

無線網路多媒體系統

Wireless Multimedia System

Lecture 6: CDMA & 3G Trend

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<http://wmlab.csie.ncu.edu.tw/course/wms>

We provide
無線網路多媒體實驗室
Wireless
Wireless Network & Multimedia Laboratory
Solution

Agenda

- ◆ Spread Spectrum (Multipath, interferences from other cells)
- ◆ W-CDMA
- ◆ Evolutions of PCS
- ◆ ALL IP Challenges
 - Mobile IP/Cellular IP
 - QoS Provisions: Integrated Service / DiffServ
- ◆ Next Week (Mobile IP)



Reading

- ◆ [Kohno95]Ryuji Kohno, Reuven Meidan, and Laurence B. Milstein Spread Spectrum Access Methods for Wireless Communications, IEEE Communication Magazine, 1995
- ◆ [Dahlman98]Erick Dahlman, Bjorn Gudmundson, Mat Nilsson and Johan Skold, UMTS/IMT-2000 Based on Wideband CDMA, IEEE Communication Magazine 1998
- ◆ [Ojanpera98] T. OJanpera, R. Prasad, “An Overview of Third-Generation Wireless Personal Communications: An European Perspective, IEEE Personal Communication Magazine 1998

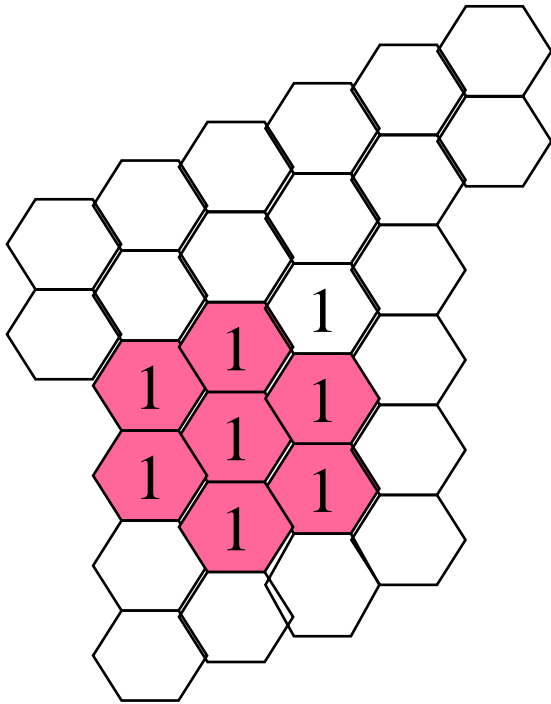


Code Division, Spread Spectrum



**What is Going to Happen
in CDMA?**

Direct Sequence Cellular

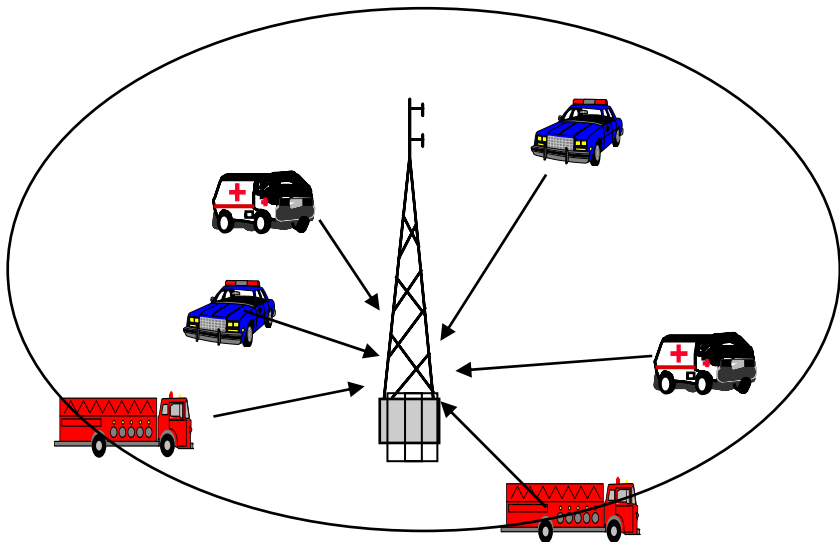


Idealized grid of
Hexagonal cells

- ◆ DS spread spectrum signals are generated by linear modulation with wideband PN sequences which are assigned to individual users
- ◆ Universal Frequency Reuse: One-cell frequency reuse pattern
- ◆ Introduction of a new cell will be less restricted than in the case of either FDMA or TDMA
- ◆ (FDD) Frequency Division Duplex Operation: One frequency band is used for the base-to-mobile (forward or down link), one frequency band is used for the mobile-to-base link (the reverse link or uplink)

Power Control (Reverse Link)

- ◆ Reverse Link: asynchronous, asynchronous CDMA system is vulnerable to the “near-far” problem
- ◆ Power Control: minimize consumption of the transmitted power, fast enough to compensate for Rayleigh fading
- ◆ Capacity is bounded by number of users (MAI Multiple Access interferences)

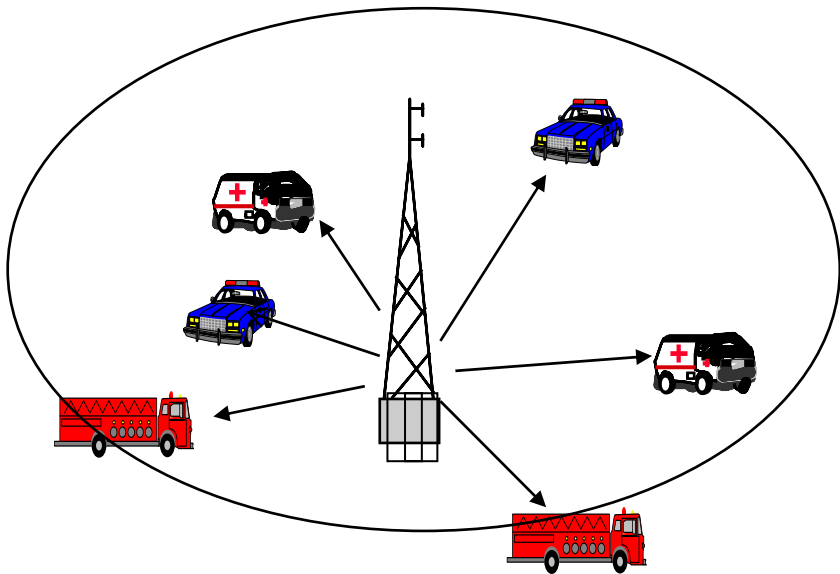


Everybody has a Code (PN), asynchronous



Power Control (Forward Link)

- ◆ Forward Link: the users can be orthogonalized, (however, the orthogonalization is not preserved between different paths of the multipath propagation, nor is it preserved between the forward links of different cells)
- ◆ Power Control: Since the cell's signals can be received at the mobile with equal power, the forward link does not suffer from near-far problem
- ◆ Cell boundary



Everybody has a
Code (PN)
synchronous



Cellular Capacity

- ◆ Capacity of the reverse link
(typically asynchronous link)

$$\left(\frac{E_b}{\eta_0}\right)_{eff} = \frac{1}{\frac{\eta_0}{E_b} + \frac{2}{3G}(M-1)(1+K)\alpha}$$

$$M \sim \frac{2}{3} \frac{G}{\left(\frac{E_b}{\eta_0}\right)} \frac{1}{(1+K)\alpha}$$



Radio Resource Management

- ◆ Power as the common resource makes W-CDMA very flexible
 - Link improvement, less power, more capacity
- ◆ Orthogonal variable spreading factor (OVSF) for variable bit rate



Call Admission Control

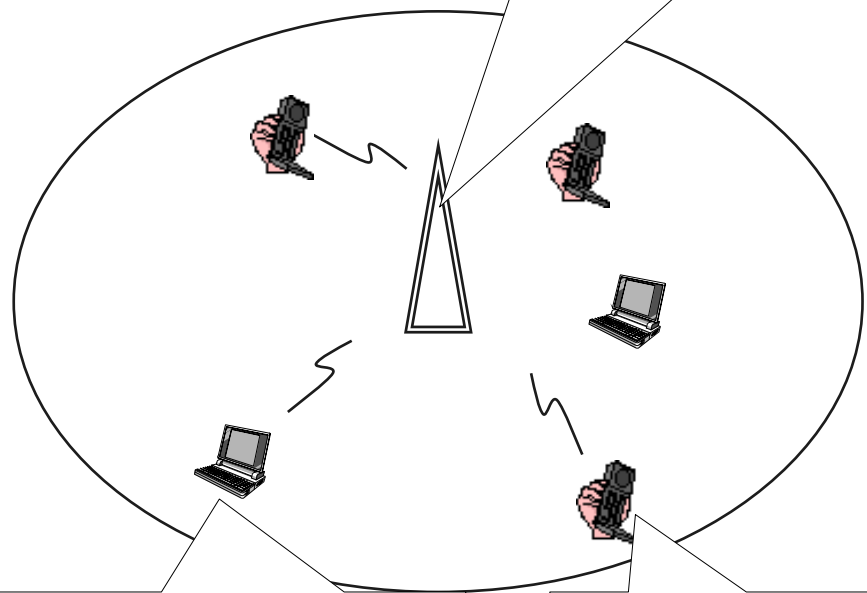


voice user



data user

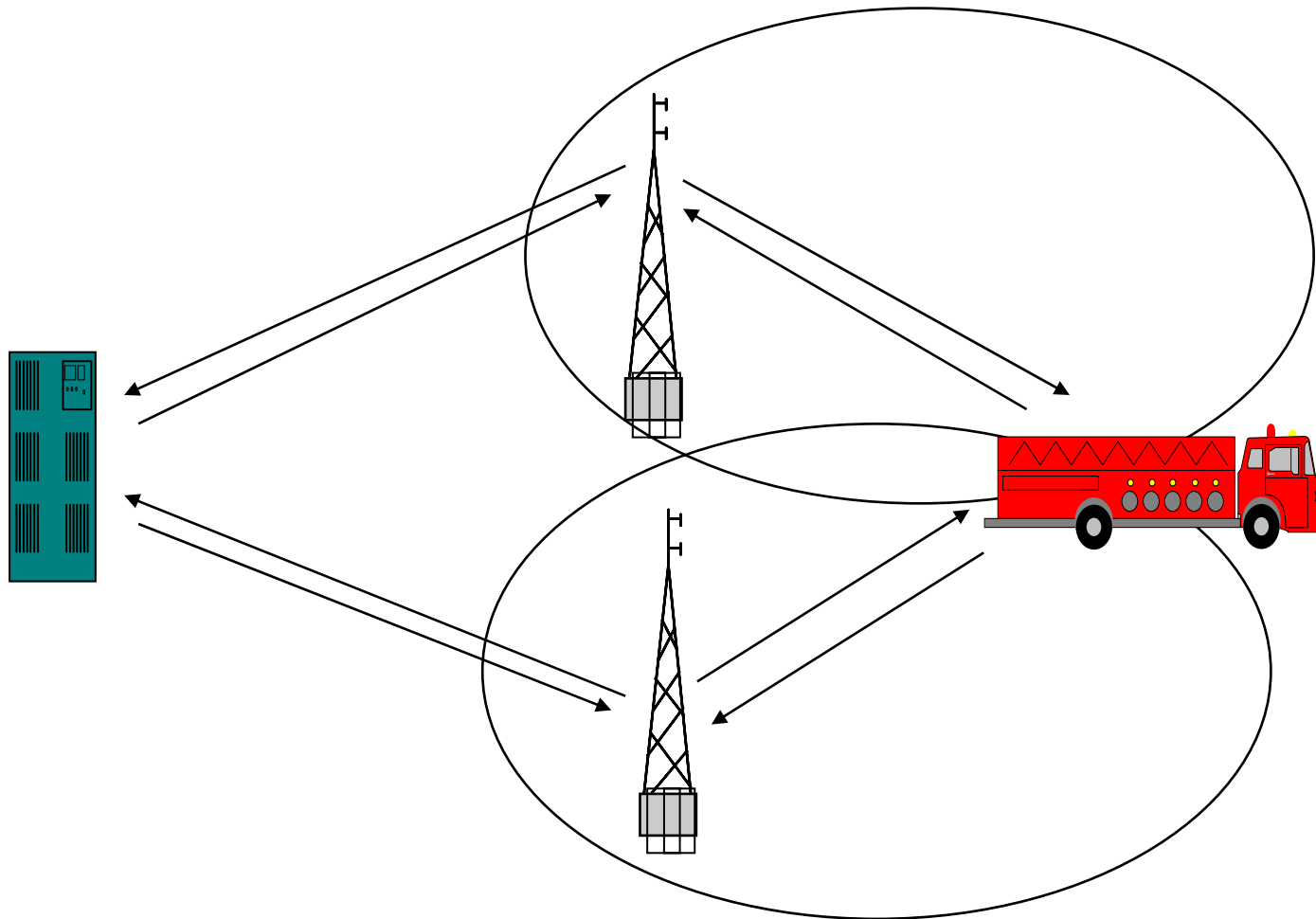
*Optimal Power Control
Call Admission Control
Re-negotiation Mechanism*



