and determined, so that a set of coefficient tables for NEXT noises are provided for each of TEQ and FEQ.



Although this measure eliminates the problem in the
aforementioned digital communication systems, the half-duplex
communication system TCM-ISDN employed in Japan as an existing
ISDN communication system, in which the up and down data
5 transmission are switched by time division like Ping-Pong,
poses the problem that in the case where the half-duplex
transmission path and other transmission path are adjacently
placed to each other on an aggregated line or the like, the NEXT
noises and the FEXT noises from the half-duplex transmission
10 path have an effect alternately on the communication terminals
connected to the other transmission paths adjacent to the
half-duplex transmission path.

In the Japanese ADSL system, therefore, a method is
proposed in which the bit map is switched in accordance with
15 the FEXT and NEXT sections of the TCM-ISDN interference noises
("G.lite: Proposal for draft of Annex of G.lite", ITU-T, SG-15,
Waikiki, Hawaii 29 June-3 July 1998, Temporary Document WH-
047).

Fig. 15 shows an outline of a digital communication system
20 using the digital communication equipment employing the method
described above. In Fig. 15, numeral 11 designates a central
office (CO) which controls the TCM-ISDN communication and the
ADSL communication, numeral 12 designates a TCM-ISDN
transmission path for the TCM-ISDN communication, numeral 13
25 designates an ADSL transmission path for the ADSL communication,



numeral 14 designates an ADSL terminal equipment (ATU-R; ADSL transceiver unit, remote terminal end) such as a communication modem which performs the ADSL communication with other not shown ADSL communication terminal equipment through the ADSL transmission path 13, numeral 15 designates an ADSL office equipment (ATU-C; ADSL transceiver unit, central office end) which controls the ADSL communication within the central office 11, numeral 16 designates a TCM-ISDN terminal equipment (TCM-ISDN NT1) such as a communication modem which performs the TCM-ISDN communication with other not shown TCM-ISDN terminal equipment through the TCM-ISDN transmission path 12, numeral 17 designates a TCM-ISDN office equipment (TCM-ISDN LT) which controls the TCM-ISDN communication in the central office 11, and numeral 18 designates a sync controller which synchronizes the communication between the TCM-ISDN office equipment (TCM-ISDN LT) 17 and the ADSL office equipment (ATU-C) 15. The sync controller 18 may alternatively be installed in the TCM-ISDN office equipment (TCM-ISDN LT) 17 or the ADSL office equipment (ATU-C) 15.

As described above, when viewed from the ADSL terminal equipment (ATU-R) 14, as shown in Fig. 15, the interference noise transmitted by the TCM-ISDN office equipment (TCM-ISDN LT) 17 providing a far half-duplex communication system through the TCM-ISDN transmission path 12 and the ADSL transmission path 13 which are adjacent on an aggregated line is called the "FEXT



noise", while the interference noise transmitted by the TCM-ISDN terminal equipment (TCM-ISDN NT1) 16 constituting a near half-duplex communication system through the TCM-ISDN transmission path 12 and the ADSL transmission path 13 which
5 are adjacent on an aggregated line is called the "NEXT noise".

When viewed from the ADSL office equipment (ATU-C) 15, on the other hand, the case is opposite to the view from the ADSL terminal equipment (ATU-R) 14, and the interference noise transmitted by the office equipment (ISDN LT) 17 of the ISDN
10 transmission system constituting the near half-duplex communication system is the NEXT noise, while the interference noise transmitted by the terminal equipment (ISDN NT1) 16 of the ISDN transmission system making up a far half-duplex communication system constitutes the FEXT noise.

15 Fig. 16 shows a functional configuration of a transmission unit or a dedicated transmitter (hereinafter referred to as the transmission system) such as a communication modem of the ADSL office equipment (ATU-C; ADSL transceiver unit, central office end) 15 of the digital communication system. On
20 the other hand, Fig. 17 shows a functional configuration of a receiving unit or a dedicated receiver (hereinafter referred to as the receiving system) such as a communication modem of the ADSL terminal equipment (ATU-R) 14 of the digital communication system.

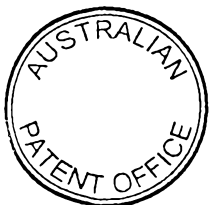
25 In Fig. 16, numeral 41 designates a multiplex/sync



controller, numerals 42 and 43 designate cyclic redundancy check (crc) units, numerals 44 and 45 designate scramble forward error correction units (Scram & FEC), numeral 46 designates an interleaver, numerals 47 and 48 designate rate converters, numeral 49 designates a tone ordering unit, numeral 50 designates a constellation encoder and gain scaling unit, numeral 51 designates an inverse discrete Fourier transform unit (IDFT), numeral 52 designates an input parallel/serial buffer, and numeral 53 designates an analog processing and D/A converter (DAC).

In Fig. 17, numeral 141 designates an analog processing and A/D converter (ADC), numeral 142 designates a time domain equalizer (TEC), numeral 143 designates an input serial/parallel buffer, numeral 144 designates a discrete Fourier transform unit (DFT), numeral 145 designates a frequency domain equalizer (FEQ), numeral 146 designates a constellation encoder and gain scaling unit, numeral 147 designates a tone ordering unit, numerals 148, 149 designate rate converters, numeral 150 designates a deinterleaver, numerals 151, 152 designate descramble forward error correction units (FEC), numerals 153, 154 designate cyclic redundancy check units (crc), and numeral 155 designates a multiplex/sync controller.

Now, the operation will be explained. First, the reference is made to the operation of the transmission system



of the ADSL office equipment (ATU-C) 15. In Fig. 16, the transmission data are multiplexed by the multiplex/sync controller 41, and have an error detection code added thereto by the cyclic redundancy check units 42, 43, have the FEC code added thereto and subjected to the scramble processing by the scramble forward error correction units 44, 45, sometimes followed by the processing in the interleaver 46. After that, the rate is converted by the rate converters 47, 48, the tone ordering is executed by the tone ordering unit 49, the constellation data are produced by the constellation encoder and gain scaling unit 50, the inverse discrete Fourier transform is carried out by the inverse discrete Fourier transform unit 51, the digital waveform is converted into an analog waveform through the analog processing and D/A converter 53, and then the signal is applied through a low-pass filter.

An explanation will be given of the operation of the receiving system of the ADSL terminal equipment (ATU-R) 14. In Fig. 17, the analog processing and A/D converter 141 applies the received signal through a low-pass filter, and converts the analog waveform into a digital waveform through the A/D converter, followed by the time domain adaptive equalization through a time domain equalizer (TEQ) 142.

Then, the data subjected to the time domain adaptive equalization are converted from serial to parallel data through the input serial/parallel buffer 143, subjected to the discrete



Fourier transform in the discrete Fourier transform unit (DFT) 144, and then subjected to the frequency domain adaptive equalization by the frequency domain equalizer (FEQ) 145.

The constellation data are reproduced by the
5 constellation encoder and gain scaling unit 146, converted into the serial data by the tone ordering unit 147, have the rate converted in the rate converters 148, 149, subjected to the descramble processing and FEC by the descramble and forward error correction unit 151, and in some cases, after being
10 deinterleaved by the deinterleaver 150, subjected to FEC and descramble processing by the descramble and forward error correction unit 152. After the processing in the cyclic redundancy check unit 153, 154, the data are reproduced by the multiplex/sync controller 155.

15 In the process, the sync controller 18 of the central office (CO) 11 synchronizes the transmission timing between the TCM-ISDN office equipment (TCM-ISDN LT) 17 and the ADSL office equipment (ATU-C) 15. Thus, the ADSL terminal equipment (ATU-R) 14 can recognize the timing of generation of the NEXT
20 noise and FEXT noise.

Specifically, the ADSL terminal equipment (ATU-R) 14, by the synchronization between the TCM-ISDN communication and the ADSL communication, determines that the NEXT noise is generated in the received data or the signal received through the ADSL
25 transmission path 13 during a predetermined time when the data



are transmitted up the TCM-ISDN transmission path 12 at a known timing. On the other hand, during a predetermined time when the data are transmitted down the TCM-ISDN transmission path 12 at a known timing, the generation of the FEXT can be similarly
5 recognized in the data received through the ADSL transmission path 13.

In the Japanese ADSL system, as shown in Fig. 18, the bit map A and the bit map B are assigned to the FEXT sections and the NEXT sections, respectively, and in the rate converters 47,
10 48 of Fig. 16, the bit distribution is increased in FEXT section where there is a less noise, and the bit distribution is reduced in the NEXT section where there is a large noise. As a result, the transmission rate can be improved as compared with the conventional case in which the bit distribution is determined
15 only by the NEXT section.

Fig. 19 shows the manner in which the data received at uniform rate (64 kbps in the calculation example below) are assigned to the bit map A and the bit map B at the time of transmission. First, the data sent in at uniform rate are
20 stored in the form of fixed bits in units of symbols. These data are converted into bits for the bit map A and the bit map B by a rate converter. An integer multiple is not involved, however, because the interval of the transmitted symbols is 246 μ s for the ISDN period of 2.5 ms.

25 Thus, as shown in Fig. 20, with 34 periods (= 345 symbols,



85 ms) as one unit (hyperframe), only the FEXT section in the hyperframe where the symbols are filled up is defined as a bit map A, and the other portions as a bit map B (in the drawing, SS and ISS indicate sync signals). Whether each DMT symbol is associated with bit map A or bit map B is determined from the following equations. (In the equations below, the DMT symbol No. is assumed to be N_{dmf})

.Transmission from ATU-C to ATU-R

$$S = 272 \times N_{\text{dmf}} \bmod 2760$$

10 if $\{(S + 271 < a) \text{ or } (S > a + b)\}$ then [bit map A symbol]
 if $\{(S + 271 \geq a) \text{ and } (S \leq a + b)\}$ then [bit map B symbol]

where $a = 1243$, and $b = 1461$.

15 .Transmission from ATU-R to ATU-C

$$S = 272 \times N_{\text{dmf}} \bmod 2760$$

 if $\{(S > a) \text{ and } (S + 271 < a + b)\}$ then [bit map A symbol]
 if $\{(S \leq a) \text{ or } (S + 271 \geq a + b)\}$ then [bit map B symbol]

where $a = 1315$, and $b = 1293$.

An example of calculation for determining the bit assignment for the single bit map using only the bit map A to assign data is shown below.

25 .Number of bits of 1 DMT symbol (before rate conversion)



= (transmission rate) × (transmission time)/(total
number of symbols (except for ISS (inverse sync
symbol) and SS (sync symbol))

= 64 kbps × 85 ms/340

5 = 16 bits

.Number of bits of bit map A

= (transmission rate) × (transmission time)/(total
number of symbols of bit map A (except for ISS (inverse
sync symbol) and SS (side A sync symbol))

10 = 64 kbps × 85 ms/126

= 43.175

Thus, the bit map A is assumed to be equal to 44 bits.

Further, because of the single bit map (using only the bit map
A), the bit map B is set to zero bit.

15 The following is an example of calculation for
determining the bit assignment for the dual bit map using both
the bit map A and the bit map B.

.Number of bits of 1 DMT symbol (before rate conversion)

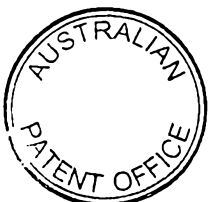
= (transmission rate) × (transmission time)/(total
20 number of symbols (except for ISS (inverse sync
symbol) and SS (sync symbol))

= 64 kbps × 85 ms/340

= 16 bits

.This calculation example assumes that the number of bits of

25 the bit map B is 3.

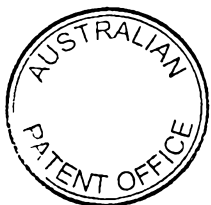


.Number of bits of bit map A

$$\begin{aligned}
 &= ((\text{transmission rate}) \times (\text{transmission time}) - \\
 &\quad (\text{number of bits per symbol of bit map B}) \times (\text{number} \\
 &\quad \text{of symbols of bit map B (except for ISS (inverse} \\
 5 \quad &\text{sync symbol) and SS (side A sync symbol))}) / (\text{number of} \\
 &\quad \text{symbols of bit map A (except for ISS (inverse sync} \\
 &\quad \text{symbol) and SS (side A sync symbol)}) \\
 &= (64 \text{ kbps} \times 85 \text{ ms} - 3 \times 214) / 126 \\
 &= 38.079 \text{ bits}
 \end{aligned}$$

10 Thus, the bit map A has 39 bits.

When changing the bit distribution by a rate converter as described above, the data are output only after being stored to some degree in the rate converter at the transmitting or receiving end. Therefore a delay time occurs in the rate
 15 converter. Further, with a single bit map, the transmission data are assigned as fully in the bit map A as possible in each hyperframe. In some cases, therefore, the data of a given period may be assigned to the bit map A of a subsequent period. A further delay time is caused by such data. Even with a dual
 20 bit map, bits are assigned in the bit map A and the bit map B of the hyperframe as fully as possible. In some cases, therefore, the data of a given period may be assigned to a subsequent period, which causes an additional delay time for the particular data. In this conventional system, an
 25 excessively large delay is a problem.



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Accordingly, an object of the present invention is to provide a communication system and a communication method capable of suppressing the delay, or to at least provide a useful alternative to the prior art.