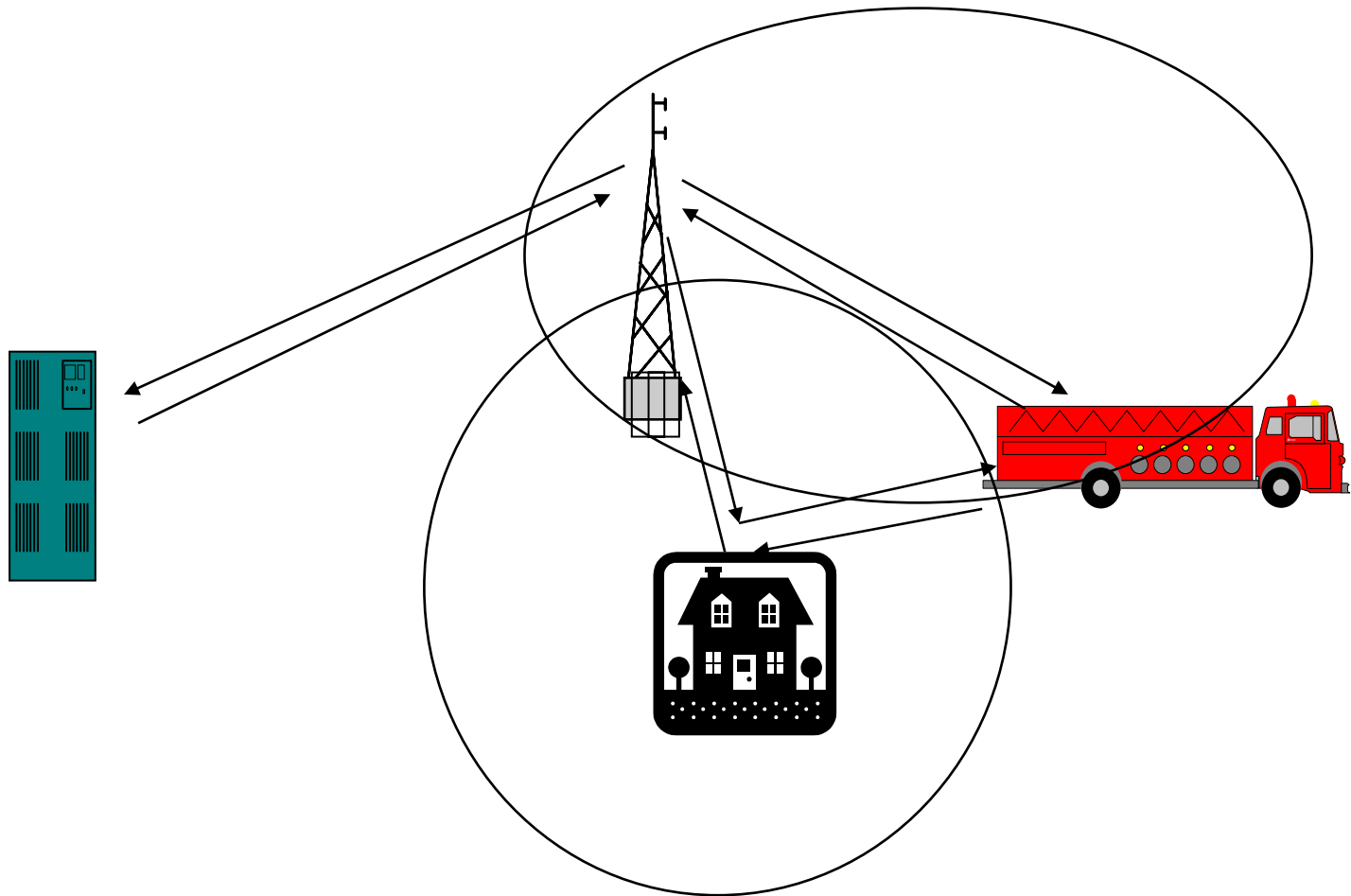
Optional QOS requirements

QOS requirements

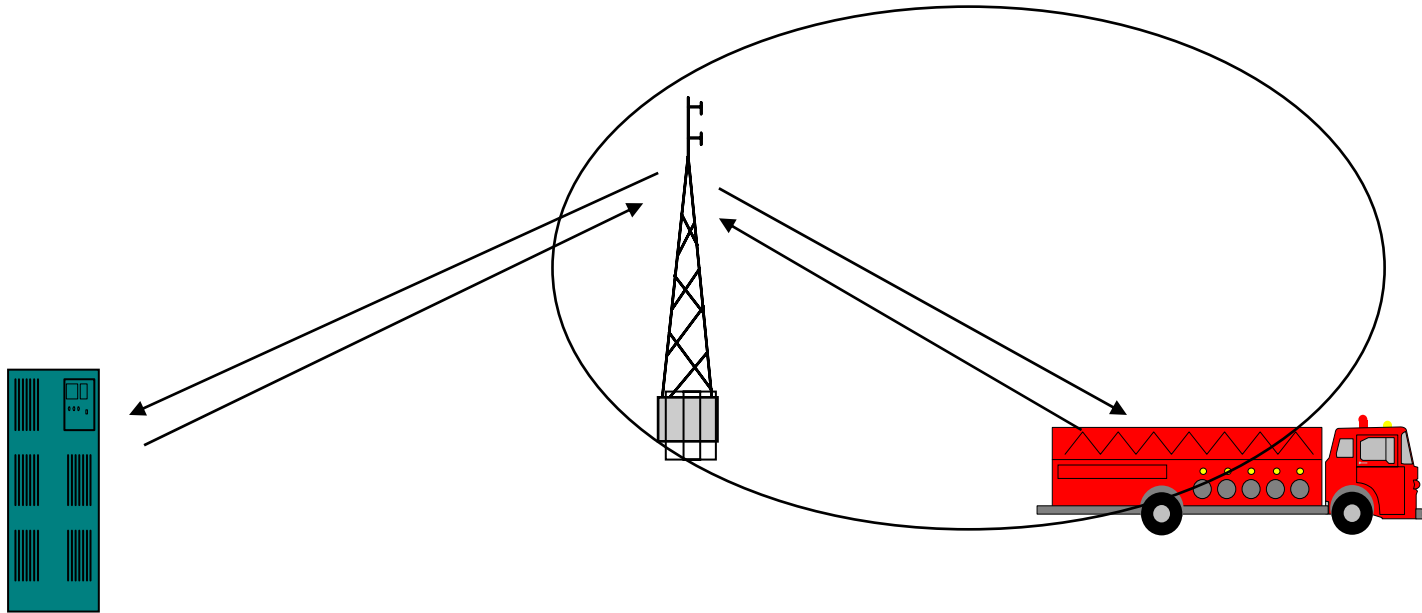
Soft Handovers (Macro Diversity)



Softer Handovers (Space Diversity)

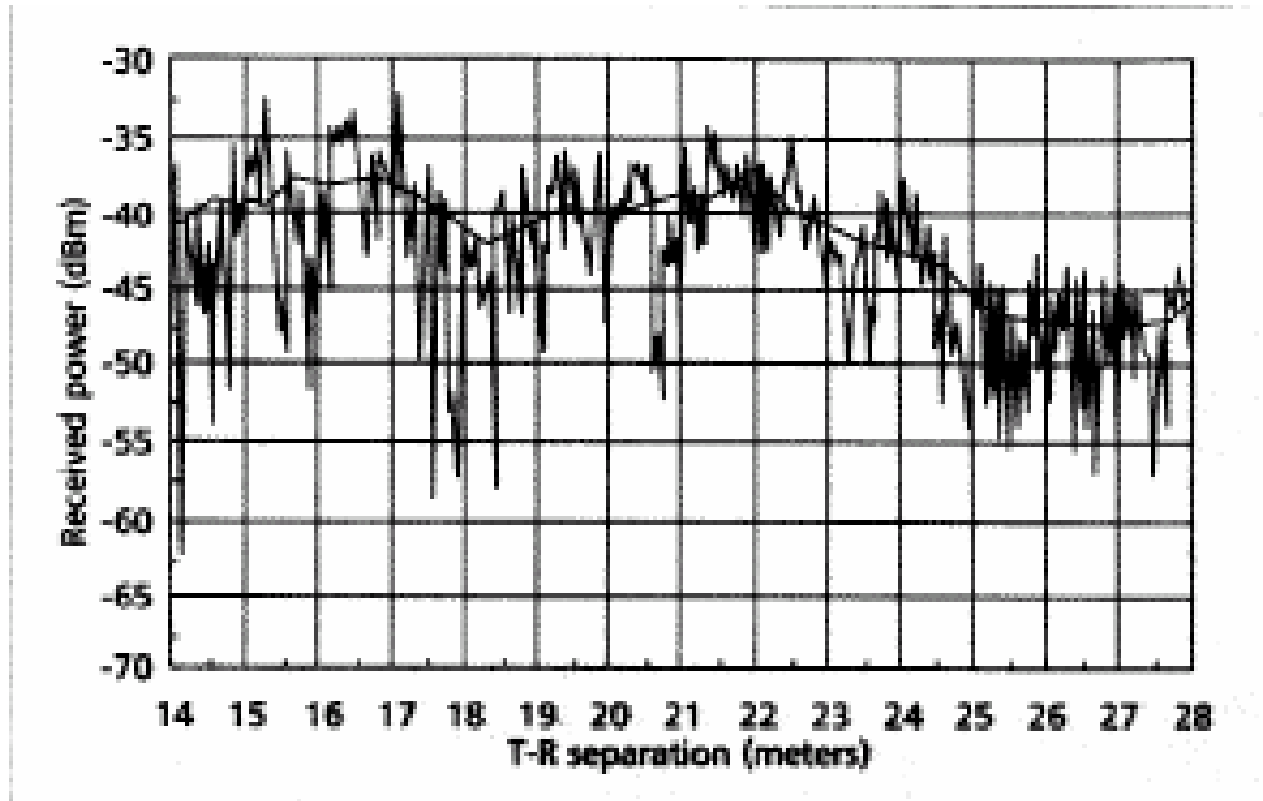


Power Control (Open & Close Loop)



Close-Loop Power Control

- ◆ Compensates a fading channel(1500 times per second)



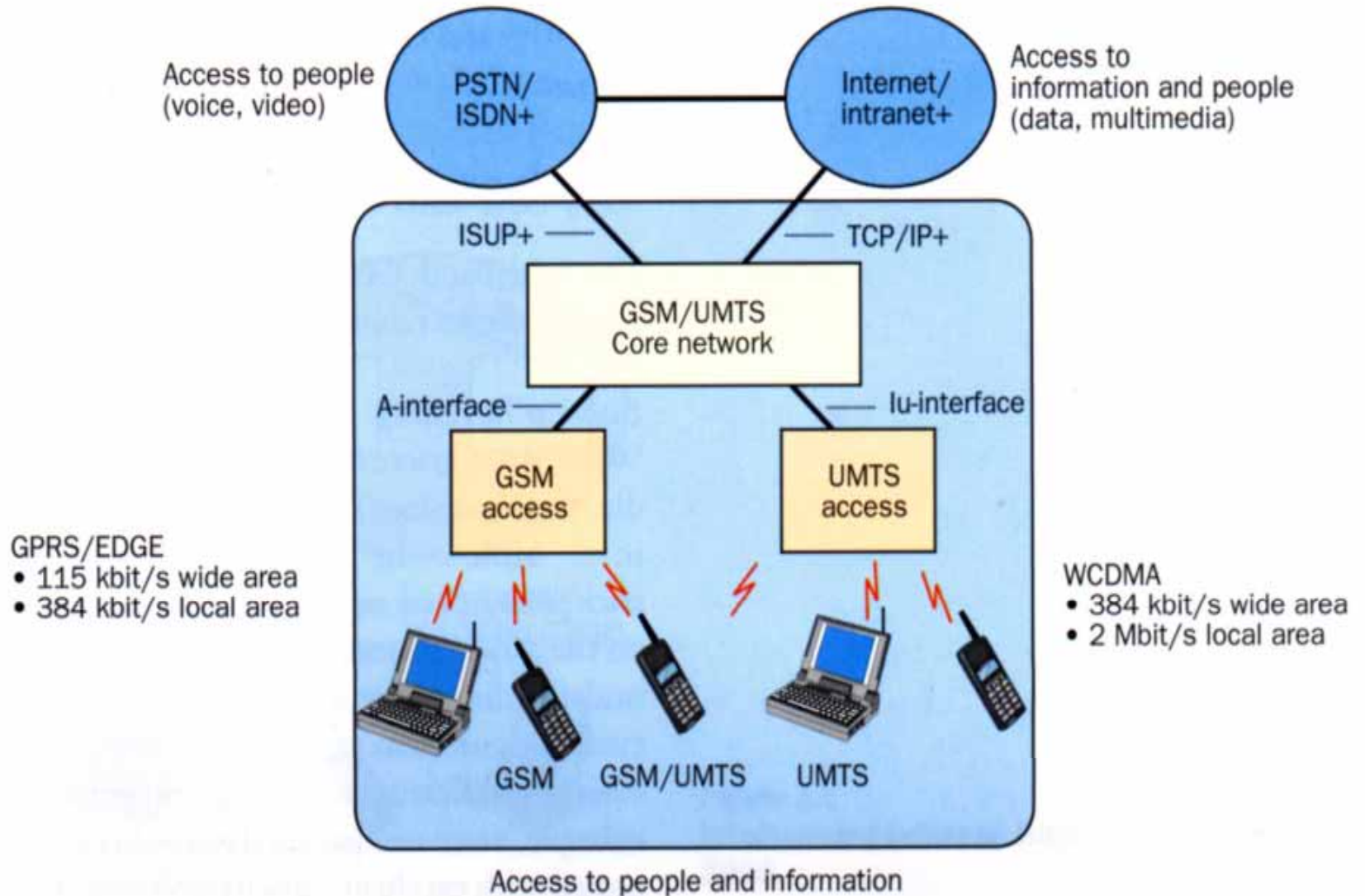
UMTS/IMT-2000 Based on Wideband CDMA



What is going to happen for WCDMA

Application Support in UMTS

- ◆ UMTS (Universal Mobile Telecommunication System)
- ◆ UTRA (UMTS Terrestrial Radio Access)
- ◆ Support:
 - 384 kb/s for wide-area coverage
 - 2 Mb/s for local coverage
- ◆ Multimedia Applications Requirements
 - Packet-oriented
 - Variable bit rate
 - Network resources can be available on a shared basis
 - E_b / N_0