- 5 The reference to any prior art in this specification is not, and should not be taken as, an acknowledgment or any form of suggestion that that prior art forms part of the common general knowledge in Australia.

10 SUMMARY OF THE INVENTION

The present invention provides a communication system which sets in one period the data transmission time suitable for data transmission and the quasi-data transmission time
15 other than the data transmission time in accordance with the transmission path, and communicates by multiplexing first data and second data,

wherein the communication system is adapted to assign bits of the first and second data for transmission in said
20 one period such that the first data can be transmitted during the data transmission time of said one period, and also such that the second data for a predetermined period can be transmitted in a portion of the data transmission time for the predetermined period to which bits of the first
25 data are not assigned.

The present invention also provides a communication system adapted to set in one period the data transmission time suitable for data transmission and the quasi-data transmission time other than the data transmission time in
30 accordance with the transmission path, and to communicate by multiplexing first data and second data,

wherein the communication system is adapted to assign bits of the first and second data for transmission in said one period such that the first data can be transmitted
35 during the data transmission time and the quasi-data transmission time of said one period, and also such that the



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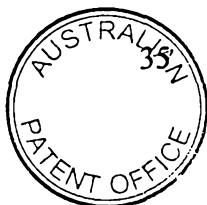
second data for a predetermined period can be transmitted in a portion of the data transmission time and quasi-data transmission time for the predetermined period to which the first data has not been assigned.

5 The present invention also provides a communication system adapted to set in one period the data transmission time suitable for data transmission and the quasi-data transmission time other than the data transmission time in accordance with the transmission path, and to communicate by
10 multiplexing first data and second data,

 wherein the communication system is adapted to assign bits of the first and second data for transmission in said one period such that the first data can be transmitted during the data transmission time of said one period, and
15 also such that the second data for a predetermined period can be transmitted in a portion of the data transmission time for the predetermined period to which the first data has not been assigned, and is adapted to reproduce the whole first data for one period based on bits of received first
20 data assigned to the data transmission time for one period, and to reproduce the whole of received second data for the predetermined period based on bits of received second data assigned to said portion of the data transmission time of the predetermined period.

25 The present invention also provides a communication system adapted to set in one period the data transmission time suitable for data transmission and the quasi-data transmission time other than the data transmission time in accordance with the transmission path, and to communicate by
30 multiplexing first data and second data,

 wherein the communication system is adapted to assign bits of the first and second data for transmission in said one period such that the first data can be transmitted during the data transmission time and the quasi-data transmission time of said one period, and also such that the
second data for a predetermined period can be transmitted in



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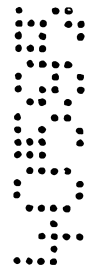
a portion of the data transmission time and the quasi-data transmission time for the predetermined period to which the first data has not been assigned, and is adapted to reproduce the whole first data for one period based on bits
5 of received first data assigned to the data transmission time and the quasi-data transmission time for one period, and to reproduce the whole of received second data for the predetermined period based on bits of received second data assigned to said portion of the data transmission time and
10 the quasi-data transmission time of the predetermined period.

The present invention also provides a communication method for setting in one period the data transmission time suitable for data transmission and the quasi-data
15 transmission time other than the data transmission time in accordance with the transmission path, and communicating by multiplexing first data and second data, the method including the step of:

assigning bits of the first and second data for
20 transmission in said one period such that the first data can be transmitted during the data transmission time of said one period, and also such that the second data for a predetermined period can be transmitted in a portion of the data transmission time for the predetermined period to which
25 bits of the first data are not assigned.

The present invention also provides a communication method for setting in one period the data transmission time suitable for data transmission and the quasi-data transmission time other than the data transmission time in
30 accordance with the transmission path, and communicating by multiplexing first data and second data, the method including the step of:

assigning bits of the first and second data for transmission in said one period such that the first data can be transmitted during the data transmission time and the quasi-data transmission time of said one period, and also



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such that the second data for a predetermined period can be transmitted in a portion of the data transmission time and the quasi-data transmission time for the predetermined period to which the first data has not been assigned.

5 The present invention also provides a communication method for setting in one period the data transmission time suitable for data transmission and the quasi data transmission time other than the data transmission time in accordance with the transmission path, and communicating by
10 multiplexing first data and second data, the method including the steps of:

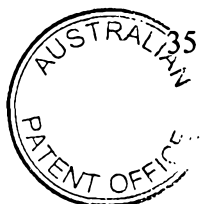
 assigning bits of the first and second data for transmission in said one period such that the first data can be transmitted during the data transmission time of said one
15 period, and also such that the second data for a predetermined period can be transmitted in a portion of the data transmission time for the predetermined period to which the first data has not been assigned;

 receiving first and second data transmitted in said one
20 period; and

 reproducing the whole first data for one period based on bits of received first data assigned to the data transmission time for said one period, and reproducing the whole second data for the predetermined period based on bits
25 of received second data assigned to said portion of the data transmission time of the predetermined period.

 The present invention also provides a communication method for setting in one period the data transmission time suitable for data transmission and the quasi-data
30 transmission time other than the data transmission time in accordance with the transmission path, and communicating by multiplexing first data and second data, the method including the steps of:

 assigning bits of the first and second data for transmission in said one period such that the first data can be transmitted during the data transmission time and the



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quasi-data transmission time of said one period, and also such that the second data for a predetermined period can be transmitted in the portion of the data transmission time and the quasi-data transmission time for the predetermined
5 period to which the first data has not been assigned;

receiving first and second data transmitted in said one period; and

reproducing the whole first data for one period based on bits of received first data assigned to the data
10 transmission time and the quasi-data transmission time for said one period, and reproducing the whole second data for the predetermined period based on bits of received second data assigned to said portion of the data transmission time and the quasi-data transmission time of the predetermined
15 period.

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BRIEF DESCRIPTION OF THE DRAWINGS

Fig. 1 is a diagram which explains the bit assignment
5 of a communication system according to an embodiment of the present invention;

Fig. 2 is a diagram which explains the bit assignment of a communication system according to an embodiment of the present invention;

10 Fig. 3 is a diagram which explains a table delivered between the transmitting and receiving ends at the time of initialization of the conventional communication system;

Fig. 4 is a diagram which explains a table delivered between the transmitting and receiving ends at the time of
15 initialization of the communication system according to an embodiment of the present invention;

Fig. 5 is a configuration diagram showing the transmission function of the ADSL office equipment according to an embodiment of the present invention;

20 Fig. 6 is a configuration diagram showing the transmission function of the ADSL terminal equipment according to an embodiment of the present invention;

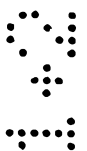
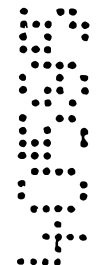
Fig. 7 is a diagram which explains the bit assignment of a communication system according to an embodiment of the present invention;
25

Fig. 8 is a diagram which explains the bit assignment of a communication system according to an embodiment of the present invention;

Fig. 9 is a diagram which explains the bit assignment
30 for transmission in combined low delay transmission mode and normal mode;

Fig. 10 is a diagram which explains the bit assignment of a communication system according to an embodiment of the present invention;

Fig. 11 is a diagram which explains the bit assignment of a communication system according to an embodiment of the



present invention;

Fig. 12 is a diagram which explains the bit assignment of a communication system according to an embodiment of present invention;

5 Fig. 13 is a diagram which explains the slot structure of the data transmitted and received between the ADSL office equipment according to an embodiment of the present invention;

10 Fig. 14 is a diagram which explains the behaviour of the interference noises between the transmission paths;

Fig. 15 is a diagram which explains the behaviour of the interference noises between the transmission paths;

Fig. 16 is a configuration diagram showing the transmission function of the ADSL office equipment;

15 Fig. 17 is a configuration diagram showing the receiving function of the ADSL terminal equipment;

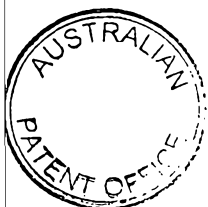
Fig. 18 is a diagram which explains the correspondence between the FEXT section and the NEXT section and the bit map;

20 Fig. 19 is a diagram which explains the bit map assignment according to the prior art; and

Fig. 20 is a diagram which explains the hyperframe structure.

25

BEST MODE FOR CARRYING OUT THE INVENTION



For understanding the present invention in more detail, an explanation will be given with reference to the accompanying drawings.

In order to suppress the delay, bits are assigned in such a manner that the transmission data of one period can be transmitted during the data transmission time of the particular period. The bit assignment is conducted by rate converters 47, 48 shown in Fig. 16 like the conventional communication system.

Fig. 1 shows an outline of the bit assignment. Bits are assigned in such a manner that uniform data of one period can all be transmitted during the data transmission time which is the time (corresponding to the FEXT section described above) suitable for data transmission in the particular period. Also, dummy data are assigned to the portion of the data transmission time to which the data could not be assigned.

Now, an example of calculation for determining the bit assignment will be explained with reference to the single bit map using only the bit map A. Bits are assigned, for example, in such a manner that one period (2.5 ms) of data, i.e. ten DMT symbols of data are inserted in three symbols of the bit map A (symbols that can be fully inserted in the data transmission time), and dummy bits are assigned to the bits, if any, remaining in the third symbol of the bit map A. Further, in the case where the bit map A has four successive symbols (0th period and 1st period in Fig. 20, for example), on the other hand, dummy bits



are assigned to the entire fourth symbol of the bit map A.

Specifically, the number of bits of the bit map A is required to meet the following conditions.

(Number of bits of bit map A) $\times 3 \geq$ (transmission rate
5 in kbps) $\times$ (one period 2.5 ms).

The specifications for this bit assignment are as follows
(an example of calculation of the bit assignment for the
possible data transmission rate of 64 kbps for the ADSL
transmission path as determined based on the S/N ratio measured
10 during the training period as described above in the
embodiment).

.Number of bits of 1 DMT symbol (before rate conversion)

= (transmission rate) $\times$ (transmission time)/(total
number of symbols (except for ISS (inverse sync
15 symbol) and SS (sync symbol))
= 64 kbps $\times$ 85 ms/340
= 16 bits

.Number of bits of bit map A

= (number of bits of 1 DMT symbol) $\times$ (ten DMT
20 symbols)/(3 symbols)
= 16 $\times$ 10/3
= 53.33

Thus, the bit map A is equal to 54 bits.

.Dummy bits for third bit map A in each period

25 = (number of bits of bit map A) $\times$ (3 symbols) -



(number of bits for 1 DMT symbol) × (ten DMT symbols)

$$= 54 \times 3 - 16 \times 10$$

$$= 2 \text{ bits}$$

5 In the presence of the fourth bit map A, dummy bits are used for all the transmission bits. Further, due to the single bit map (only the bit map A is used), the bit map B is set to zero bits.

Now, an example of calculation for determining the bit
10 assignment for the dual bit map using both the bit map A and the bit map B is shown below. The bit assignment is conducted in the rate converters 47, 48 shown in Fig. 16 as in the conventional communication system.

Fig. 2 shows an outline of the bit assignment according
15 to this embodiment. In this case, in order to suppress the delay, bits for uniform data of one period are assigned to the data transmission time (for example, corresponding to the FEXT section described above) suitable for data transmission and the quasi-data transmission time (for example, corresponding to the
20 NEXT section described above) other than the data transmission time within the particular period. Also, the portion of the data transmission time and the portion of the quasi-data transmission time not assigned the transmission data are assigned dummy data for transmission.

25 Bits are assigned in such a manner that the data of one



period (2.5 ms), i.e. the data for ten DMT symbols (before rate conversion) are inserted in a unit of ten symbols (after rate conversion) including three symbols of the bit map A (symbols that can be fully inserted in the data transmission time) plus
 5 seven symbols of the bit map B (quasi-data transmission time) (except for ISS (inverse sync symbol) and SS (sync symbol)). Further, the portion not assigned the data in the bit map B is assigned dummy bits. Furthermore, in the case where the bit map A has four successive symbols, the fourth symbol of the bit
 10 map A is also assigned the transmission data in the same way that the bits are assigned for the bit map A described above, and the portion not assigned the data in the bit map A and the bit map B is assigned dummy bits. In the process, the delay amount can be reduced by minimizing the difference between the
 15 number of bits assigned to the bit map A and the number of bits assigned to the bit map B.

Specifically, the number of bits of the bit map A and the bit map B is required to meet the following conditions.

.(number of bits of bit map A) $\times$ 3 + (number of bits of bit
 20 map B) $\times$ 7 $\geq$ (transmission rate in kbps) $\times$ (one period, 2.5 ms)

.In order to reduce the delay time, the difference between the number of bits assigned to the bit map A and the number of bits assigned to the bit map B is minimized as much as possible (the
 25 delay time assumes the worst value for the minimum value of the



bit map B).

The specifications for this bit assignment are as follows
(An example of calculation of bit assignment for the
transmissible data rate of 64 kbps of the ADSL transmission path
5 as determined based on the S/N ratio measured during the
training period as described above is shown in this embodiment).

.Number of bits for 1 DMT symbol (before rate conversion)

$$= (\text{transmission rate}) \times (\text{transmission time}) / (\text{total number of symbols (except for ISS (inverse sync symbol) and SS (sync symbol)})$$

$$= 64 \text{ kbps} \times 85 \text{ ms} / 340$$

$$= 16 \text{ bits}$$

.This example of calculation assumes that the number of bits
of the bit map B is two.

15 .Number of bits of bit map A

$$\begin{aligned} &= ((\text{number of bits for 1 DMT symbol}) \times (\text{ten DMT symbols}) \\ &- (\text{total number of bits for seven bit maps B})) / (3 \text{ symbols}) \\ &= (16 \times 10 - 2 \times 7) / 3 \\ &= 48.67 \end{aligned}$$

20 Thus, the bit map A equals 49 bits.

.Dummy bits for the tenth bit map B in unit of ten symbols (after
rate conversion)

$$\begin{aligned} &= (\text{number of bits of bit map A}) \times (3 \text{ symbols}) + (\text{number} \\ &\text{of bits of bit map B}) \times (7 \text{ symbols}) - (\text{number of bits for 1} \\ &25 \text{ DMT symbol}) \times (\text{ten DMT symbols}) \end{aligned}$$



$$= 49 \times 3 + 2 \times 7 - 16 \times 10$$

$$= 1 \text{ bit}$$

Although the delay time can be suppressed in the
aforementioned bit assignment, the wasteful transmission of
5 dummy bits deteriorates the transmission efficiency. In the
case where the conventional single bit map is used at the data
rate of 64 kbps, for example, the bit map A of 44 bits requires
54 bits in the bit assignment (hereinafter referred to as the
low transmission delay mode) described above.

10 For transmitting all the bits of the bit map A as effective
bits, for example, the data transmission capacity of

$$\begin{aligned} & 54 \text{ bits} \times 126 \text{ (number of bit map A in hyperframe)} / 85 \text{ ms} \\ & = 80 \text{ kbps} \end{aligned}$$

is required for the ADSL transmission path 13 (Fig. 15) in low
15 transmission delay mode.

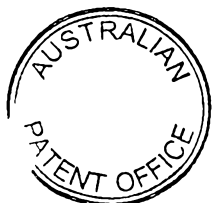
The actual effective transmission data contained in the
data transmission capacity of about 80 kbps, however, is 64 kbps,
and therefore, the transmission loss of

$$80 \text{ kbps} - 64 \text{ kbps} = 16 \text{ kbps}$$

20 occurs in the ADSL transmission path 13.

In the other mode than the low transmission delay mode
(hereinafter referred to the normal mode), on the other hand,
the bit map A has 44 bits, and therefore the data transmission
capacity of

25 $44 \text{ bits} \times 126 \text{ (number of bit map A in hyperframe)} / 85 \text{ ms}$



= 65 kbps

is required. Therefore, the transmission loss will be

65 kbps - 64 kbps = 1 kbps.

Thus, the transmission loss is smaller than the figure for the

5 low transmission delay mode.

As described above, the low transmission delay mode with a small delay is accompanied by a large transmission loss. Depending on the transmission data type, however, the reduction of the transmission loss may be desired in preference to
10 suppressing the delay time.

In view of this, this invention efficiently transmits the data by combining the low transmission delay mode and the normal mode, when the data to be reduced in delay time and the data to be reduced in transmission loss are coexisting and then
15 multiplexing these data. An embodiment will be explained below.

With the ADSL office equipment shown in Fig. 16 constituting the section of transmission to the ADSL terminal equipment, there are two routes available from the
20 multiplex/sync controller 41 to the tone ordering unit 49. One is a interleaved data buffer route which includes the interleaver 46, and the other is a fast data buffer route which is not including the interleaver 46. The interleaved data buffer route for the interleave operation is accompanied by a
25 longer delay. Similarly, the ADSL terminal equipment shown in



Fig. 17 also has two routes. This configuration makes it possible to use the interleaved route and the non-interleaved route for different purposes.

First, the manner in which data are transmitted is
5 determined by the initialization process. An example of a table transmitted for the initialization is shown in Fig. 3. In Fig. 3, m_{12} , m_{13} are accompanied by the description "Reserved for future use". In this embodiment, however, this portion is used as a flag indicating which is selected, the low transmission
10 delay mode or the normal mode, in the fast data buffer route and the interleaved data buffer route, as shown in Fig. 4. m_{12} , m_{13} are defined as follows.

When $m_{12} = 0$, the fast data buffer route is processed in normal mode.

15 When $m_{12} = 1$, the fast data buffer route is processed in low transmission delay mode.

When $m_{13} = 0$, the interleaved data buffer route is processed in normal mode.

When $m_{13} = 1$, the interleaved data buffer route is
20 processed in low transmission delay mode.

With reference to Figs. 5 and 6, an explanation will be given of the operation performed in the case where a request is received from a high-level layer to transmit the audio data (first data) which need a reduced influence of transmission
25 delay as much as possible through the fast data buffer route



in low transmission delay mode and to transmit the Internet data (second data) that rates are valued more than the delay through the interleaved data buffer route in normal mode, for example. Fig. 5 is a diagram showing a functional configuration of the transmission system of the ADSL office equipment, and Fig. 6 is a diagram showing a functional configuration of the receiving system of the ADSL terminal equipment. In Fig. 5, numeral 61 designates a low transmission delay mode controller which controls the selection between the fast data buffer route and the interleaved data buffer route and between the low transmission delay mode and normal mode. In Fig. 6, numeral 161 designates a low transmission delay mode controller which controls the selection between the fast data buffer route and the interleaved data buffer route and the low transmission delay mode, and numeral 162 designates a table delivered between the transmitting and receiving ends for initialization.

As described above, when the ADSL office equipment 15 has received a request from a high-level layer to transmit the audio data through the fast data buffer route in low transmission delay mode and to transmit the Internet data through the interleaved buffer route in normal mode, the table as shown in Fig. 4 is transmitted to the ADSL terminal equipment 16 as $m_{12} = 1$ and $m_{13} = 0$ according to the initialization process. In this initialization process, the contents of the table transmitted are reflected in the table 162 (Fig. 6) of the ADSL terminal



equipment 16.

Then, in the ADSL office equipment 15, the low transmission delay mode controller 61 (Fig. 5) controls the operation in such a manner as to transmit the audio data through
5 the fast data buffer route and the Internet data through the interleaved data buffer route. Thus, the audio data is transmitted to the rate converter 47 through the cyclic redundancy check unit 42 and the scramble and forward error correction unit 44, while the Internet data is transmitted to
10 the rate converter 48 through the cyclic redundancy check unit 43, the scramble and forward error correction unit 45 and the interleaver 46.

In the process, the low transmission delay mode controller 61 controls the rate converters 47, 48 in such a
15 manner as to process the audio data in low transmission delay mode and the Internet data in normal mode. The rate converters 47, 48 are processed each data according to the control and transmitted. At the same time, the bit distribution is determined between the audio data (the first data) and the
20 Internet data (the second data), after which the respective data are multiplexed in the tone ordering unit 49, and transmitted to the ADSL terminal equipment 16 through the analog processing and D/A converter 53 and the ADSL transmission path 13.

In the ADSL terminal equipment 16 that has received the
25 audio data and the Internet data, on the other hand, the low



transmission delay mode controller 161 performs the control operation, with reference to the table 162 (Fig. 6) reflecting the contents transmitted at the time of initialization, in such a manner as to transmit the audio data through the fast data
5 buffer route and the Internet data through the interleaved data buffer route. Then, the audio data is transmitted to the rate converter 148 and the Internet data is transmitted to the rate converter 149, through the discrete Fourier transform unit 144, etc.

10 Because m_{12} is set to 1 and m_{13} is set to 0, the low transmission delay controller 161 controls the rate converters 148, 149 in such a manner as to process the audio data in low transmission delay mode and the Internet data in normal mode, and in accordance with this control operation, the rate
15 converters 148, 149 process and transmit the respective data.

After that, the audio data is transmitted through the descramble and forward error correction unit 151, the cyclic redundancy check unit 153 and the multiplex/sync controller 155, while the Internet data is transmitted through the
20 deinterleaver 150, the descramble and forward error correction unit 152, the cyclic redundancy check unit 154 and the multiplex/sync controller 155.

As described above, in the case where the audio data and the Internet data are transmitted in coexistence for
25 communication, the audio data and the Internet data are each



switched between the low transmission delay mode and the normal mode appropriately for bit distribution. By multiplexed transmission based on this bit distribution, the audio data can be transmitted by a communication method low in transmission delay, while the Internet data can be transmitted by a communication method low in transmission loss. In this way, the disadvantage of the transmission loss in low transmission delay mode can be suppressed to a minimum.

An example is shown below in which the transmission loss is compared between the case where all the data are transmitted in low transmission delay mode and the case where the low transmission delay mode and the normal mode are switched appropriately as described above. This example is associated with the single bit map.

For example, an ordinary home environment, where one ISDN telephone (audio data of 64 kbps) or equivalent and one Internet access unit (Internet data of 512 kbps) are used at the same time, is assumed.

.When all the transmission data of 576 kbps (audio data of 64 kbps plus Internet data of 512 kbps) is transmitted in low transmission delay mode, i.e. in the case where the data for a period is packed in the data transmission time of the particular period for both audio data and Internet data (see Fig. 7):

The number of bits of the ten DMT symbols before rate



conversion will be

$$576 \text{ kbps} \times 2.5 \text{ ms} = 1440 \text{ bits.}$$

The number of bits of the bit map A in low transmission delay mode will be

5 $1440 \text{ bits}/3 = 480 \text{ bits.}$

In this case, the total number of bits of the hyperframe will be

$$480 \text{ bits} \times 126 = 60480 \text{ bits.}$$

The required data transmission capacity will be

10 $60480 \text{ bits}/85 \text{ ms} = 711.5 \text{ kbps.}$

Thus, the transmission loss will be

$$711.5 \text{ kbps} - 576 \text{ kbps} = 135.5 \text{ kbps.}$$

The transmission loss in terms of the ratio to the entire transfer rate is expressed as

15 $135.5 \text{ kbps}/576 \text{ kbps} = 23.5 \text{ \%}.$

.When the audio data of 64 kbps is transmitted in low transmission delay mode and the Internet data of 512 kbps in normal mode, i.e. when the whole audio data for one period is assigned to the data transmission time of the particular period, and the Internet data are assigned to that portion of the data transmission time of a hyperframe which is not assigned the audio data (see Fig. 8):

For transmitting all the bits of the bit map A (assumed to be 54 bits, for example, as determined in the above-mentioned embodiment) as effective bits, the data transmission capacity

25



of

$$54 \text{ bits} \times 126 \text{ (number of bit map A in hyperframe)} / 85 \text{ ms} \\ = 80 \text{ kbps}$$

is required of the ADSL transmission path 13 in low transmission
5 delay mode, of which the effective transmission data is actually
64 kbps, and therefore the transmission loss will be

$$80 \text{ kbps} - 64 \text{ kbps} = 16 \text{ kbps}.$$

Thus, the transmission loss in terms of the ratio to the
entire transfer rate is calculated as

10 $16 \text{ kbps} / (64 \text{ kbps} + 512 \text{ kbps}) = 3 \%$.

It is thus seen that the ratio (= 3 %) of the transmission
loss to the transfer rate of all the transmission data in the
case where the low transmission delay mode and the normal mode
are switched for use as according to the present invention
15 described above is overwhelmingly less than the ratio (= 23.5 %)
of the transmission loss in the case where all the data are
transmitted in low transmission delay mode.

Now, an explanation will be given of an example in which
the low transmission delay mode and the normal mode are combined
20 and efficiently transmitted using the dual bit map in the case
where the data to be reduced in delay time and the data to be
reduced in transmission loss are coexisting. The operation is
similar to the aforementioned case.

An example of bit assignment for transmission in combined
25 low transmission delay mode and normal mode using the dual bit



map is shown in Fig. 9. The example of Fig. 9 represents the case in which the audio data is transmitted through the fast data buffer route in low transmission delay mode and the Internet data is transmitted through the interleaved data buffer route in normal mode. In Fig. 9, F designates the maximum number of bits that can be assumed in the FEXT section and N designates the maximum number of bits that can be assumed in the NEXT section. As described above, these numbers of bits are determined based on the S/N ratio measured during the training period. Further, F_i designates the number of bits per symbol in the FEXT section of the data using the interleaved data buffer route, F_f designates the number of bits per symbol in the FEXT section using the fast data buffer route, N_i designates the number of bits per symbol in the NEXT section using the interleaved data buffer route and N_f designates the number of bits per symbol in the NEXT section using the fast data buffer route. The number of bits per symbol of the data using the fast data buffer route before rate conversion is given as R_f .

The audio data which need the influence of the transmission delay as much as possible is transmitted in low transmission delay mode in which the data for the whole period is assigned to the data transmission time of the particular period for suppressing the delay. In the case where the dual bit map is used, it is also possible to assign the bits to the



bit map B. Therefore, the audio data are transmitted at the same data rate as the data rate before rate conversion. As a result, the wasteful dummy bits are not generated.

In the case where the maximum number of bits that can be assigned in the NEXT section (the number of bits assigned to the bit map B) is decreased to such an extent that the same number of bits as the number of bits per symbol of the audio data before rate conversion cannot be assigned to the bit map B, the audio data of ten symbols are assigned in such a manner that three symbols of data are transmitted as the bit map A and seven symbols of data are transmitted as the bit map B. Then, the portion of the bit map B where the data are not assigned is assigned dummy bits. Further, in the case where four symbols of bit map A successively exist, the fourth symbol of the bit map A is assigned the audio data in the same ratio as in the bit map A, and the dummy bits are assigned in the portion of the bit map A and the bit map B where data was not assigned.