RS Spectrum Allocation

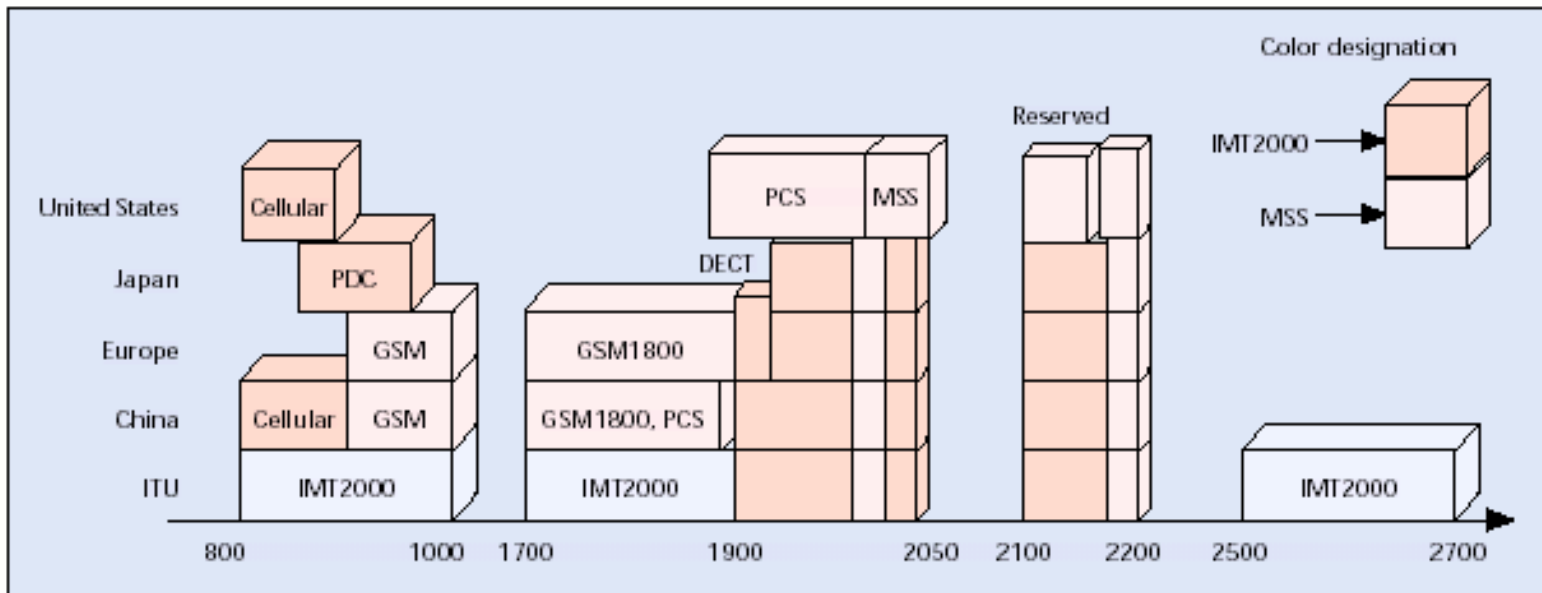
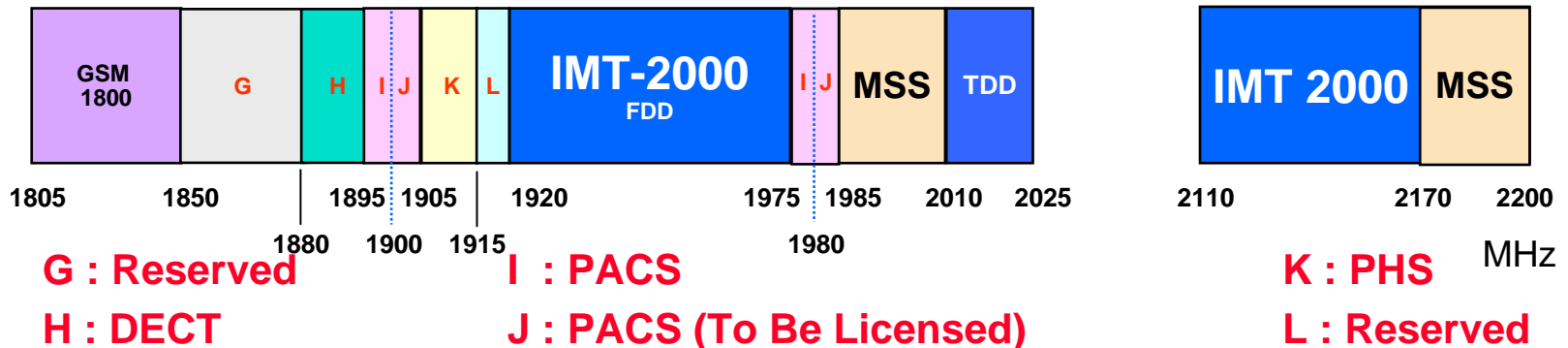
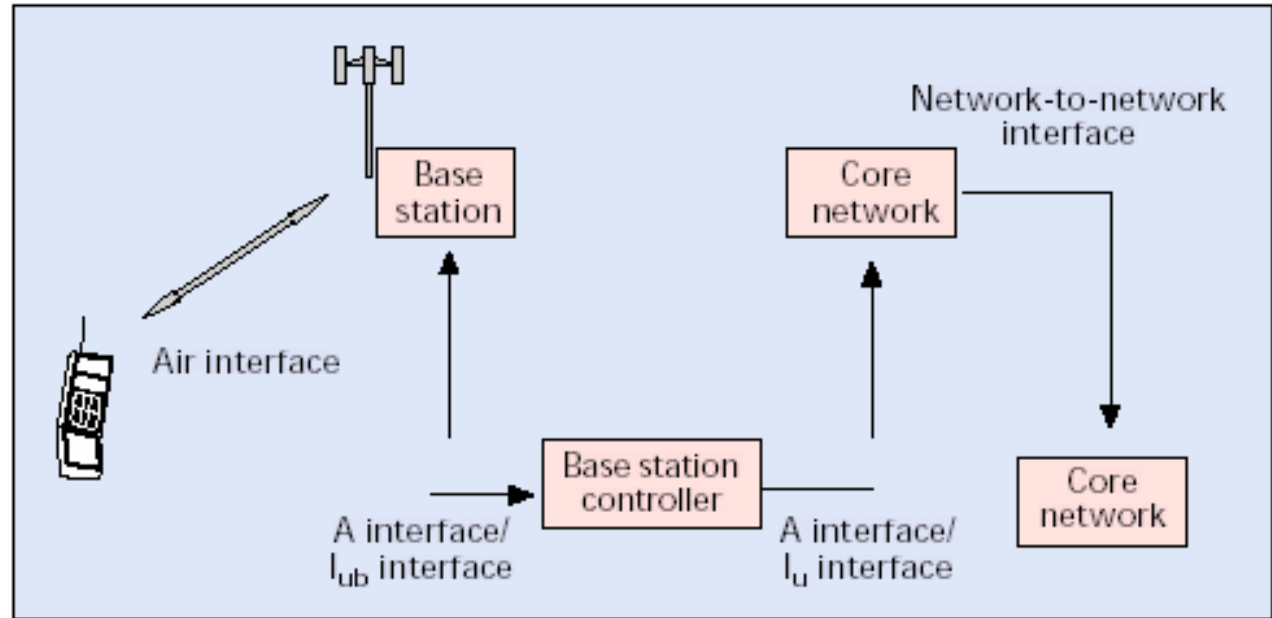


Figure 2. RF spectrum allocation in major regions.



Wireless Mobile Interface



■ Figure 4. *Wireless mobile system interface definition.*

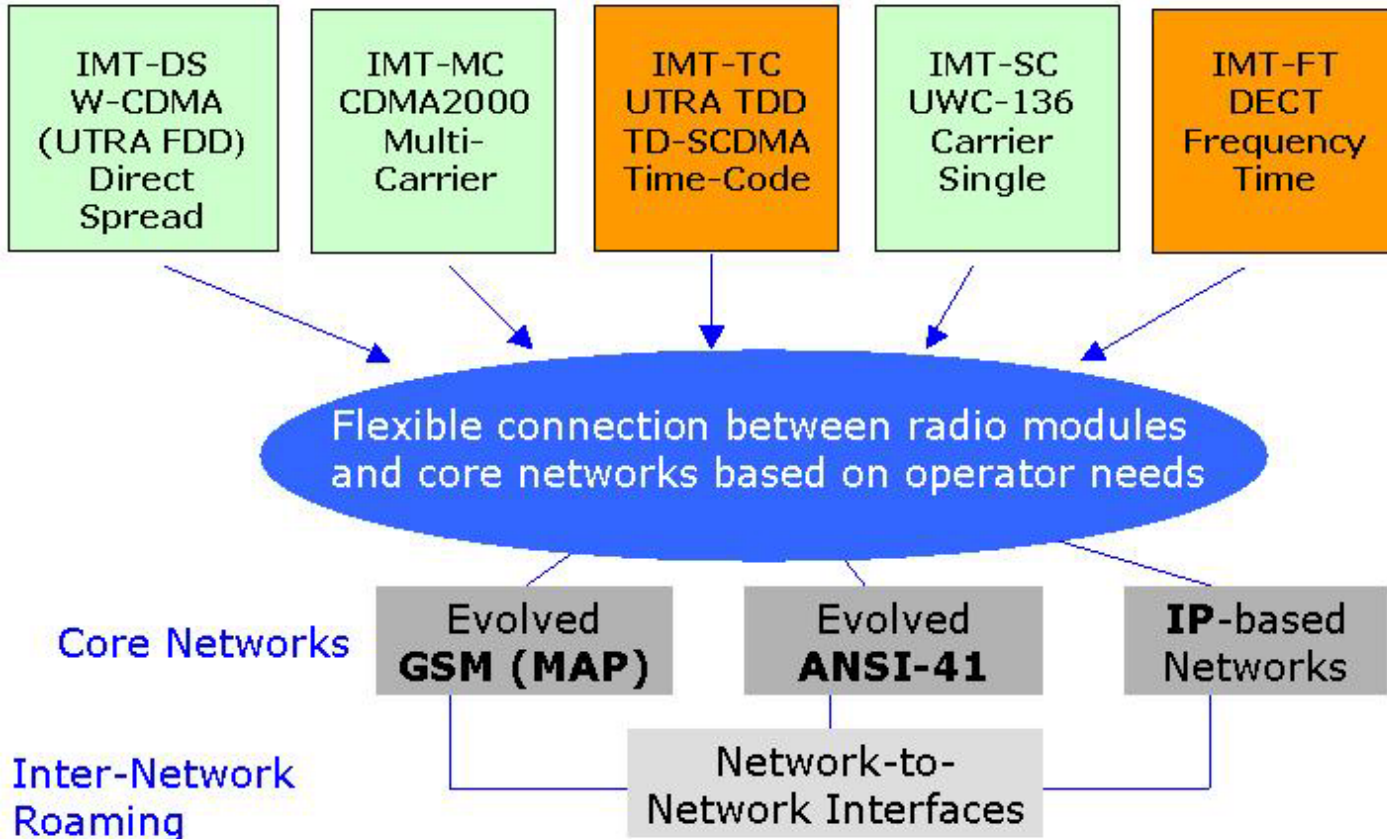
第三代行動電話之技術標準

Modular IMT-2000 Harmonization

Paired spectrum

Unpaired spectrum

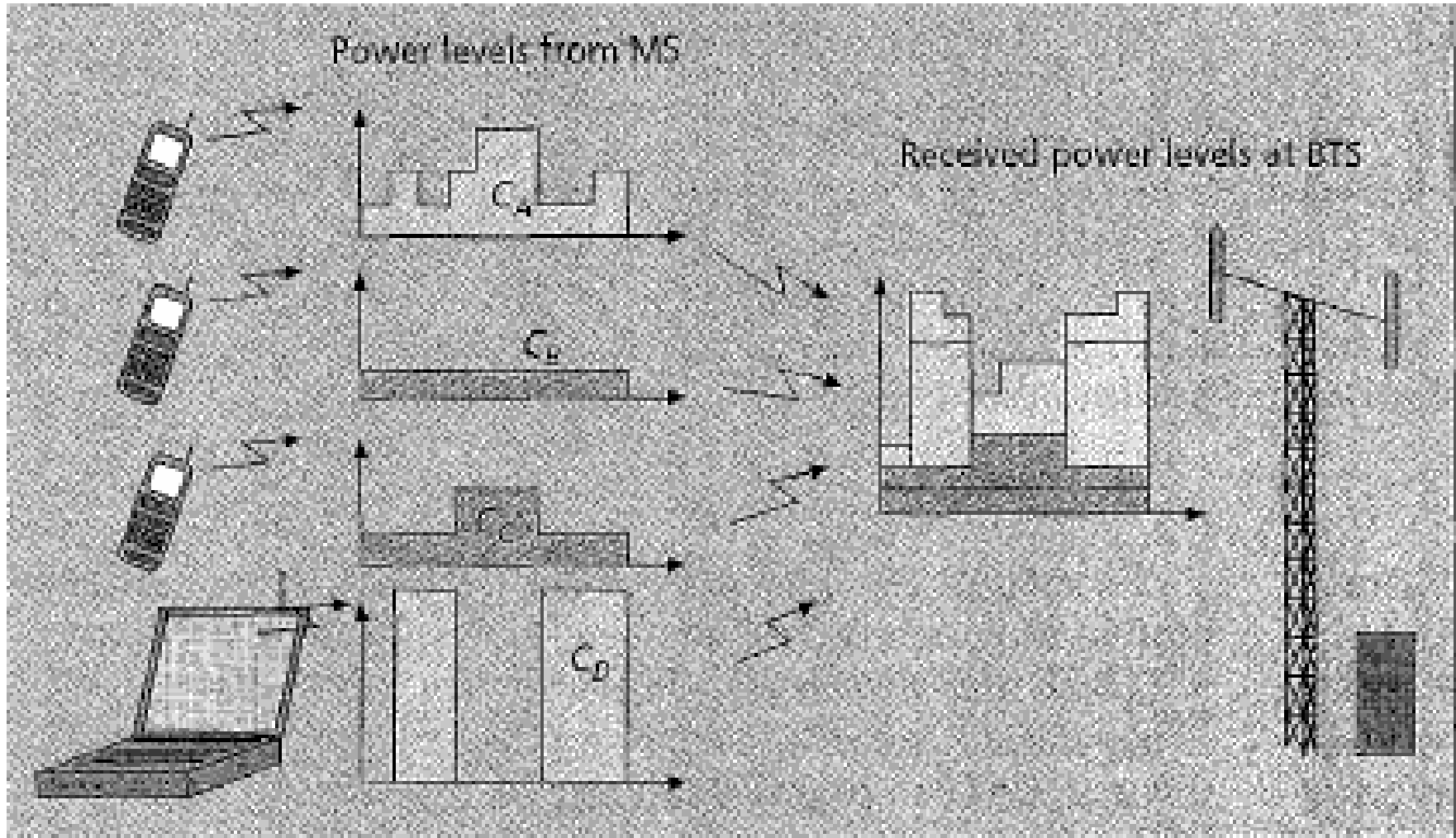
(Terrestrial Component)



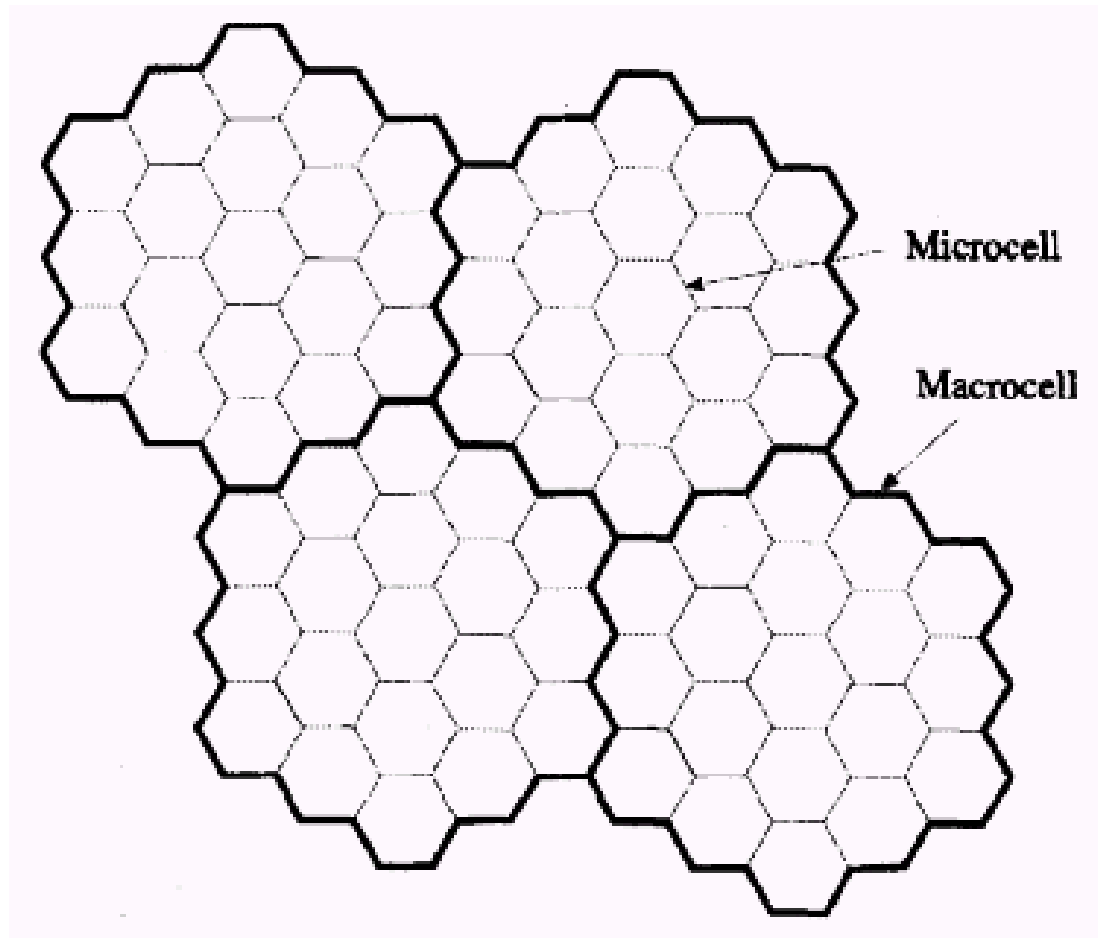
Key W_CDMA Features

- ◆ Performance Improvements
 - Capacity Improvements (3 dB, 384 kb/s, 1.9 Mb/s, 130 users)
 - Coverage and Link Budget Improvements (reuse GSM cell, 144 kb/s)
- ◆ Service Flexibility
 - Support of a wide range of services with maximum rate of 2 Mb/s, the possibility for multiple parallel services on one connection
 - A fast and efficient packet-access scheme
- ◆ Operator Flexibility
 - Support of asynchronous inter-base-station operation
 - Efficient support of different deployment scenarios, HCS, hot-spot
 - Support of evolutionary technologies such as adaptive antenna arrays and multi-user detection
 - A TDD mode designed for efficient operation in uncoordinated environment