The Internet data, on the other hand, are transmitted by being assigned to the portion where the audio data are not assigned in normal mode.

An example of calculation of each of the cases described above will be explained below.

.In the case where (number R_f of bits per symbol of the data using the fast data buffer route before rate conversion) = (maximum number N of bits that can be assumed in NEXT section)



(see Fig. 10)

The maximum number F of bits that can be assumed in the FEXT section determined based on the S/N ratio measured during the training period is 384 bits, and the maximum number N of bits that can be assumed during the NEXT section is 16 bits. An explanation will be given below of an example of calculation in the case where the audio data of 64 kbps (corresponding to one telephone set of ISDN, for example) is transmitted through the fast data buffer route in low transmission delay mode, and the Internet data of 512 kbps (corresponding to one Internet access unit, for example) is transmitted through the interleaved data buffer route in normal mode.

.. (Number R_f of bits per symbol of data using the fast data buffer route before rate conversion)

15 $= (\text{transmission rate}) \times (\text{transmission time}) / (\text{total number of symbols, (except for ISS (inverse sync symbol) and SS (sync symbol)})$

$$= 64 \text{ kbps} \times 85 \text{ ms} / 340$$

$$= 16 \text{ bits}$$

20 Since the maximum number N of bits that can be assumed in the NEXT section is 16 bits, then $R_f = N$, and therefore, $F_f = N_f = R_f$ is satisfied. As a result, the audio data using the fast data buffer route can be transmitted at uniform rate, so that the delay can be suppressed and the transmission loss is avoided.

25



Since all the bit map B are assigned to the audio data using the fast data buffer route, the Internet data using the interleaved data buffer route is assigned to the unused portion of the bit map A.

5 (Unused portion of bit map A)

= (maximum number F of bits that can be assumed in FEXT section) - (number F_f of bits per symbol in FEXT section of data using fast data buffer route)

= 384 - 16

10 = 368 bits

On the other hand, the number of bits required for transmitting the Internet data through the interleaved data buffer route using only the bit map A is as follows.

(Number of bits required for transmitting Internet data
15 through interleaved data buffer route using only bit map A)

= (transmission rate) $\times$ (transmission time)/(number of symbols of bit map A)

= 512 $\times$ 85/126

= 346 bits

20 Thus, the Internet data using the interleaved data buffer route can be transmitted by being assigned to the unused portion of the bit map A.

.In the case where (number R_f of bits per symbol of the data using the fast data buffer route before rate conversion) <

25 (maximum number N of bits that can be assumed in NEXT section)



(see Fig. 11)

The maximum number F of bits that can be assumed in the FEXT section determined based on the S/N ratio measured during the training period is 384 bits, and the maximum number N of bits that can be assumed during the NEXT section is 32 bits. An explanation will be given below of an example of calculation in the case where the audio data of 64 kbps (corresponding to one telephone set of ISDN, for example) is transmitted through the fast data buffer route in low transmission delay mode, and the Internet data of 512 kbps (corresponding to one Internet access unit, for example) is transmitted through the interleaved data buffer route in normal mode.

(Number R_f of bits per symbol of data using the fast data buffer route before rate conversion)

$$= (\text{transmission rate}) \times (\text{transmission time}) / (\text{total number of symbols, (except for ISS (inverse sync symbol) and SS (sync symbol)})$$

$$= 64 \text{ kbps} \times 85 \text{ ms} / 340$$

$$= 16 \text{ bits}$$

Since the maximum number N of bits that can be assumed in the NEXT section is 32 bits, then $R_f < N$, and therefore, $F_f = N_f = R_f$ is satisfied. As a result, the audio data using the fast data buffer route can be transmitted at uniform rate, so that the delay can be suppressed and the transmission loss is avoided.



The Internet data using the interleaved data buffer route are assigned to the unused portion of the bit map A and the bit map B.

(Unused portion of bit map A)

$$\begin{aligned}
 5 \quad &= (\text{maximum number } F \text{ of bits that can be assumed in FEXT} \\
 &\text{section}) - (\text{number } F_f \text{ of bits per symbol in FEXT section of data} \\
 &\text{using fast data buffer route}) \\
 &= 384 - 16 \\
 &= 368 \text{ bits}
 \end{aligned}$$

10 (Unused portion of bit map B)

$$\begin{aligned}
 &= (\text{maximum number } N \text{ of bits that can be assumed in NEXT} \\
 &\text{section}) - (\text{number } N_f \text{ of bits per symbol in NEXT section of data} \\
 &\text{using fast data buffer route}) \\
 &= 32 - 16
 \end{aligned}$$

$$15 \quad = 16 \text{ bits}$$

(Total unused portion of hyperframe)

$$\begin{aligned}
 &= (\text{unused portion of bit map A}) \times (\text{number of symbols of} \\
 &\text{bit map A}) + (\text{unused portion of bit map B}) \times (\text{number of symbols} \\
 &\text{of bit map B})
 \end{aligned}$$

$$\begin{aligned}
 20 \quad &= 368 \times 126 + 16 \times 214 \\
 &= 49792 \text{ bits}
 \end{aligned}$$

On the other hand, the number of bits required for transmitting the Internet data using the interleaved data buffer route by hyperframe (85 ms) is as follows.

25 (Number of bits required for transmitting Internet data by



hyperframe using interleaved data buffer route)

= (transmission rate) $\times$ (transmission time) / (number of symbols of bit map A)

= 512 $\times$ 85

5 = 43520 bits

Thus, the Internet data using the interleaved data buffer route can be transmitted by being assigned to the unused portion of the bit map A and the bit map B.

.In the case where (number R_f of bits per symbol of the data using the fast data buffer route before rate conversion) > (maximum number N of bits that can be assumed in NEXT section) (see Fig. 12)

The maximum number F of bits that can be assumed in the FEXT section determined based on the S/N ratio measured during the training period is 384 bits, and the maximum number N of bits that can be assumed during the NEXT section is 8 bits. An explanation will be given below of an example of calculation in the case where the audio data of 64 kbps (corresponding to one telephone set of ISDN, for example) is transmitted through the fast data buffer route in low transmission delay mode, and the Internet data of 512 kbps (corresponding to one Internet access unit, for example) is transmitted through the interleaved data buffer route in normal mode.

(Number R_f of bits per symbol of data using the fast data buffer route before rate conversion)



= (transmission rate) $\times$ (transmission time)/(total number of symbols, (except for ISS (inverse sync symbol) and SS (sync symbol))

= 64 kbps $\times$ 85 ms/340

5 = 16 bits

Since the maximum number N of bits that can be assumed in the NEXT section is 8 bits, it becomes $R_f > N$, and therefore, $F_f = N_f = R_f$ does not consist. As a result, bits are assigned in such a manner that the audio data using the fast data buffer route of ten symbols are transmitted in the ratio of 3 symbols for the FEXT section (bit map A) and 7 symbols for the NEXT section (bit map B).

(Data using fast data buffer route for ten symbols)

= 16 bits $\times$ 10 symbols

15 = 160 bits

(Number of bits that can be transmitted bit map B for 7 symbols)

= (maximum number N of bits that can be assumed in NEXT section) $\times$ 7 symbols

= 8 bits $\times$ 7 symbols

20 = 56 bits

(Number of bits to be transmitted by bit map A)

= ((data using 10 symbol fast data buffer route) - (number of bits that can be transmitted in 7 symbol NEXT section))/3 symbols

25 = (160 - 56)/3



= 34.66

Thus, the number of symbols in the FEXT section, i.e. the number of bits to be transmitted in the bit map A is assumed 35 bits. As a result, the audio data using the fast data buffer route corresponding to one period can be transmitted in the FEXT section and the NEXT section of one period, and therefore, the delay can be suppressed. Further, since the bits are assigned so as to reduce the difference between the number of bits assigned to the bit map A and the number of bits assigned to the bit map B, the delay can be suppressed.

Further, in view of the fact that all the bit map B are assigned to the audio data using the fast data buffer route, the Internet data using the interleaved data buffer route are assigned to the unused portion of the bit map A.

(Unused portion of bit map A)

= (maximum number F of bits that can be assumed in FEXT section) - (number F_f of bits per symbol in FEXT section of data using fast data buffer route)

= (maximum number F that can be assumed in FEXT section) - (number of bits to be transmitted in bit map A)

= 384 - 35

= 349 bits

On the other hand, the number of bits required for transmitting the Internet data through the interleaved data buffer route using only the bit map A is as follows.



(Number of bits required for transmitting Internet data through interleaved data buffer route using only bit map A)

= (transmission rate) $\times$ (transmission time)/(number of symbols of bit map A)

$$\begin{aligned} 5 \quad &= 512 \times 85/126 \\ &= 346 \text{ bits} \end{aligned}$$

As a result, the Internet data using the interleaved data buffer route can be transmitted by being assigned to the unused portion of the bit map A.

10 In the case where the audio data and the Internet data in coexistence are transmitted in the manner described above, the low transmission delay mode and the normal mode are appropriately selected and bits of the audio data and the Internet data are distributed between them, and based on the
15 particular bit distribution, the data are transmitted in multiplex fashion. Then, the audio data can be transmitted by a communication method small in transmission delay, and the Internet data can be transmitted by a communication method small in transmission loss. Therefore, it is thus making it possible
20 to minimize the disadvantage of the transmission loss occurred in low transmission delay mode.

In the case where the STM (synchronous transfer mode) interface is included as a backbone of the network, the data are transmitted in order of the ADSL terminal equipment - the
25 ADSL office equipment - the STM network - the ADSL office



equipment - the ADSL terminal equipment.

Between the ADSL office equipments through the STM network, as shown in Fig. 13, the data are supplied in time series in a ten-slot structure. The low transmission delay mode
5 controllers 61 (Fig. 5), 161 (Fig. 6) have the function of controlling the transmission and receiving of these data, the function of synchronizing the timing and detecting the position thereof to predetermine the slots storing the audio data and the Internet data, respectively, and the function of selecting
10 the data route based on the result of detection and controlling the particular route for low transmission delay mode or normal mode. The data transmission is thus controlled in accordance with the table prepared by the initialization process or the instruction from a high-level layer.

15 According to this embodiment, m_{12} , m_{13} in the initialization table are used as a flag for selecting the low transmission delay mode or the normal mode. A similar effect can be obtained, however, by using the other portions. Further, a similar effect is achieved, even if the mode can be selected
20 by other methods such as applying the flag to data.

In addition, this embodiment has been described with reference to the case in which a request for selecting the low transmission delay mode or the normal mode is received from a high-level layer. However, a similar effect can be attained
25 by means of automatic selection in accordance with the type of



data such as audio data or image data.

Further, the aforementioned embodiment has assumed the environment in which one ISDN telephone (64 kbps) or equivalent and one Internet access unit (512 kbps) are used at the same
5 time. Other applications or use of other transmission rates can produce a similar effect.

In addition, in spite of the example described above in which the audio data are transmitted through the fast data buffer route and processed in low transmission delay mode, and
10 the Internet data are transmitted through the interleaved data buffer route and processed in normal mode, the selection of the route and the processing mode according to the data type is not limited to the example shown above.

Furthermore, the functions described above with
15 reference to the functional diagram can be realized either in H/W or in S/W.

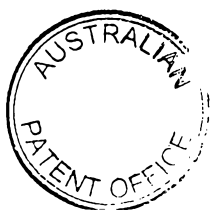
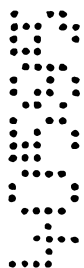
In addition, in the explanation above, even in the case where the maximum number of bits that can be assumed in the NEXT section with a dual bit map is greater than the number of bits
20 per symbol of the audio data before rate conversion, the audio data affected by the transmission delay are transmitted at the same data rate as before rate conversion. However, such audio data are not necessarily transmitted at the same data rate, a similar effect can be produced by assigning, for example, the
25 number of bits greater than the number of bits per symbol before



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rate conversion to the FEXT section, and the Internet data to the portion of the FEXT section and the NEXT section which are not assigned the audio data for transmission. As another alternative, the audio data are entirely assigned to the FEXT section and the Internet data are assigned to the portion of the FEXT section and the NEXT section where the audio data are not assigned for transmission, thereby producing a similar effect.

Throughout this specification and the claims which follow, unless the context requires otherwise, the word "comprise", and variations such as "comprises" and "comprising", will be understood to imply the inclusion of a stated integer or step or group of integers or steps but not the exclusion of any other integer or step or group of integers or steps.



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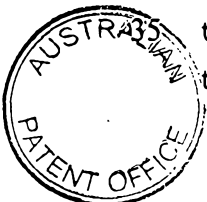
THE CLAIMS DEFINING THE INVENTION ARE AS FOLLOWS:

1. A communication system which sets in one period the data transmission time suitable for data transmission and
5 the quasi-data transmission time other than the data transmission time in accordance with the transmission path, and communicates by multiplexing first data and second data,
wherein the communication system is adapted to assign bits of the first and second data for transmission in said
10 one period such that the first data can be transmitted during the data transmission time of said one period, and also such that the second data for a predetermined period can be transmitted in a portion of the data transmission time for the predetermined period to which bits of the first
15 data are not assigned.