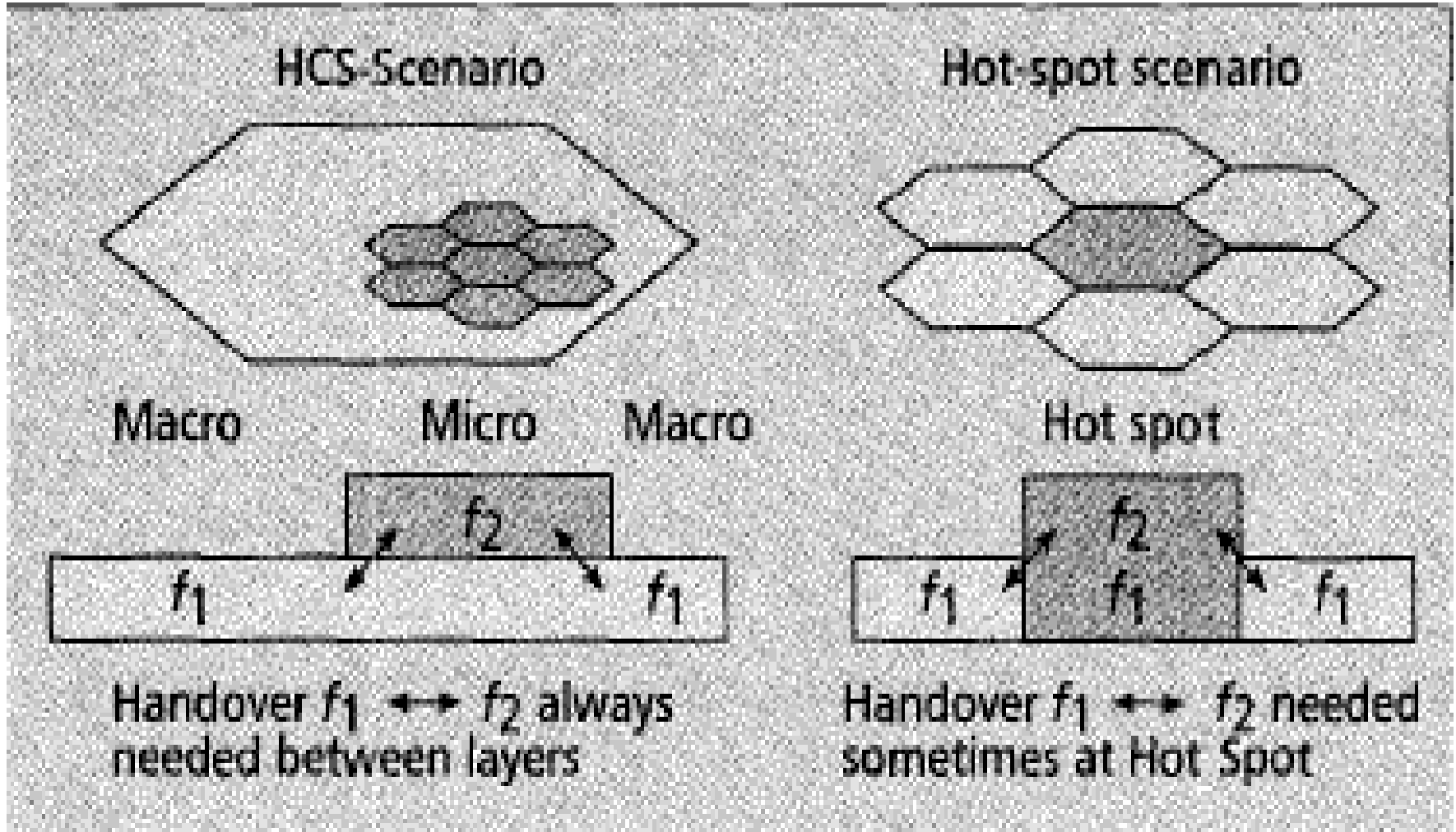
Multiplexing variable bit rate users



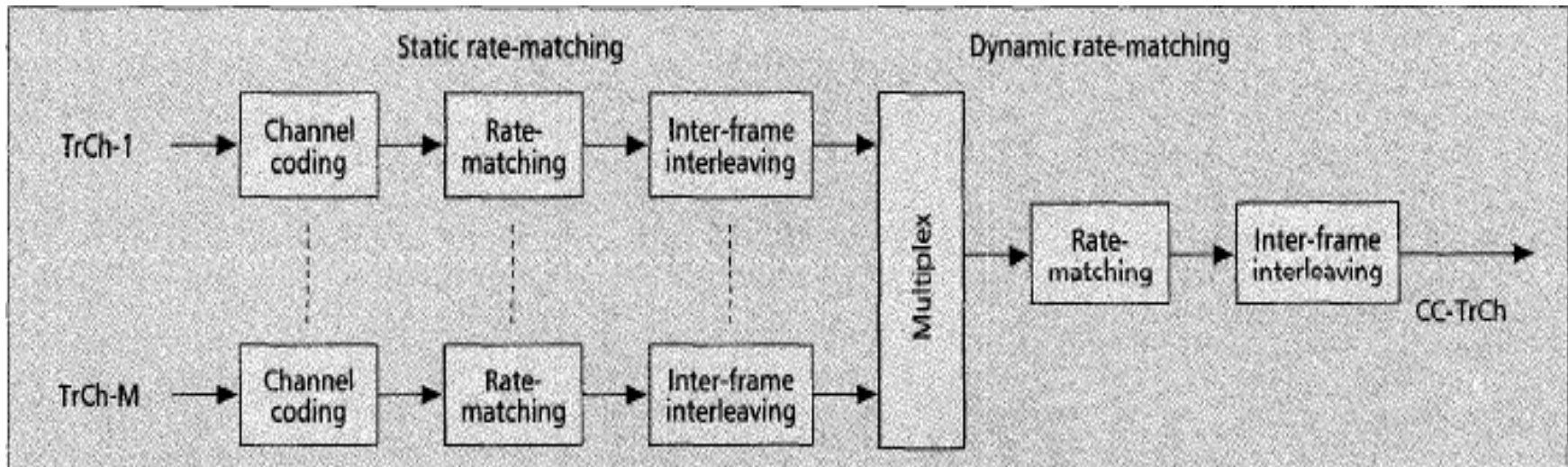
An example of two-tier cellular system



Handoff



Transport of the channel

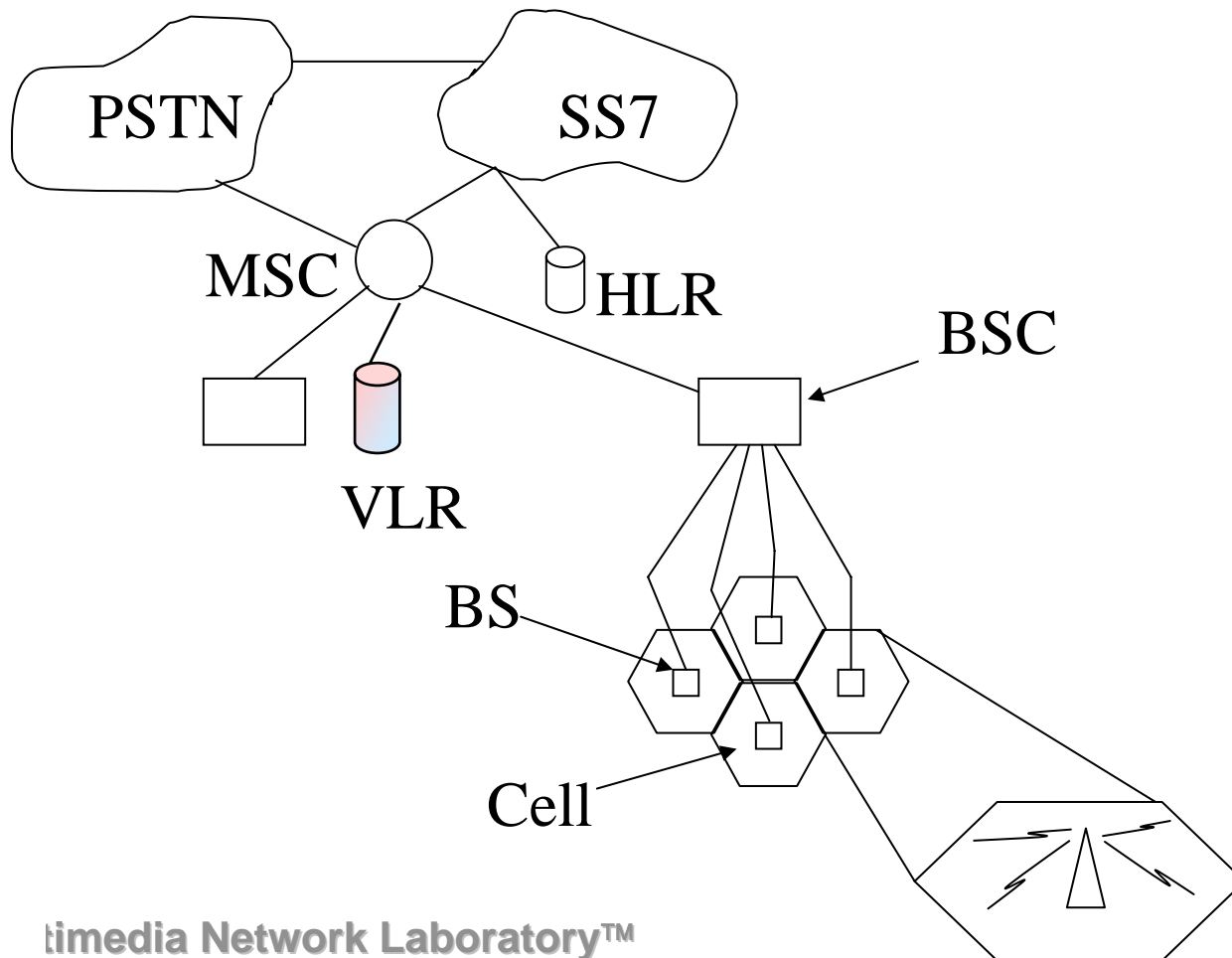


Evolutions of PCS

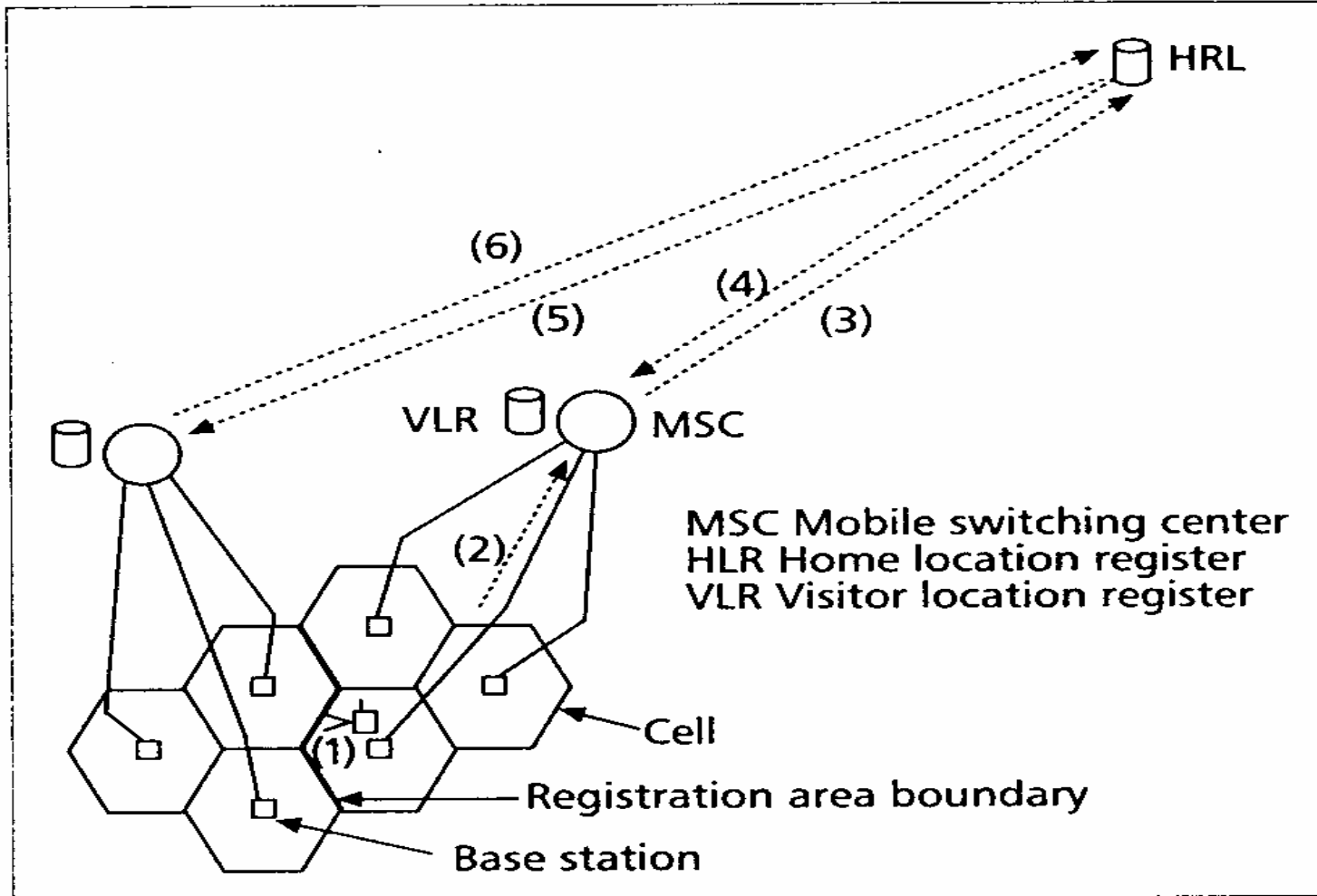


PCS Requirements

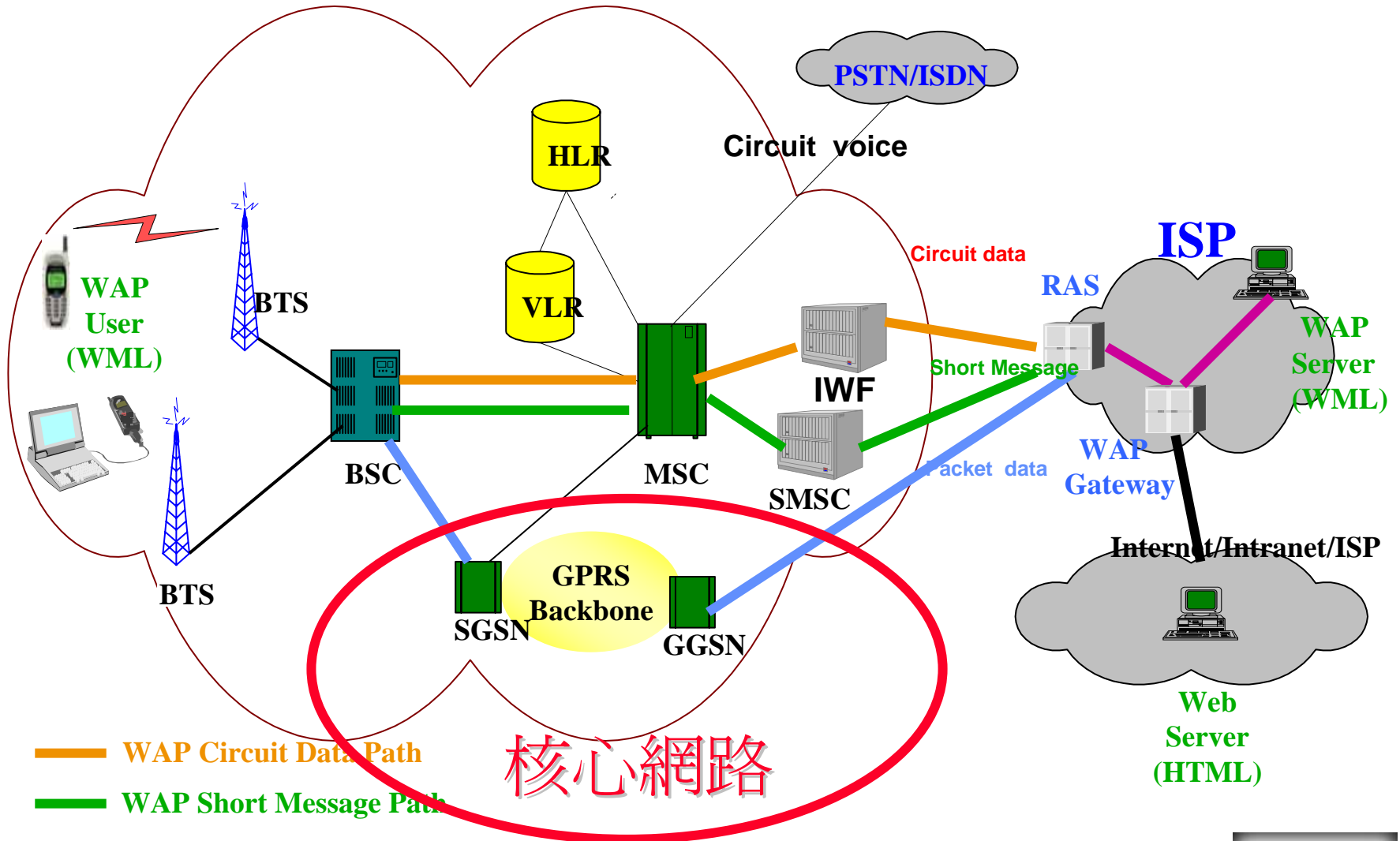
PCS network architecture



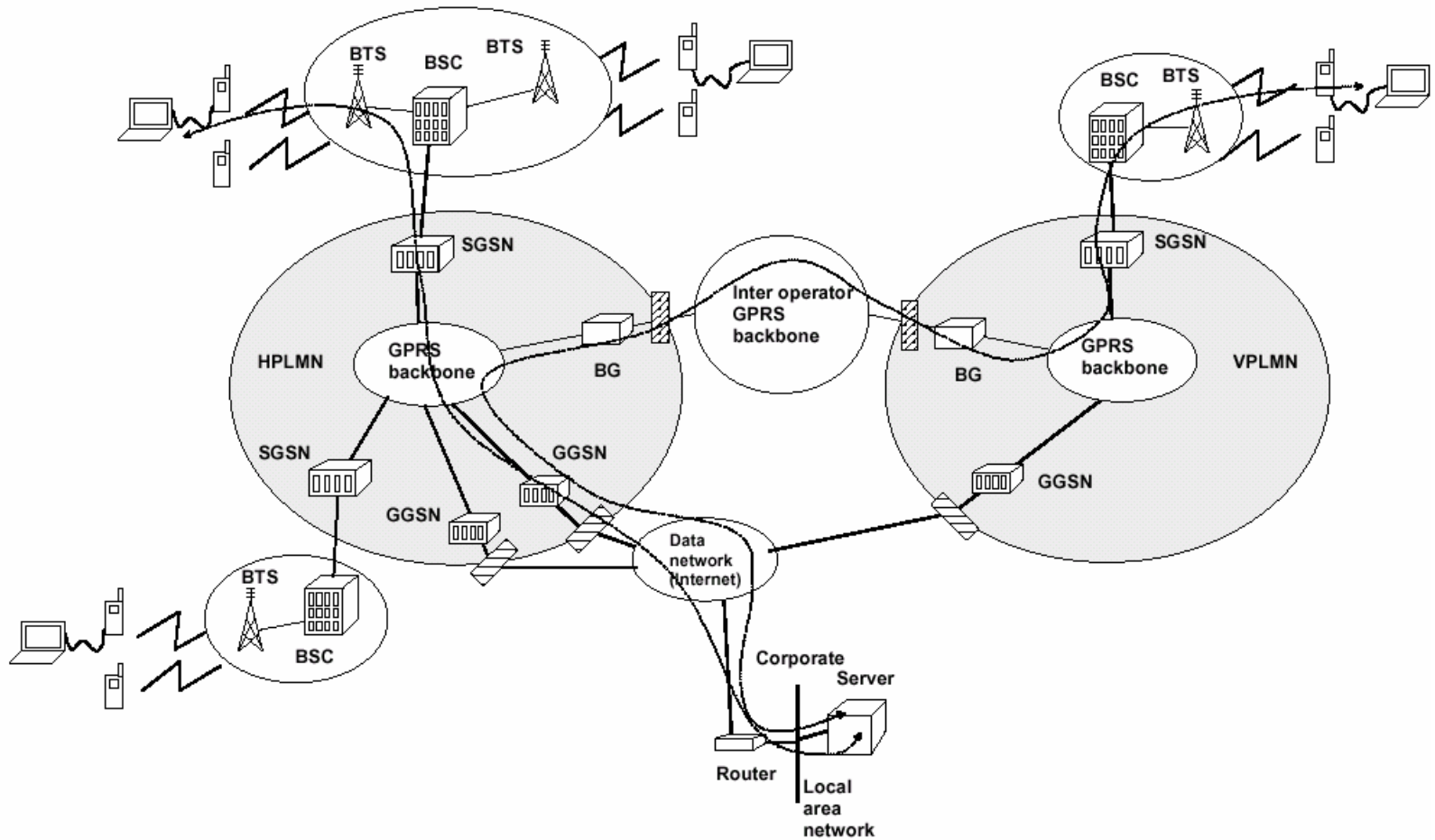
Location Update Procedure



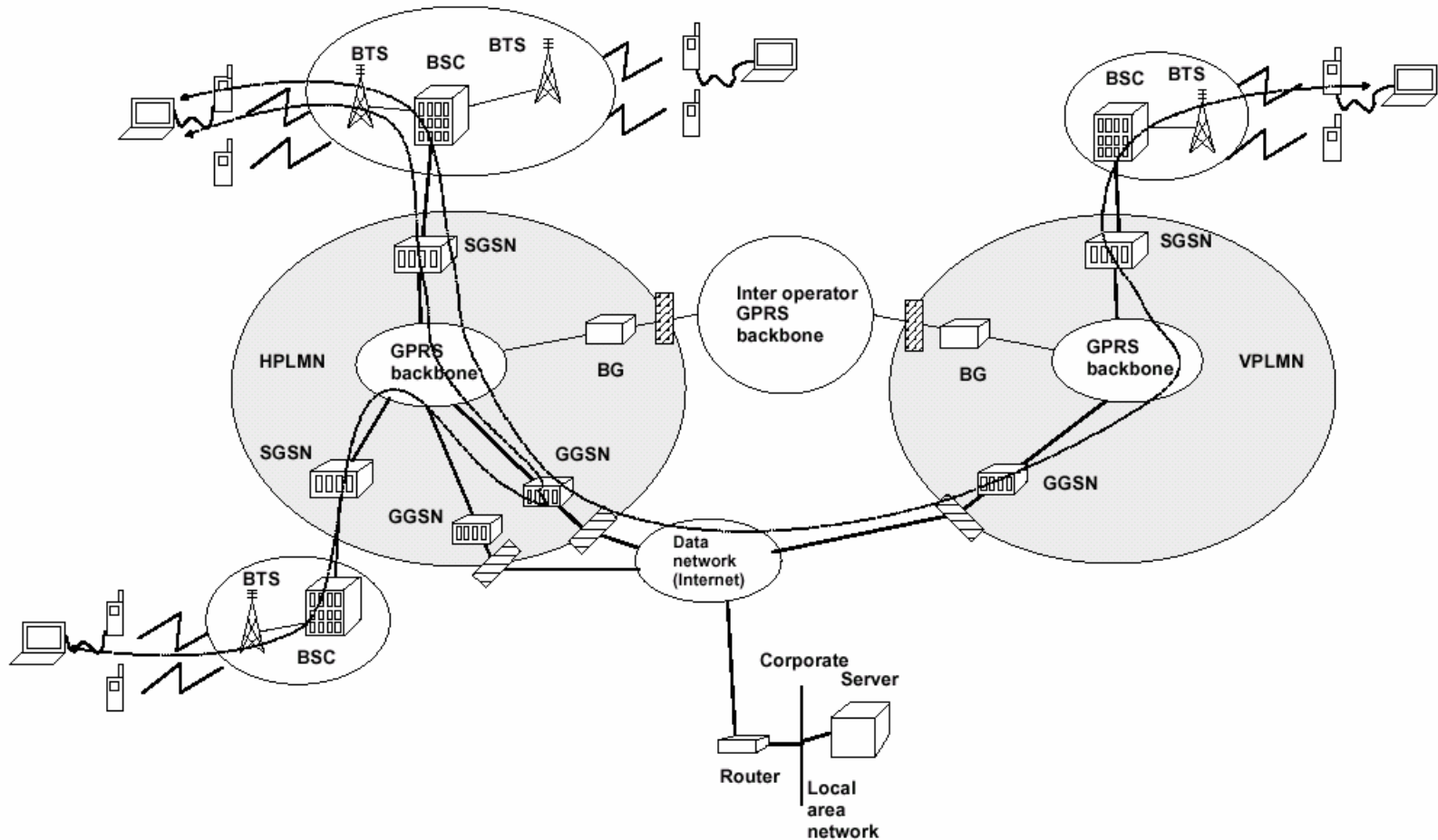
GPRS



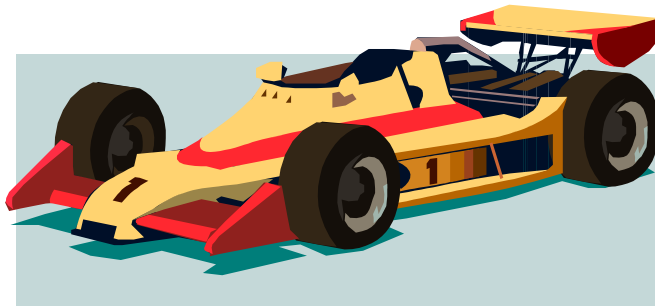
Data transfer MS-fixed



Data transfer MS-MS



Coming Challenges for IP



Location Managements~ handoff, roaming
 QoS Transport~ Backbone delivery

Mobility

- ◆ User mobility

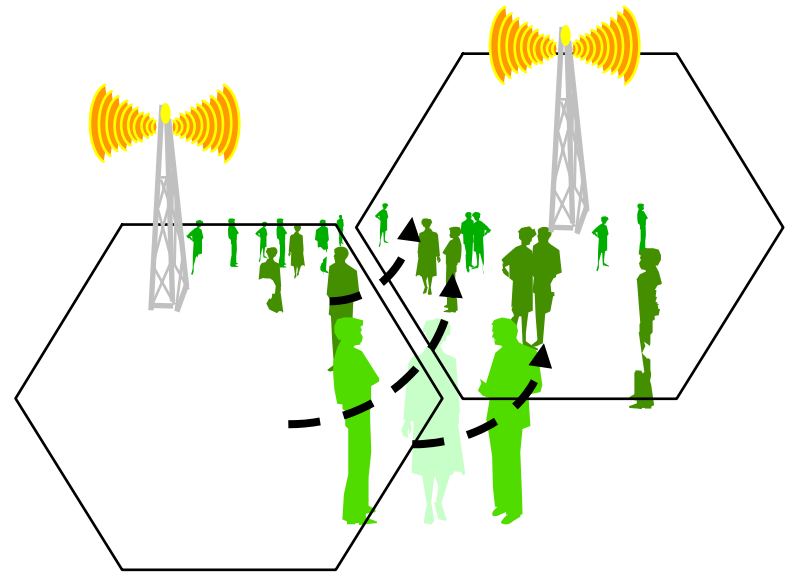
- Micro
- Macro



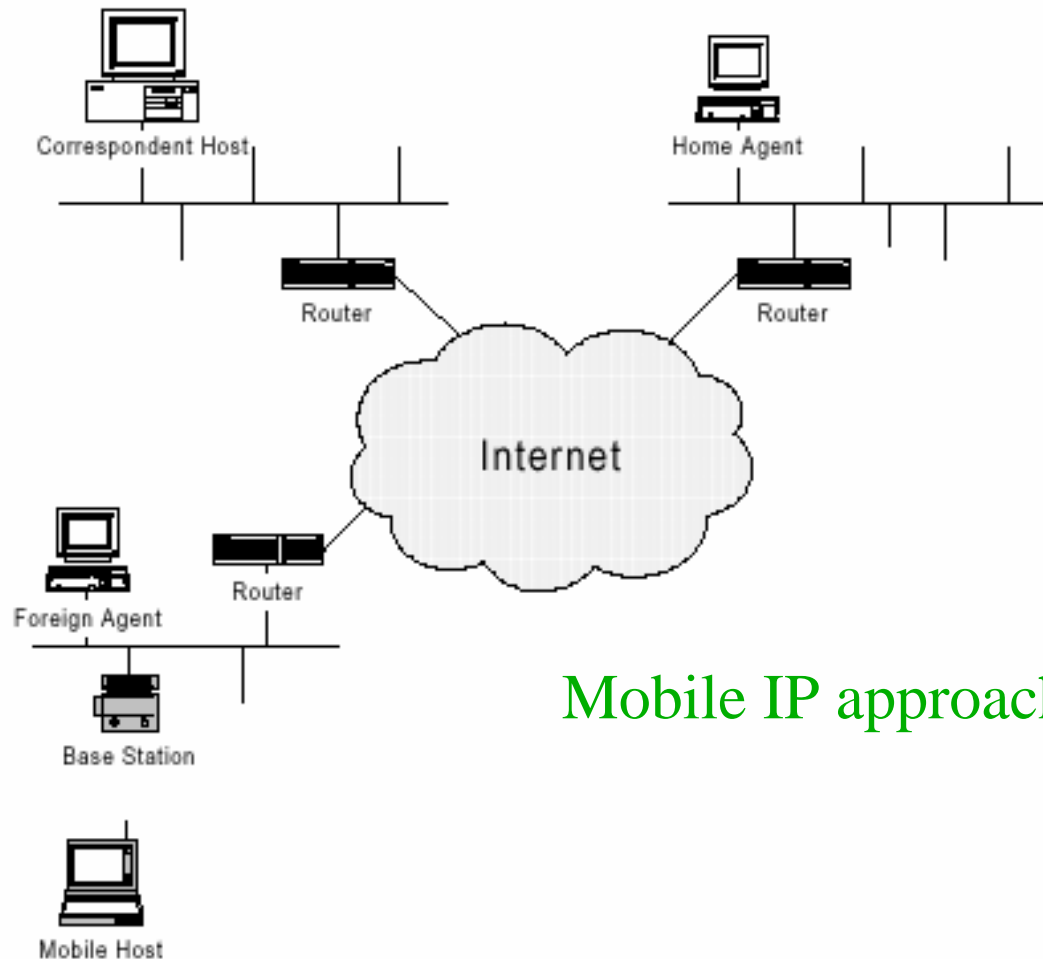
- Handoff issue
- Location management
- Paging