2. A communication system adapted to set in one period the data transmission time suitable for data transmission and the quasi-data transmission time other than the data
20 transmission time in accordance with the transmission path, and to communicate by multiplexing first data and second data,

wherein the communication system is adapted to assign bits of the first and second data for transmission in said
25 one period such that the first data can be transmitted during the data transmission time and the quasi-data transmission time of said one period, and also such that the second data for a predetermined period can be transmitted in a portion of the data transmission time and quasi-data
30 transmission time for the predetermined period to which the first data has not been assigned.

3. A communication system adapted to set in one period the data transmission time suitable for data transmission and the quasi-data transmission time other than the data
transmission time in accordance with the transmission path,



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and to communicate by multiplexing first data and second data,

wherein the communication system is adapted to assign bits of the first and second data for transmission in said one period such that the first data can be transmitted during the data transmission time of said one period, and also such that the second data for a predetermined period can be transmitted in a portion of the data transmission time for the predetermined period to which the first data has not been assigned, and is adapted to reproduce the whole first data for one period based on bits of received first data assigned to the data transmission time for one period, and to reproduce the whole of received second data for the predetermined period based on bits of received second data assigned to said portion of the data transmission time of the predetermined period.

4. A communication system adapted to set in one period the data transmission time suitable for data transmission and the quasi-data transmission time other than the data transmission time in accordance with the transmission path, and to communicate by multiplexing first data and second data,

wherein the communication system is adapted to assign bits of the first and second data for transmission in said one period such that the first data can be transmitted during the data transmission time and the quasi-data transmission time of said one period, and also such that the second data for a predetermined period can be transmitted in a portion of the data transmission time and the quasi-data transmission time for the predetermined period to which the first data has not been assigned, and is adapted to reproduce the whole first data for one period based on bits of received first data assigned to the data transmission time and the quasi-data transmission time for one period, and to reproduce the whole of received second data for the



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predetermined period based on bits of received second data assigned to said portion of the data transmission time and the quasi-data transmission time of the predetermined period.

5

5. A communication method for setting in one period the data transmission time suitable for data transmission and the quasi-data transmission time other than the data transmission time in accordance with the transmission path, and communicating by multiplexing first data and second data, the method including the step of:

assigning bits of the first and second data for transmission in said one period such that the first data can be transmitted during the data transmission time of said one period, and also such that the second data for a predetermined period can be transmitted in a portion of the data transmission time for the predetermined period to which bits of the first data are not assigned.

6. A communication method for setting in one period the data transmission time suitable for data transmission and the quasi-data transmission time other than the data transmission time in accordance with the transmission path, and communicating by multiplexing first data and second data, the method including the step of:

assigning bits of the first and second data for transmission in said one period such that the first data can be transmitted during the data transmission time and the quasi-data transmission time of said one period, and also such that the second data for a predetermined period can be transmitted in a portion of the data transmission time and the quasi-data transmission time for the predetermined period to which the first data has not been assigned.

7. A communication method for setting in one period the data transmission time suitable for data transmission and



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the quasi data transmission time other than the data transmission time in accordance with the transmission path, and communicating by multiplexing first data and second data, the method including the steps of:

- 5 assigning bits of the first and second data for transmission in said one period such that the first data can be transmitted during the data transmission time of said one period, and also such that the second data for a predetermined period can be transmitted in a portion of the
- 10 data transmission time for the predetermined period to which the first data has not been assigned;

receiving first and second data transmitted in said one period; and

- reproducing the whole first data for one period based
- 15 on bits of received first data assigned to the data transmission time for said one period, and reproducing the whole second data for the predetermined period based on bits of received second data assigned to said portion of the data transmission time of the predetermined period.

20

8. A communication method for setting in one period the data transmission time suitable for data transmission and the quasi-data transmission time other than the data transmission time in accordance with the transmission path, and communicating by multiplexing first data and second data, the method including the steps of:

25

assigning bits of the first and second data for transmission in said one period such that the first data can be transmitted during the data transmission time and the

30 quasi-data transmission time of said one period, and also such that the second data for a predetermined period can be transmitted in the portion of the data transmission time and the quasi-data transmission time for the predetermined period to which the first data has not been assigned;

30

receiving first and second data transmitted in said one period; and

35



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reproducing the whole first data for one period based on bits of received first data assigned to the data transmission time and the quasi-data transmission time for said one period, and reproducing the whole second data for
5 the predetermined period based on bits of received second data assigned to said portion of the data transmission time and the quasi-data transmission time of the predetermined period.

10 9. A communication system substantially as hereinbefore described with reference to Figures 1 to 13.

10. A communication method substantially as hereinbefore described with reference to Figures 1 to 13.

15

DATED this 2nd day of January, 2002

Mitsubishi Denki Kabushiki Kaisha

20 by DAVIES COLLISON CAVE
Patent Attorneys for the Applicant

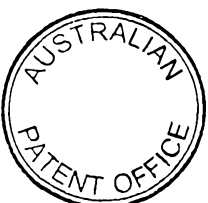


FIG.1

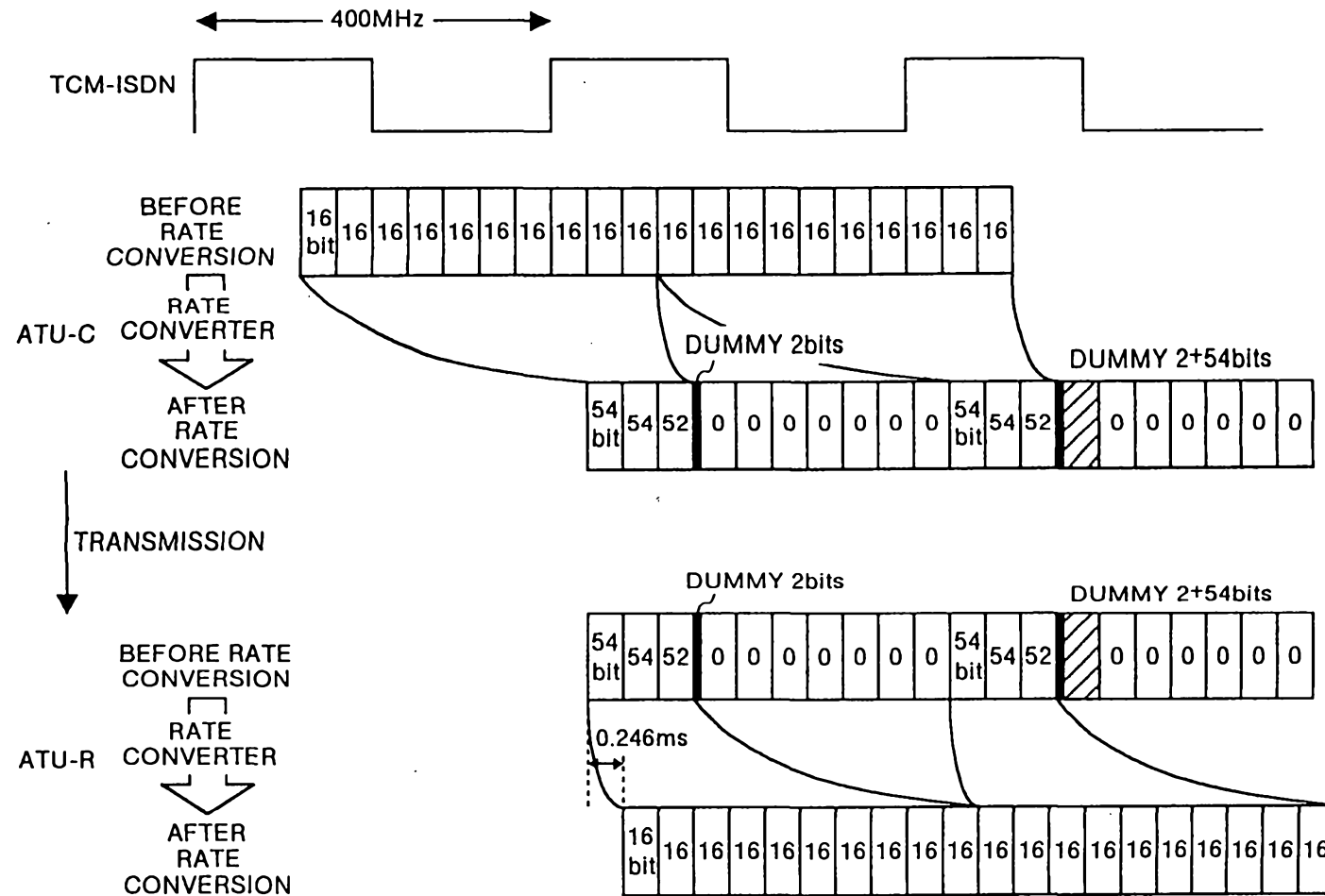


FIG.2

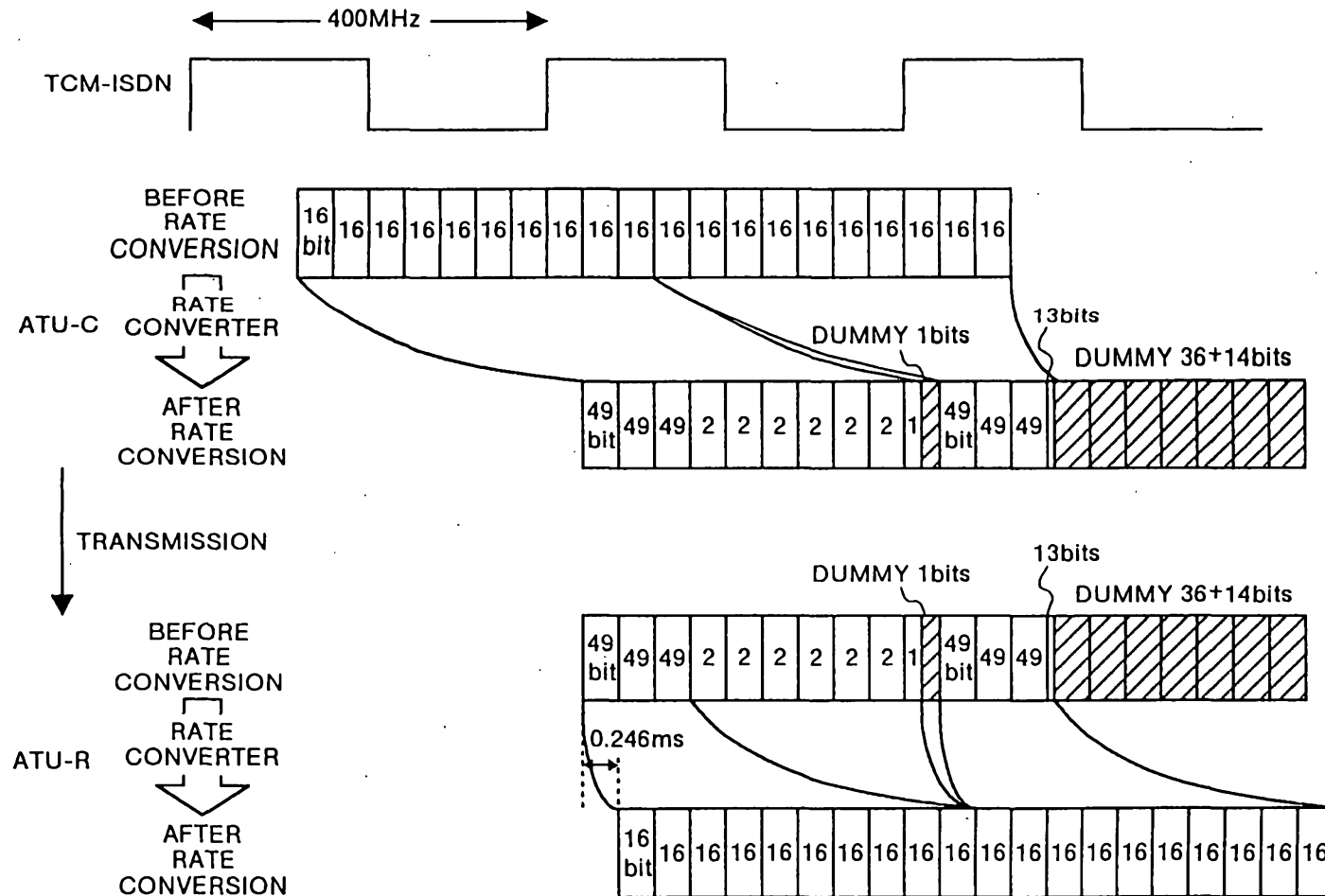


FIG.3

m_i	Parameter
$m_{47} \sim m_{44}$	Minimum required SNR margin
$m_{43} \sim m_{18}$	Reserved for future use
m_{17}	trellis coding option
m_{16}	echo cancelling option
m_{15}	unused (shall be set to 1)
m_{14}	Bitmap B mode
$m_{13} \sim m_{12}$	Reserved for future use
m_{11}	NTR
$m_{10} \sim m_9$	Framing mode
$m_8 \sim m_6$	Transmit PSD during initialization
$m_5 \sim m_4$	Reserved
$m_3 \sim m_0$	Maximum numbers of bits per sub-carrier supported