- ◆ IP mobility support

- Mobile IP
- Cellular IP
- HAWAII

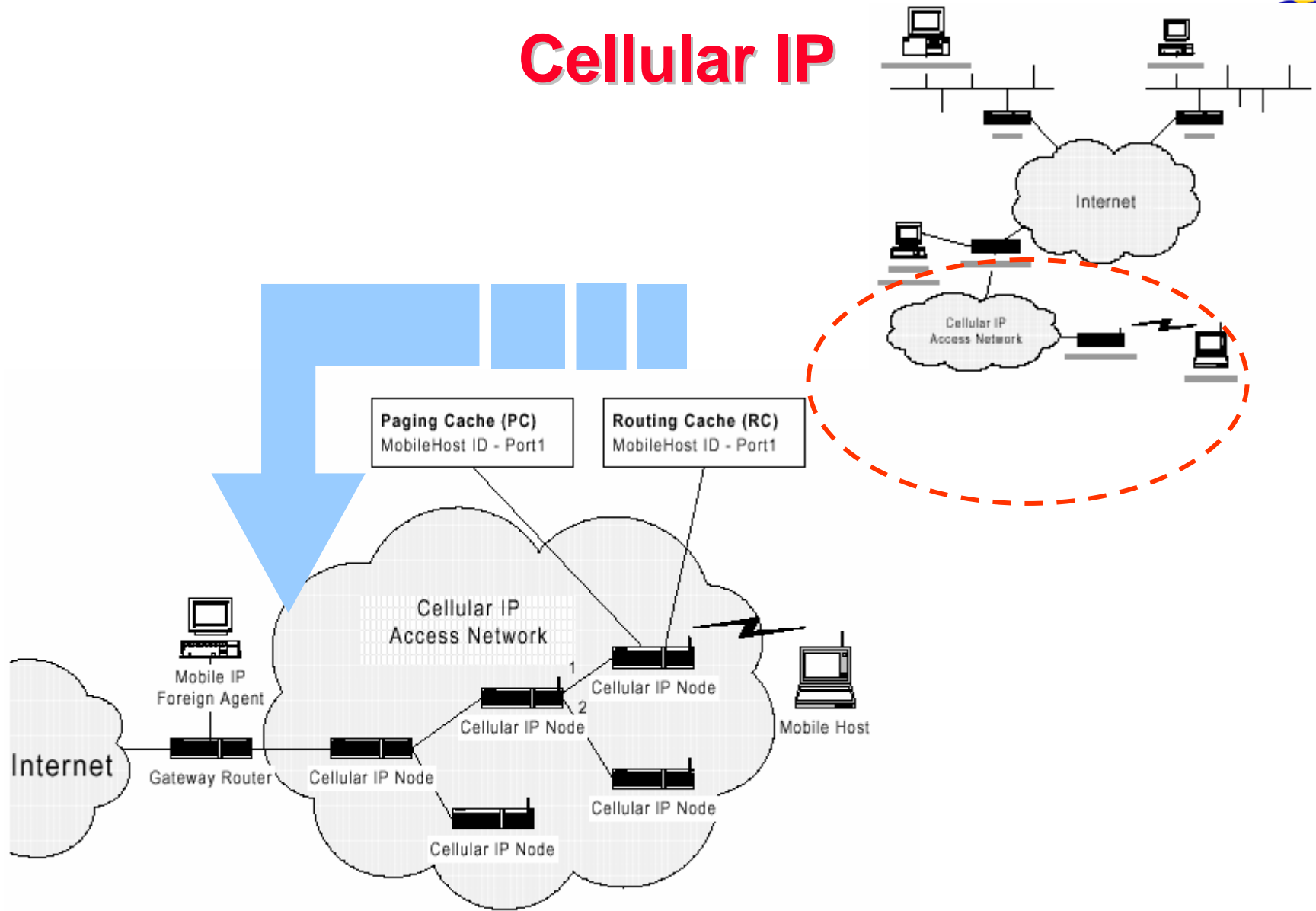


Nomadic wireless access

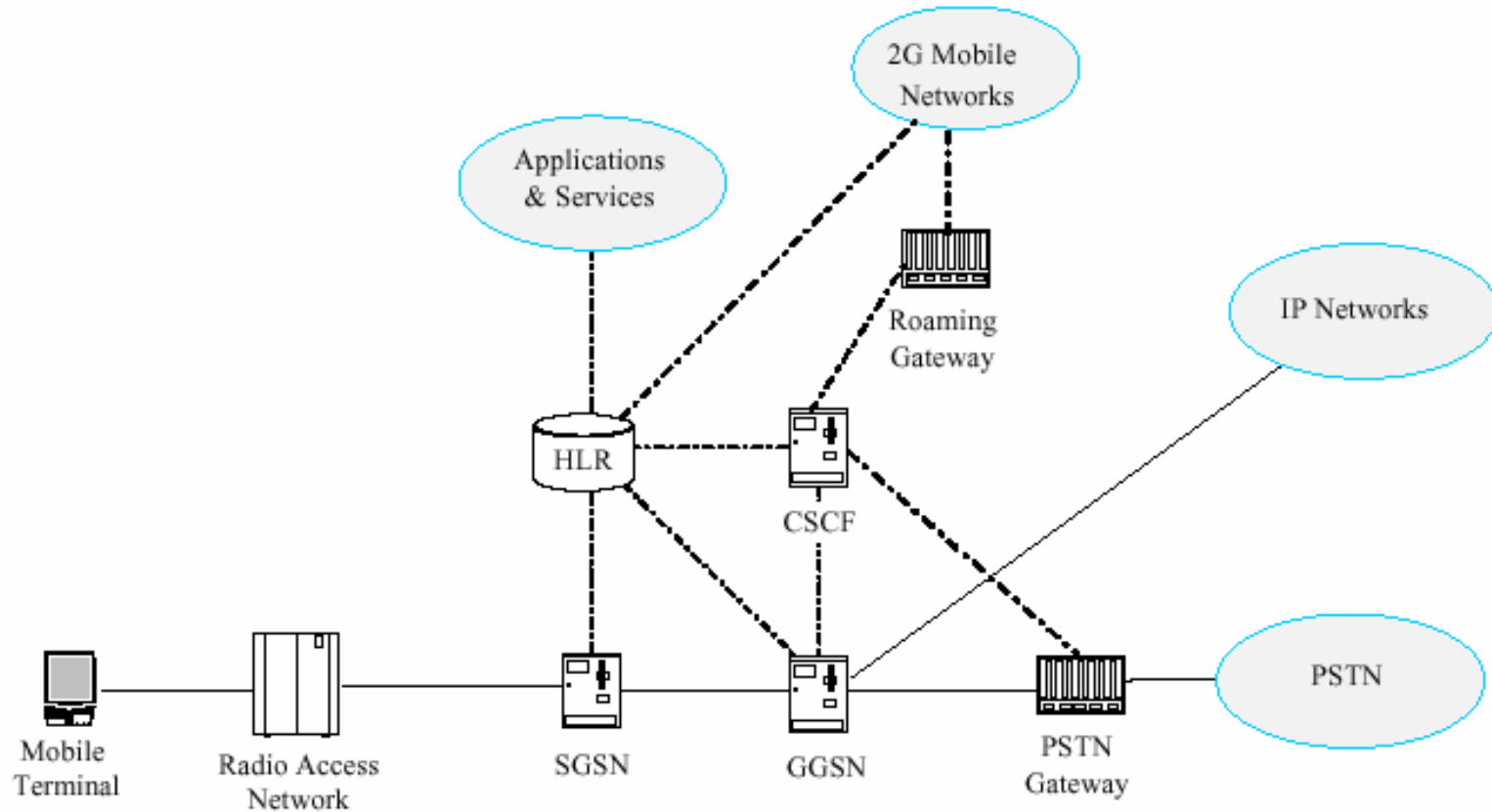


Mobile IP approach

Cellular IP

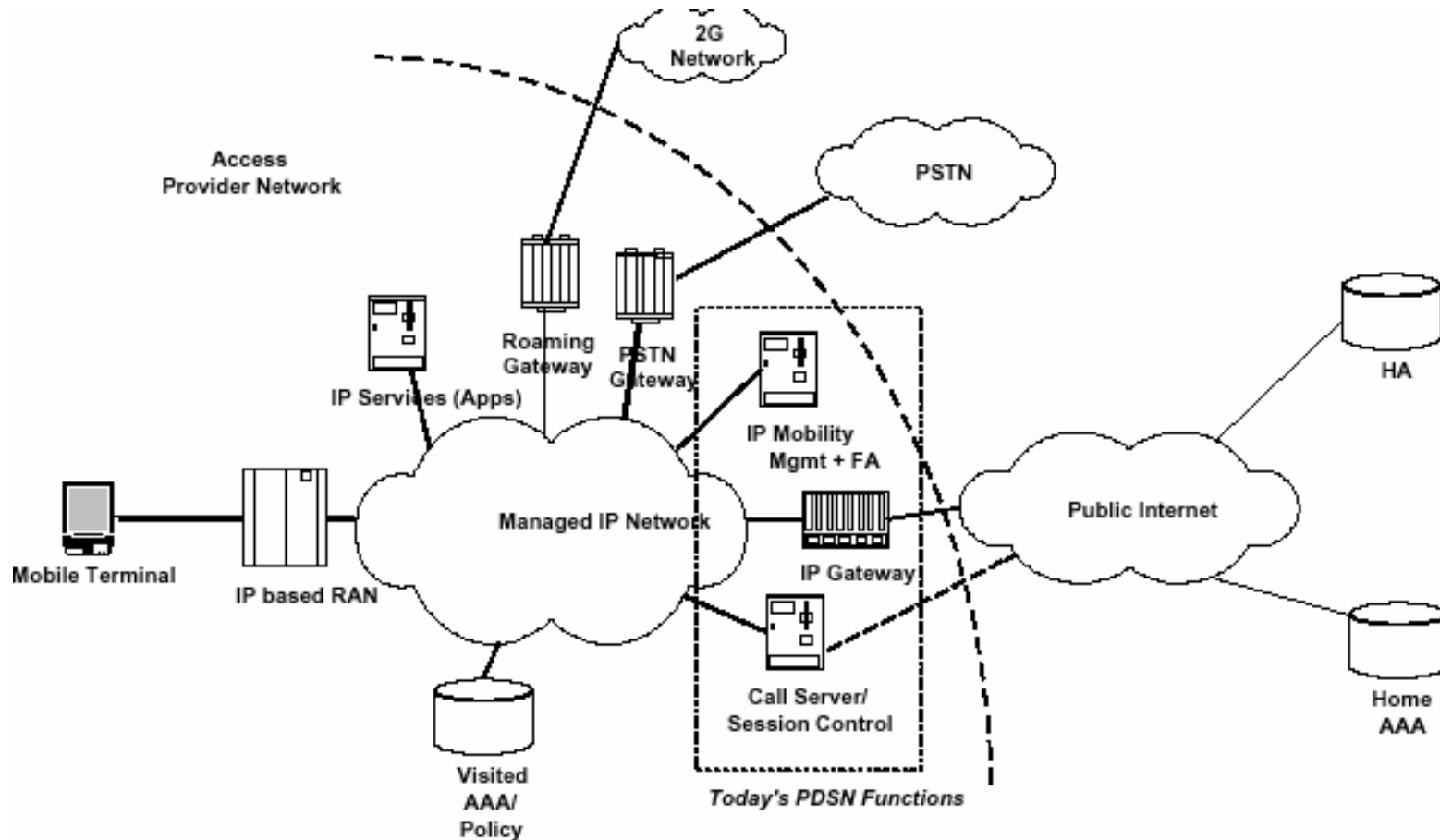


3GPP IP reference architecture

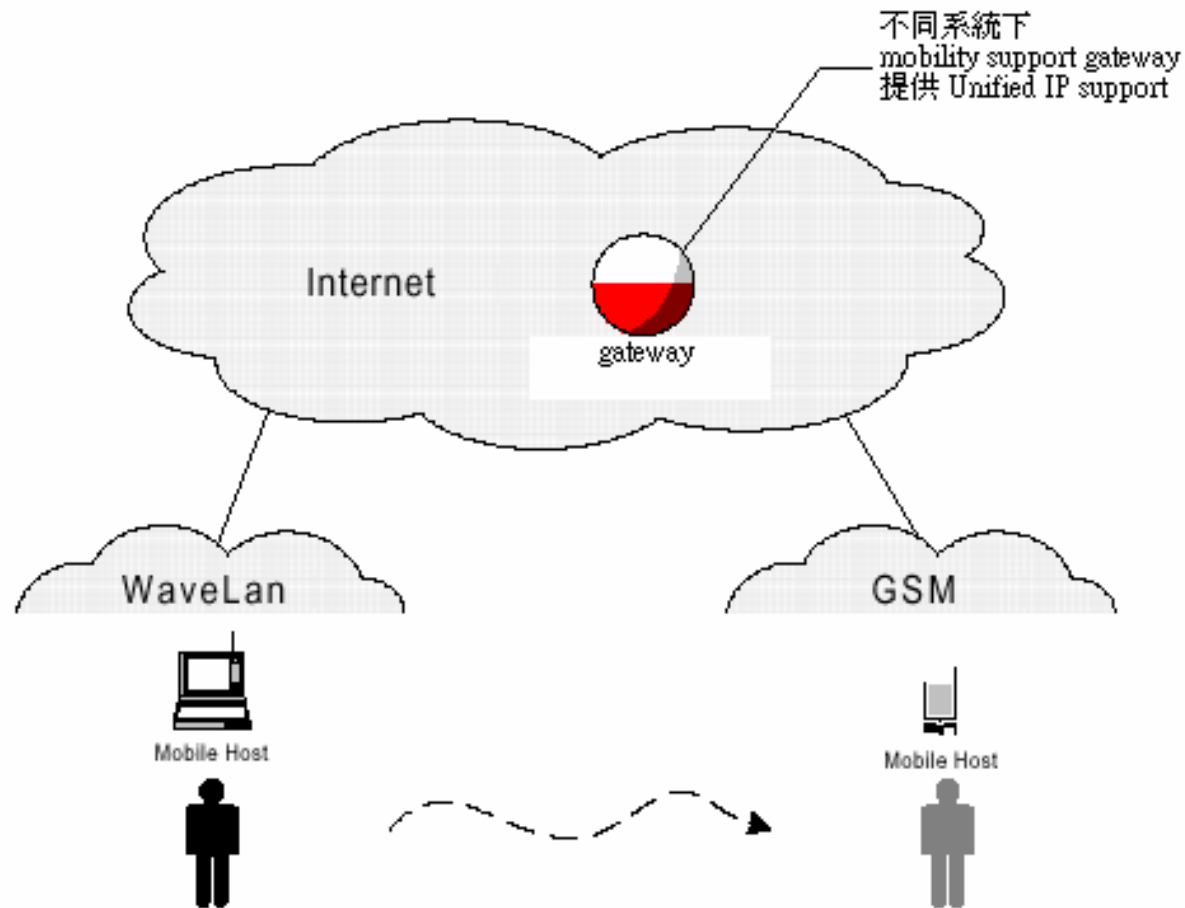


Signaling Interface
 Signaling and Data Transfer Interface

3GPP2 IP reference architecture

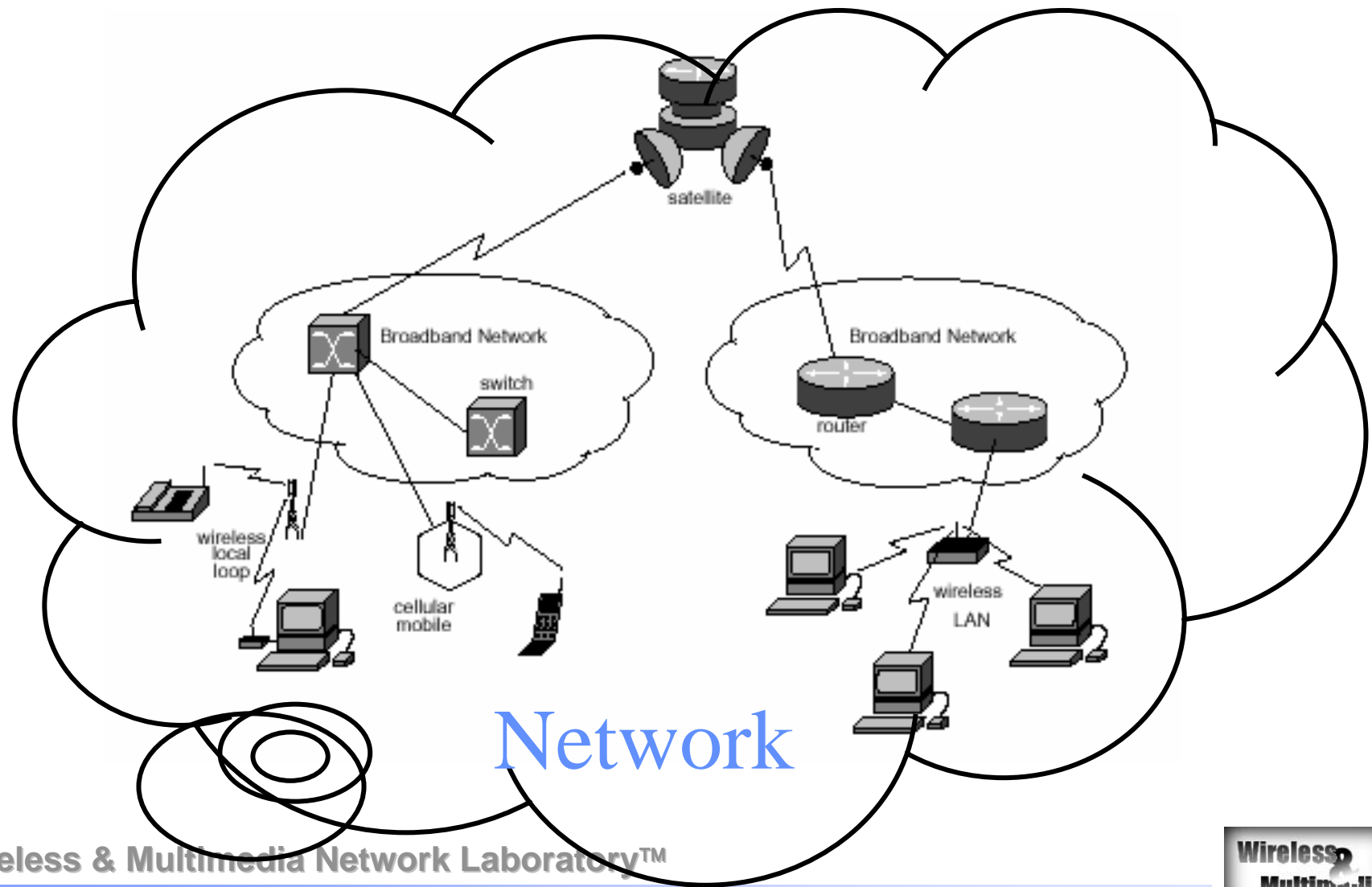


Heterogeneous access network



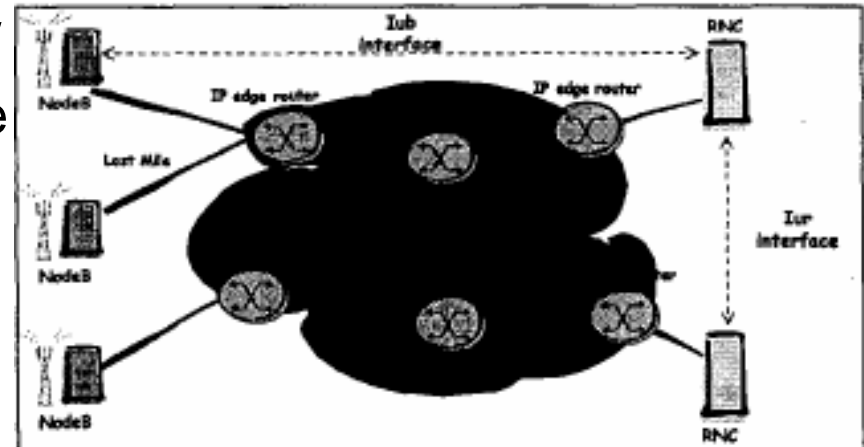
The Mobile People network architecture

Heterogeneous End System



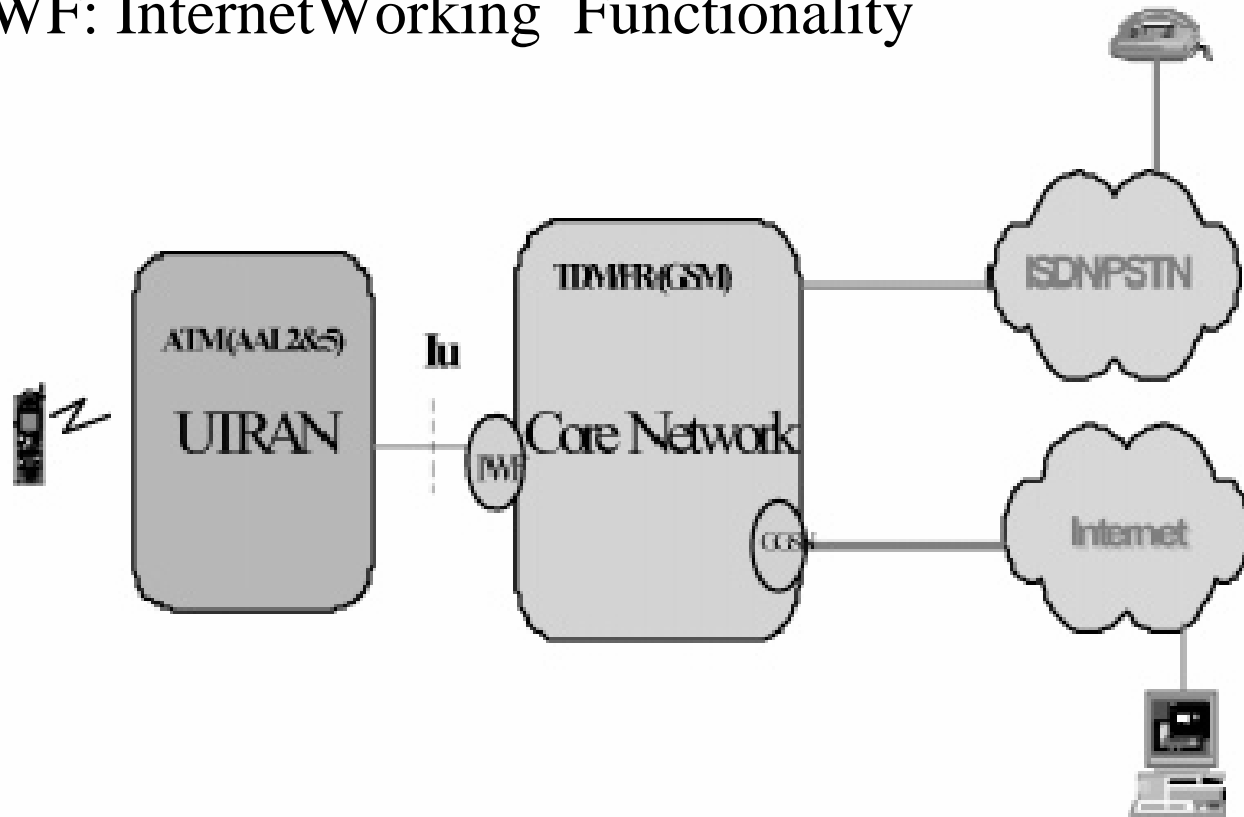
Last Mile QoS Issues

- ◆ Last mile connect NodeB and RAN. It is usually low bandwidth links.
- ◆ limit the transmission time for a packet.
- ◆ Three choices
 - Fragmentation on a layer below
 - Fragmentation on a layer above
 - Fragmentation in IP Layer

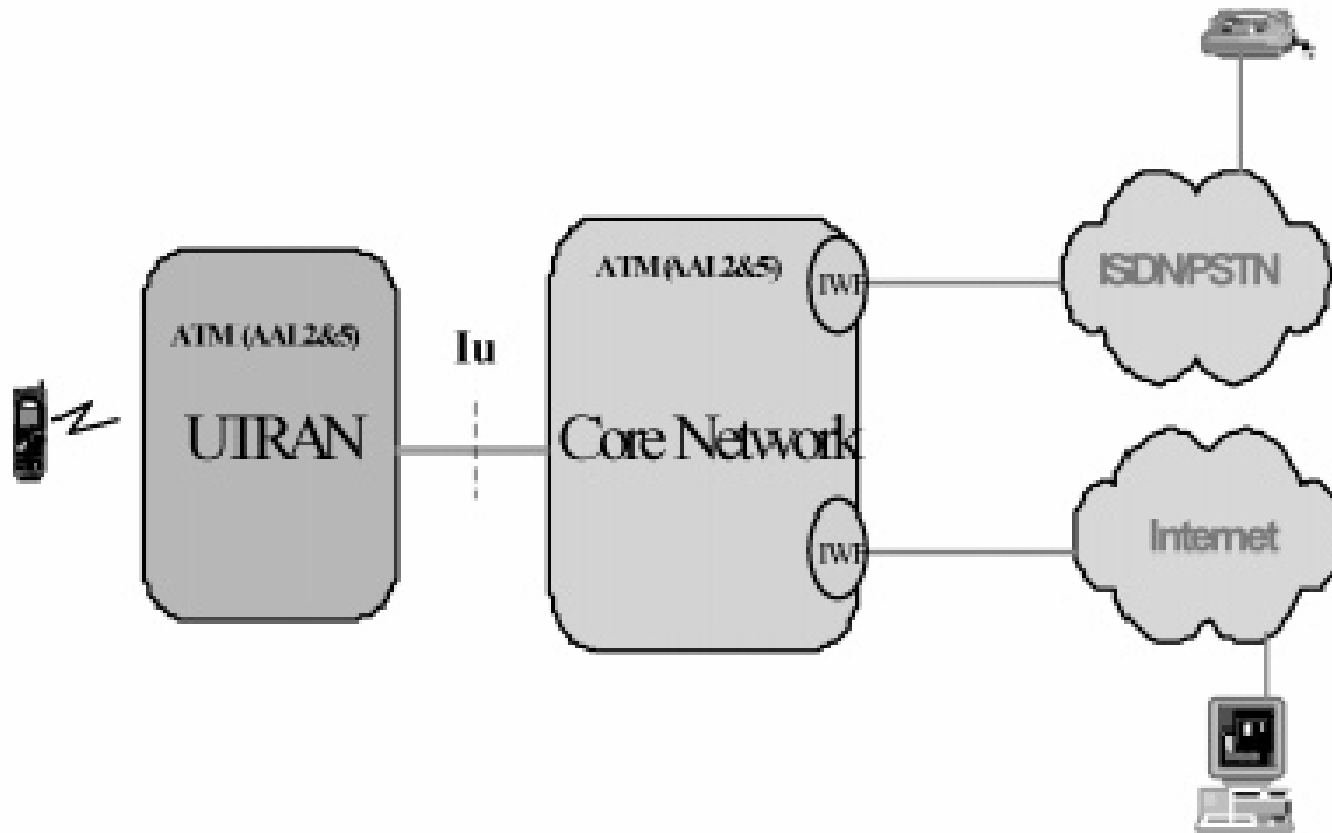


Option1

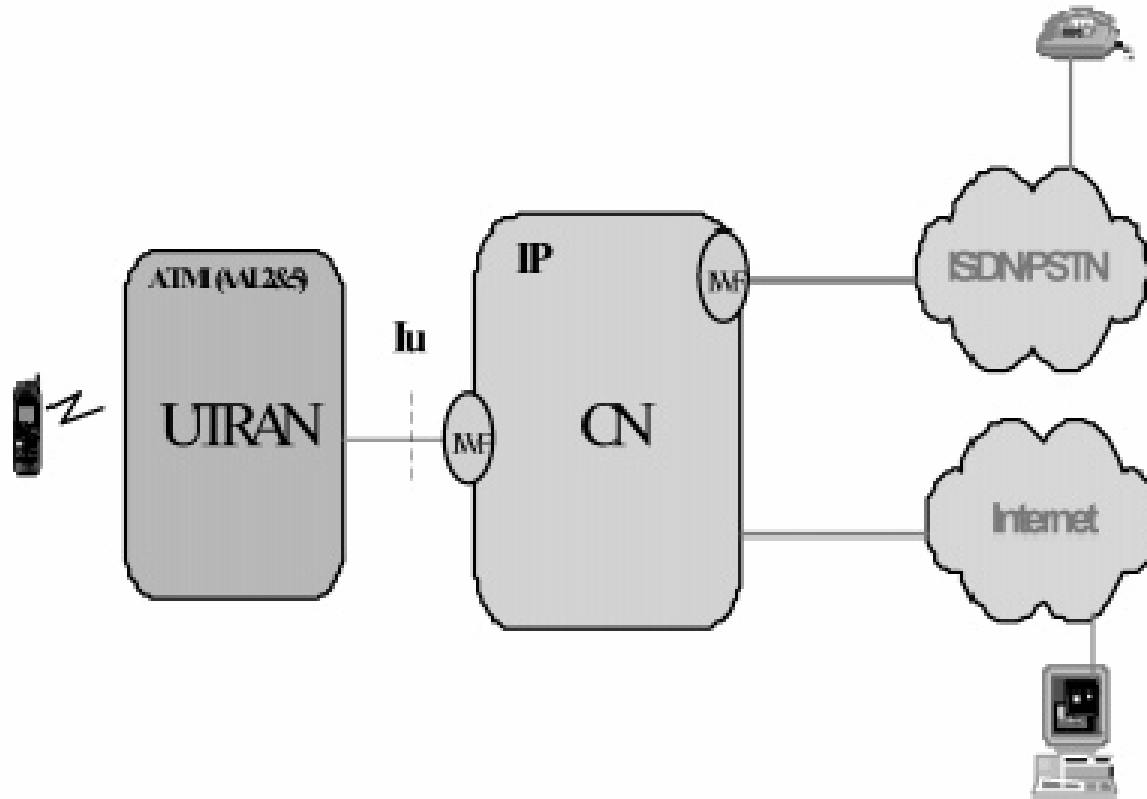
IWF: Internet Working Functionality



Option 2



Option 3



Option 4