FIG.4

m_i	Parameter
$m_{47} \sim m_{44}$	Minimum required SNR margin
$m_{43} \sim m_{18}$	Reserved for future use
m_{17}	trellis coding option
m_{16}	echo cancelling option
m_{15}	unused (shall be set to 1)
m_{14}	Bitmap B mode
$m_{13} \sim m_{12}$	Low payload transfer delay mode
m_{11}	NTR
$m_{10} \sim m_9$	Framing mode
$m_8 \sim m_6$	Transmit PSD during initialization
$m_5 \sim m_4$	Reserved
$m_3 \sim m_0$	Maximum numbers of bits per sub-carrier supported

FIG.5

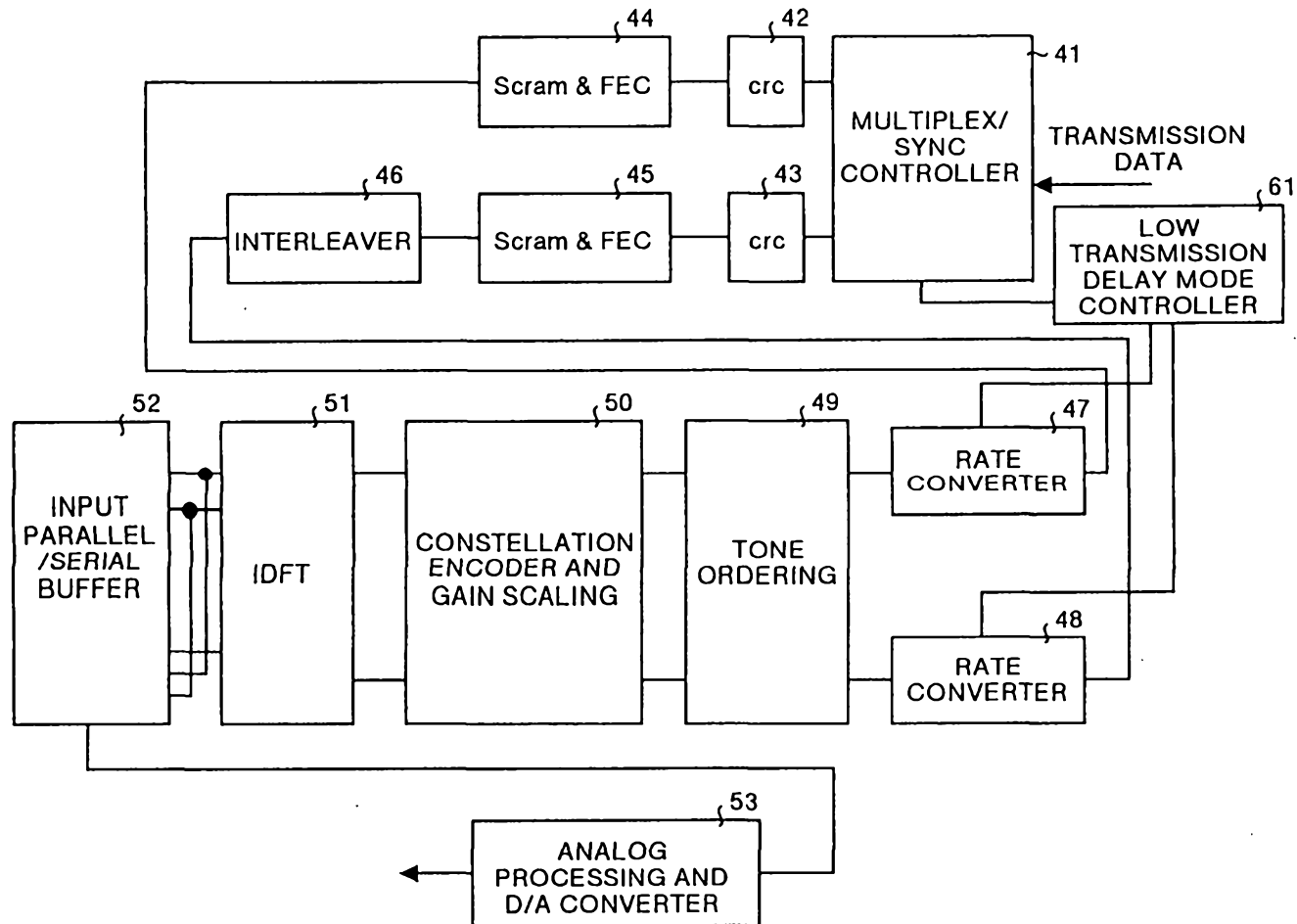


FIG.6

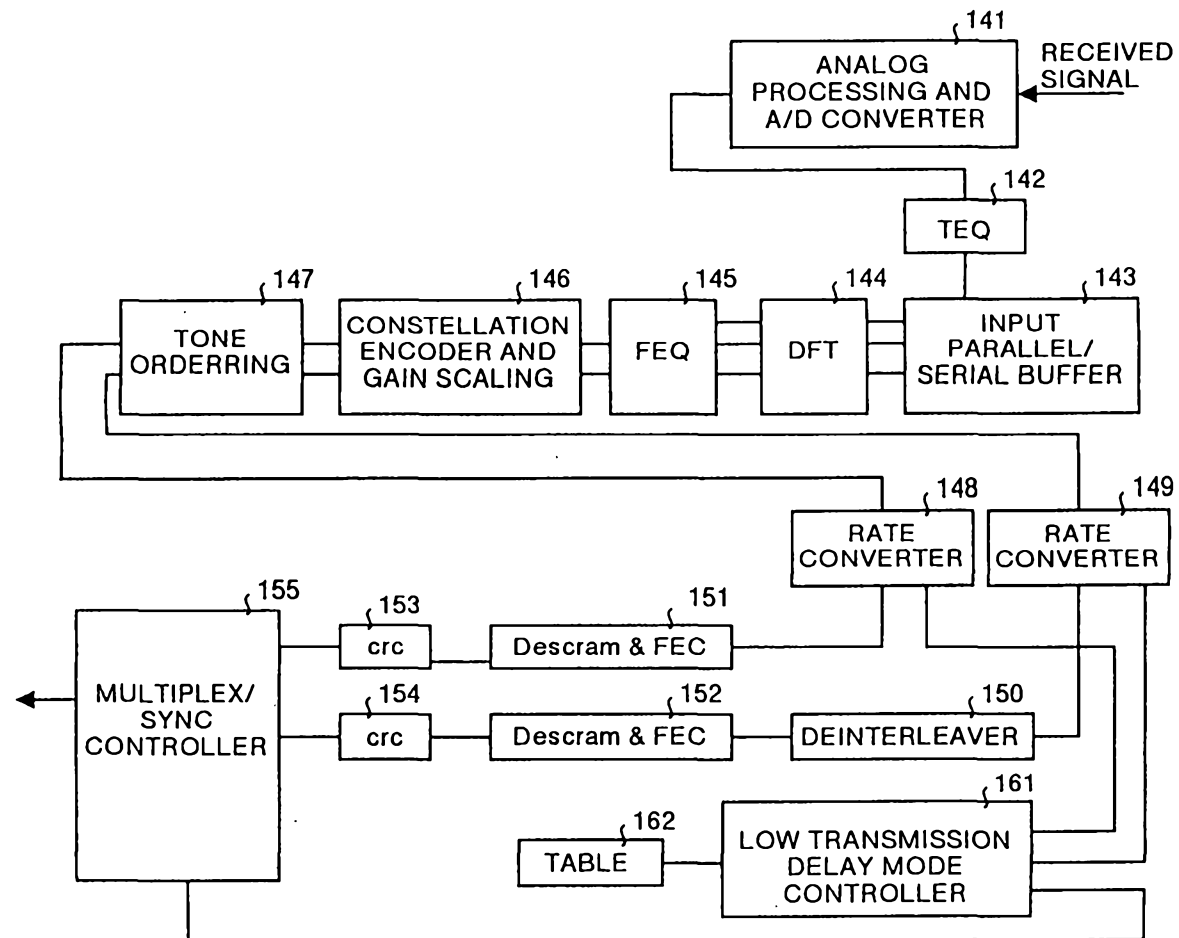


FIG.7

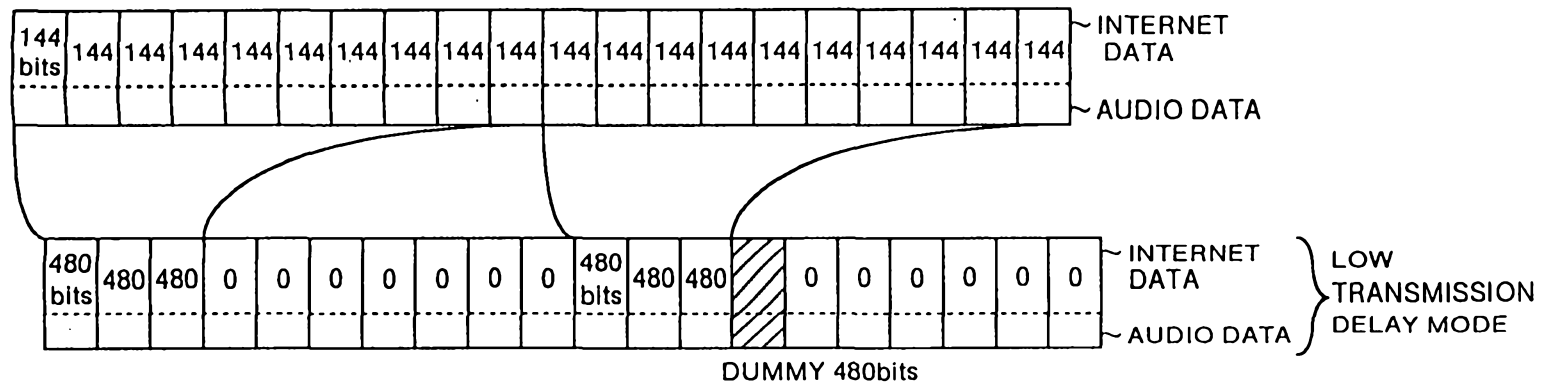


FIG.8

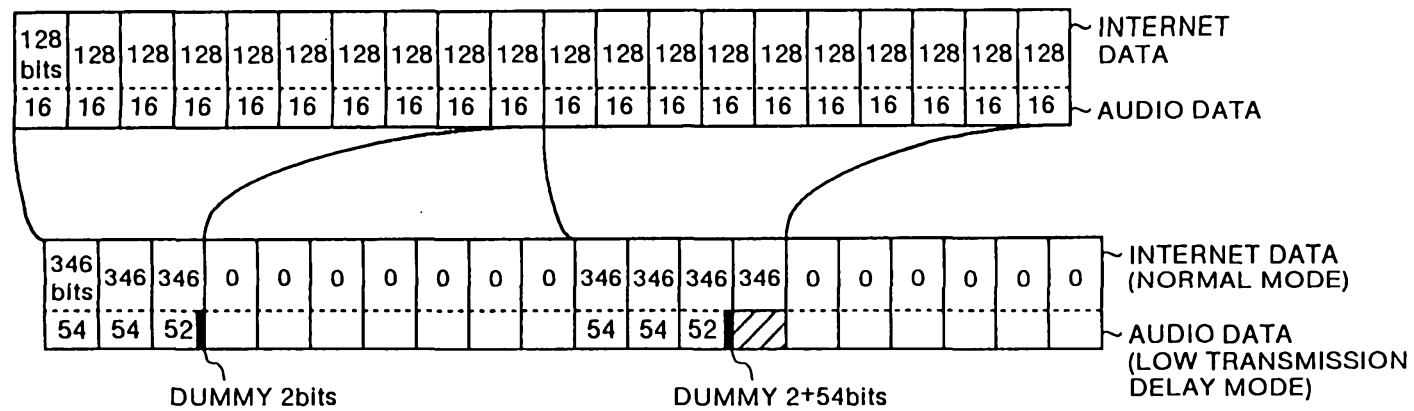


FIG.9

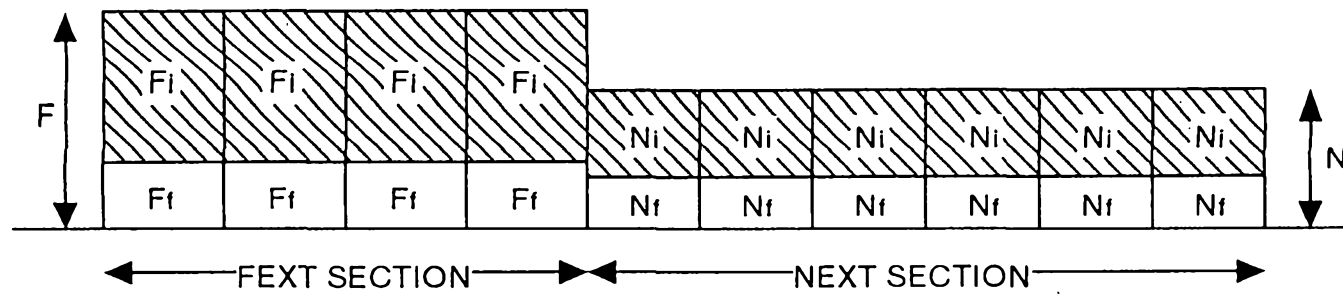


FIG.10

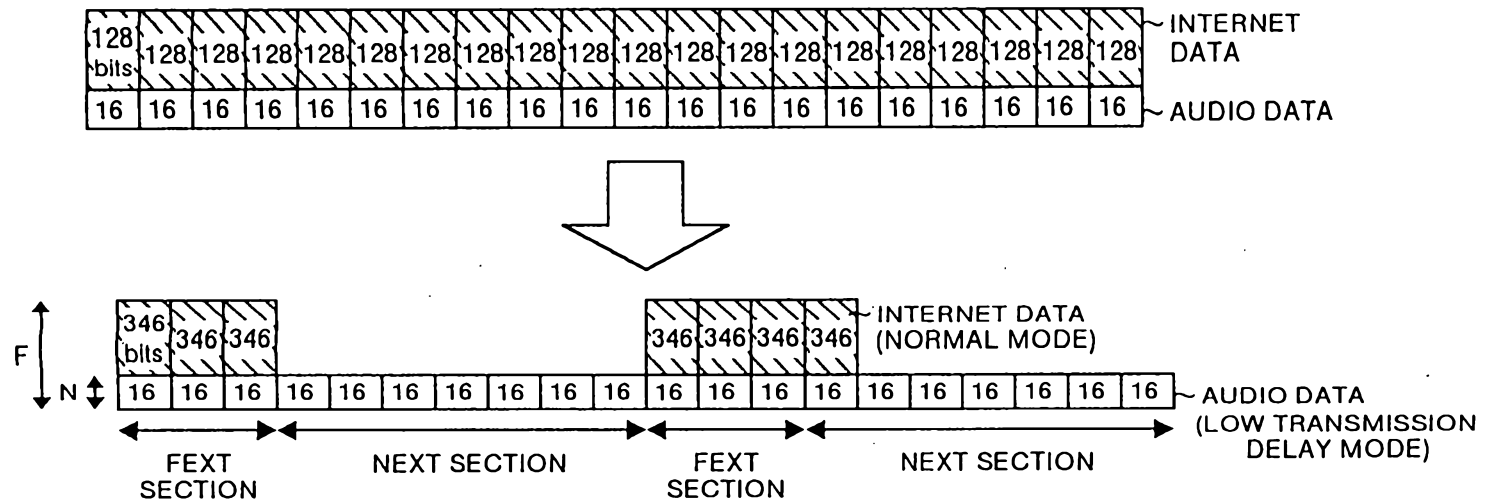


FIG.11

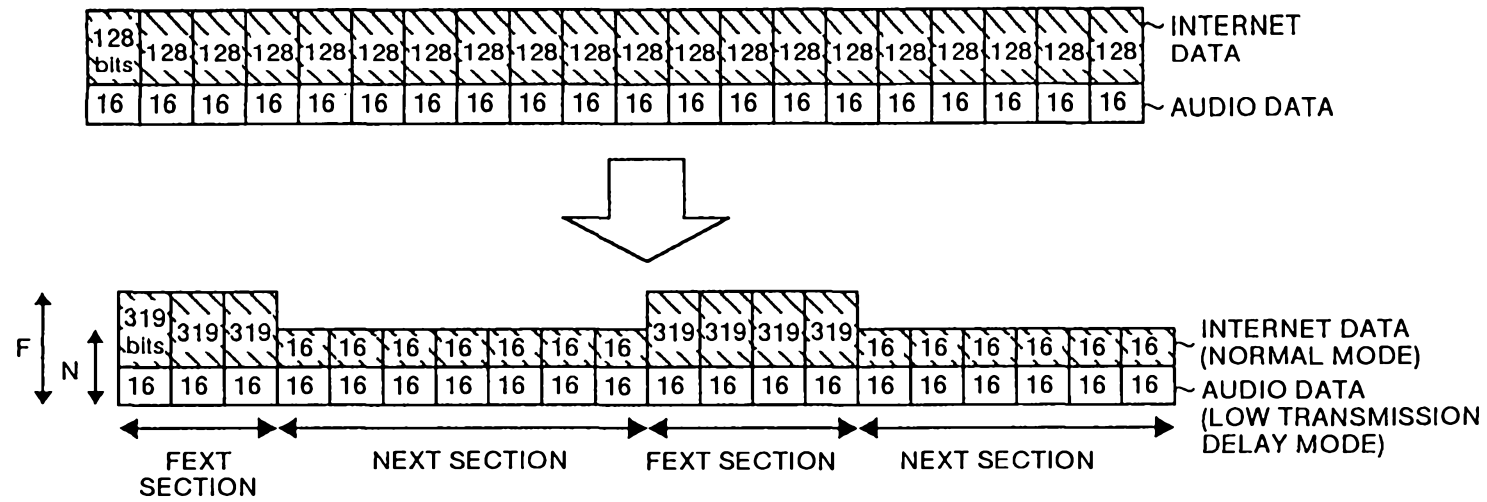


FIG.12

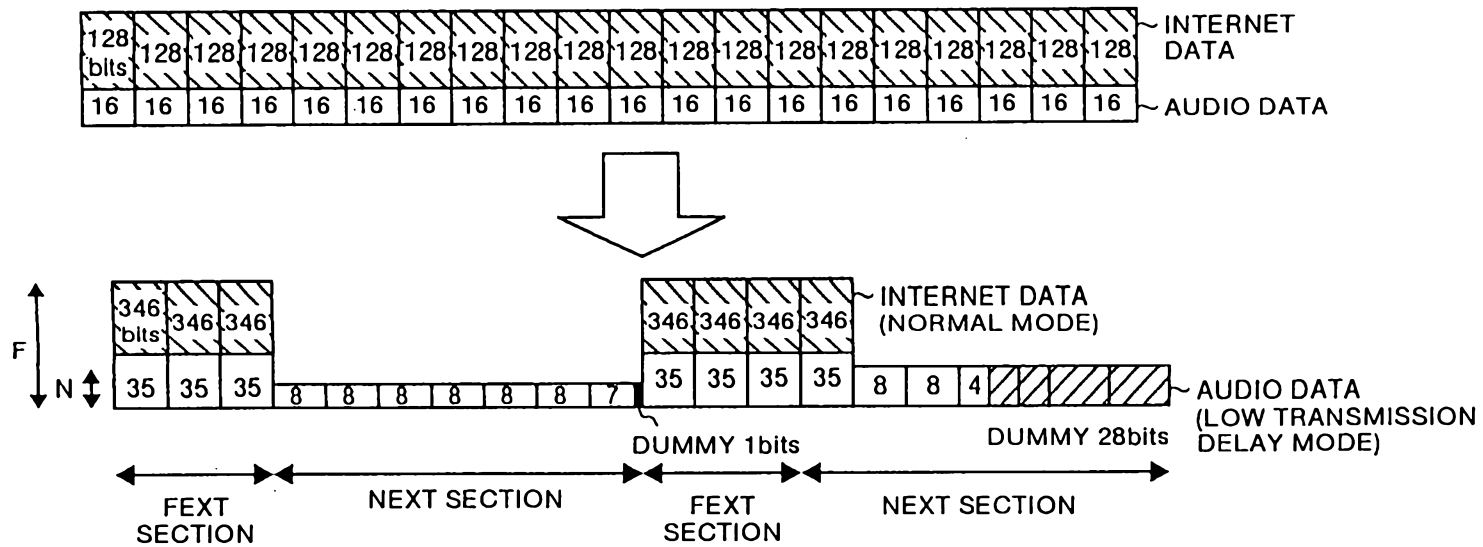


FIG.13

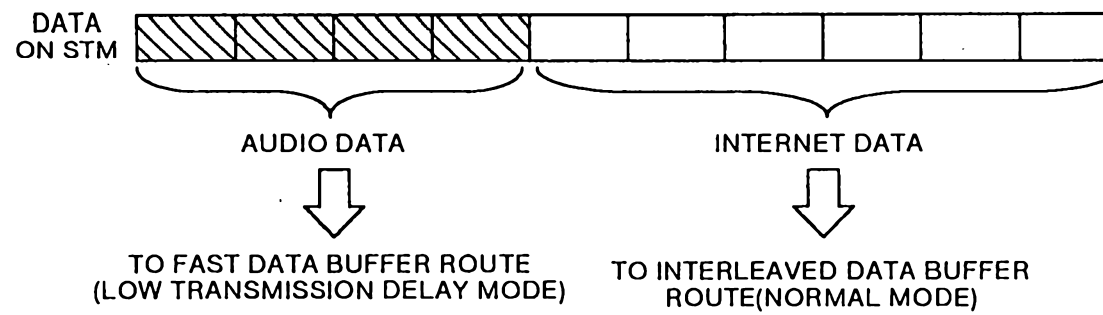


FIG.14

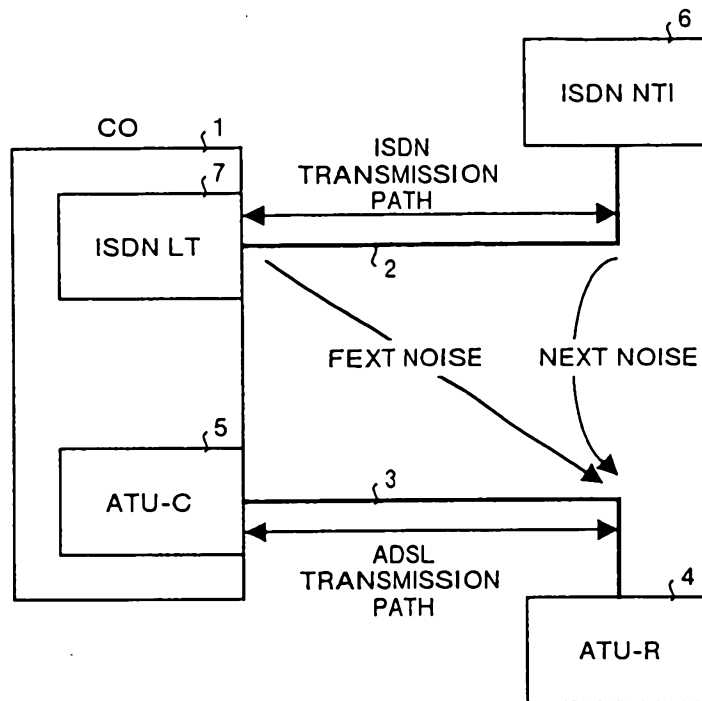


FIG.15

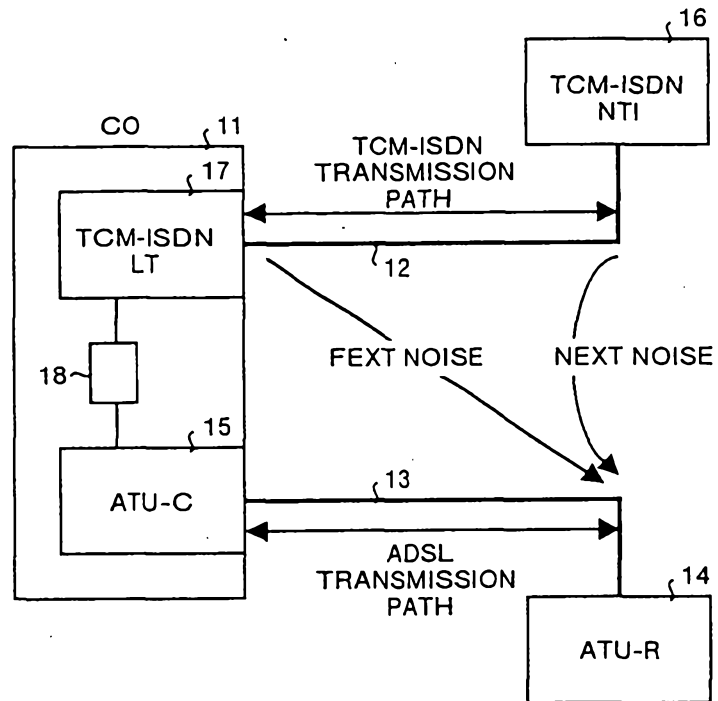


FIG.16

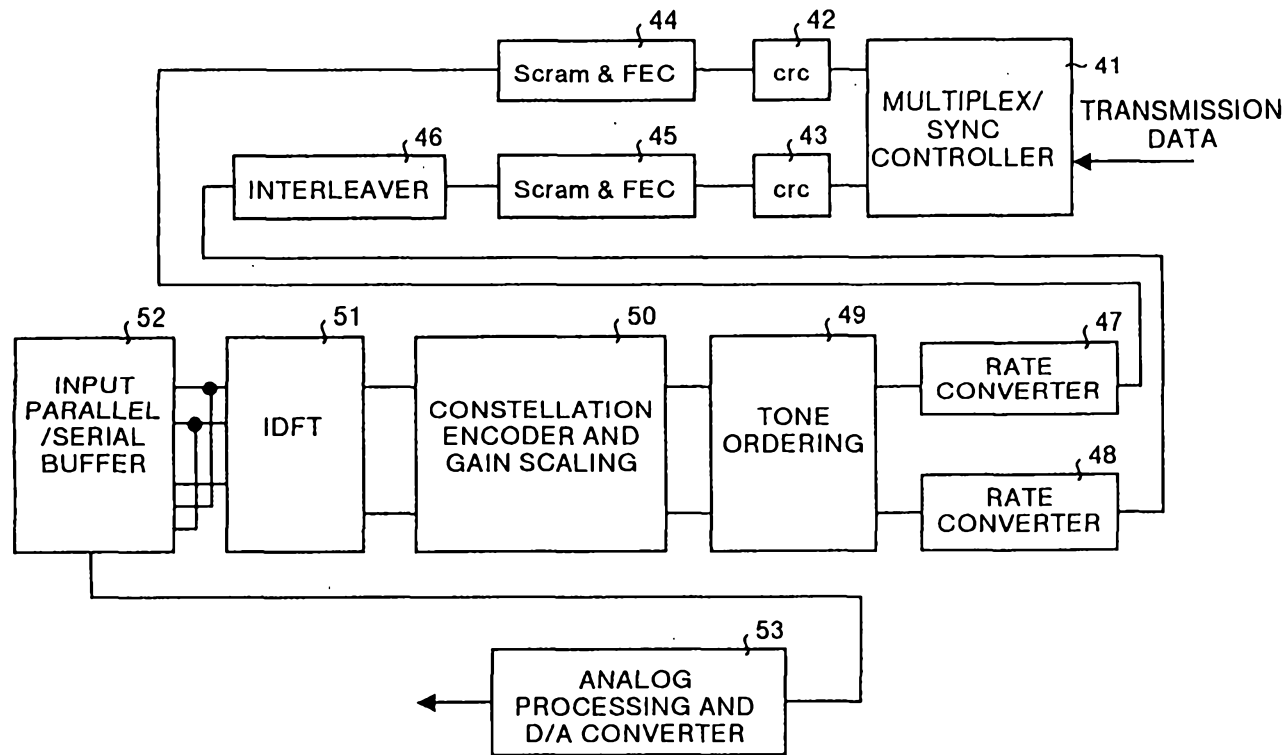


FIG.17

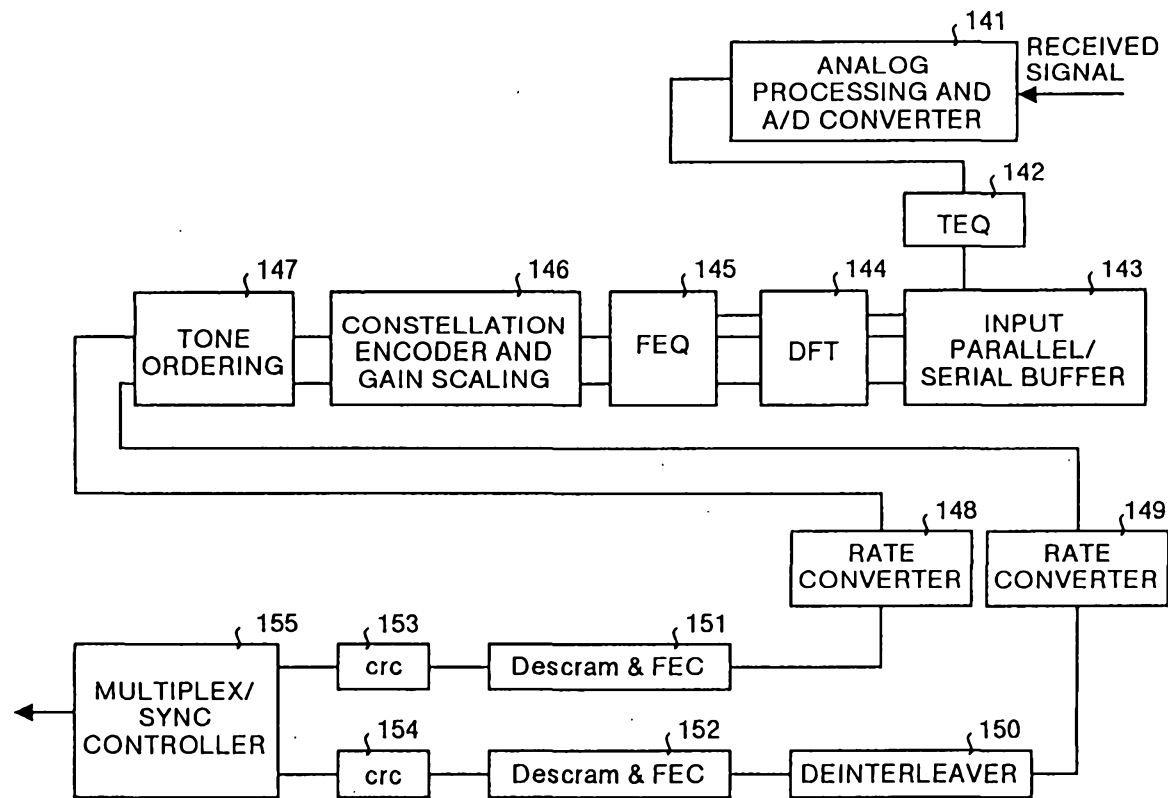


FIG.18

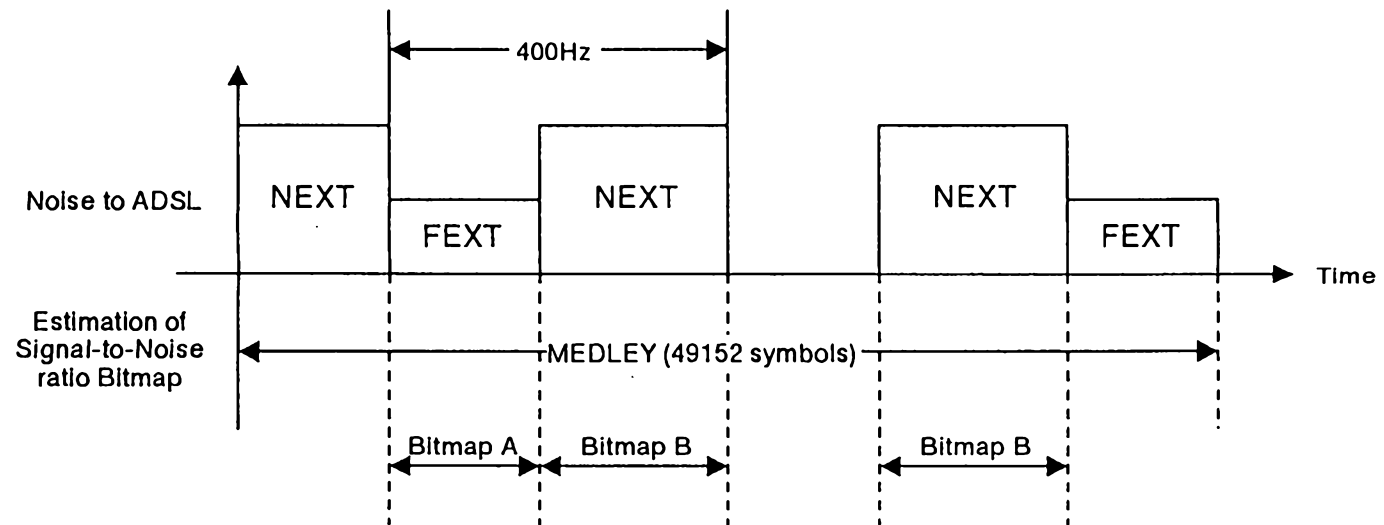


FIG.19

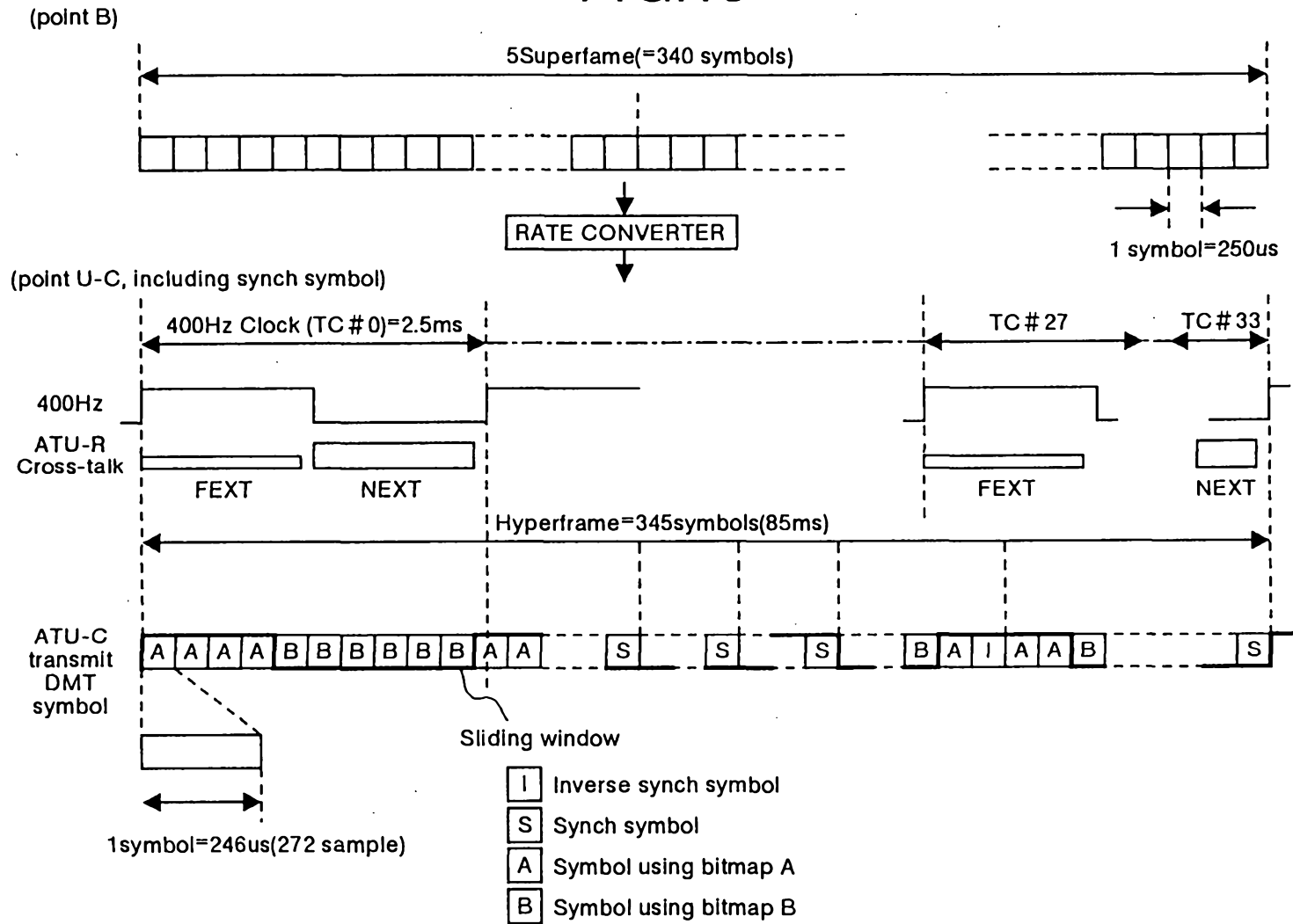


FIG.20

400Hz

	FEXT SECTION										NEXT SECTION									
0	0	1	2	3	4	5	6	7	8	9										
1	10	11	12	13	14	15	16	17	18	19										
2	20	21	22	23	24	25	26	27	28	29										
3	30	31	32	33	34	35	36	37	38	39	40									
4		41	42	43	44	45	46	47	48	49	50									
5		51	52	53	54	55	56	57	58	59	60									
6		61	62	63	64	65	66	67	67	69	70									
7		71	72	73	74	75	76	77	78	79	80									
8		81	82	83	84	85	86	87	88	89	90									
9		91	92	93	94	95	96	97	98	99	100									
10	101	102	103	104	105	106	107	108	109	110	111									
11		112	113	114	115	116	117	118	119	120	121									
12		122	123	124	125	126	127	128	129	130	131									
13		132	133	134	135	136	SS	138	139	140	141									
14		142	143	144	145	146	147	148	149	150	151									
15		152	153	154	155	156	157	158	159	160	161									
16		162	163	164	165	166	167	168	169	170	171	172								
17			173	174	175	176	177	178	179	180	181	182								
18			183	184	185	186	187	188	189	190	191	192								
19			193	194	195	196	197	198	199	200	201	202								
20			203	204	205	SS	207	208	209	210	211	212								
21			213	214	215	216	217	218	219	220	221	222								
22			223	224	225	226	227	228	229	230	231	232								
23			233	234	235	236	237	238	239	240	241	242	243							
24				244	245	246	247	248	249	250	251	252	253							
25				254	255	256	257	258	259	260	260	262	263							
26				264	265	266	267	268	269	270	271	272	273							
27				274	SS	276	277	278	279	280	281	282	283							
28				284	285	286	287	288	289	290	291	292	293							
29				294	295	296	297	298	299	300	301	302	303							
30				304	305	306	307	308	309	310	311	312	313	314						
31					315	316	317	318	319	320	321	322	323	324						
32					325	326	327	328	329	330	331	332	333	334						
33					335	336	337	338	339	340	341	342	343	SS						

ISS

Inverse synch symbol

SS

Synch symbol

Symbol using bitmap A

symbol using bitmap B