

# Mobilné systémy 3. generácie

## UMTS

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KTL FEI STU  
2009



# Prehľad prednášok

- UMTS
- HSDPA, EUL
- HSPA evolution
- LTE
- LTE-Advanced

# Nasadené technológie

- GSM worldwide (~ 720 networks)
  - EDGE almost worldwide (~ 300 networks)

- UMTS (~ 300 networks)
  - HSDPA (~ 290 networks)
  - EUL (~ 90 networks)

**3GPP**

- CDMA2000 (~ 250 networks)
  - EV-DO Rel.0 (~ 90 networks)
  - EV-DO Rev.A (~ 10 networks)

**3GPP2**

- FLASH-OFDM
  - USA, Slovakia

**proprietary**

- Mobile WiMAX
  - South Korea (WiBro)
  - Sprint (2008)

**IEEE 802.16**



# Dnešné možnosti

- GSM/GPRS/EDGE
  - mainly voice oriented service
  - downlink up to 300 kbps
  - uplink up to 200 kbps

- FLASH-OFDM
  - pure IP architecture
  - DL up to 5,3 Mbps
  - UL up to 1,8 Mbps

- UMTS/HSDPA/EUL
  - higher voice capacity
  - UMTS DL/UL 384 kbps
  - HSDPA up to 28 Mbps
  - EUL up to 5,8 Mbps

- CDMA2000 EV-DO
  - packet services only
  - DL up to 3,1 Mbps
  - UL up to 1,8 Mbps

- WiBro / Mobile WiMAX
  - packet services only
  - DL up to 3 / 10 Mbps
  - UL up to 1,2 / 2,5 Mbps

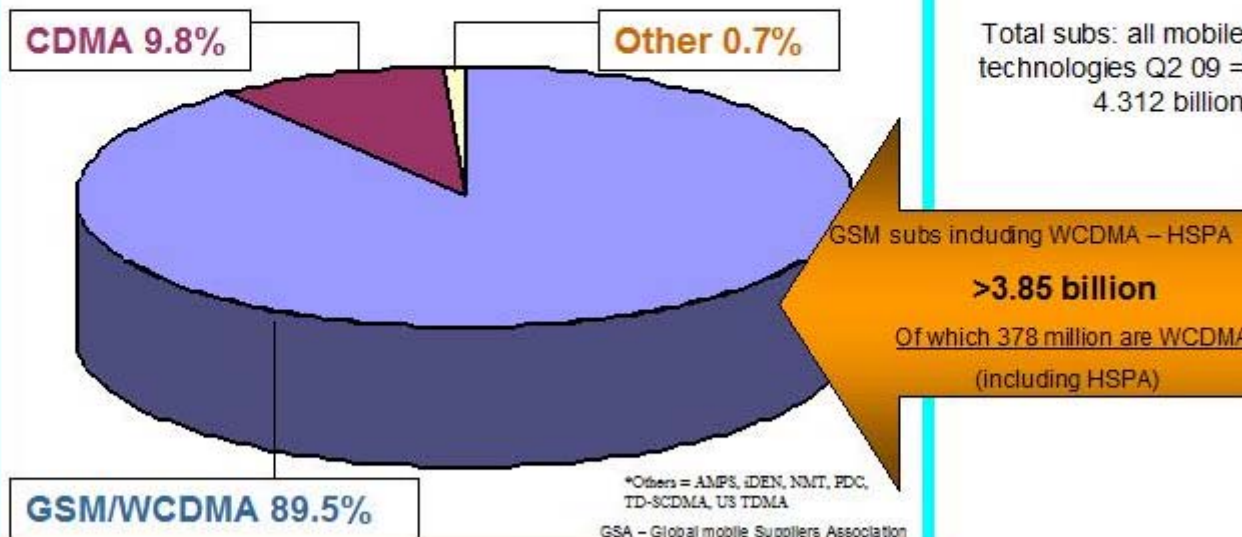
# Prečo UMTS?

## Mobile subscriptions market share worldwide



www.gsa.com

### Mobile subs market share per technology Q2 09



Data Source  
**informa**  
telecoms & media

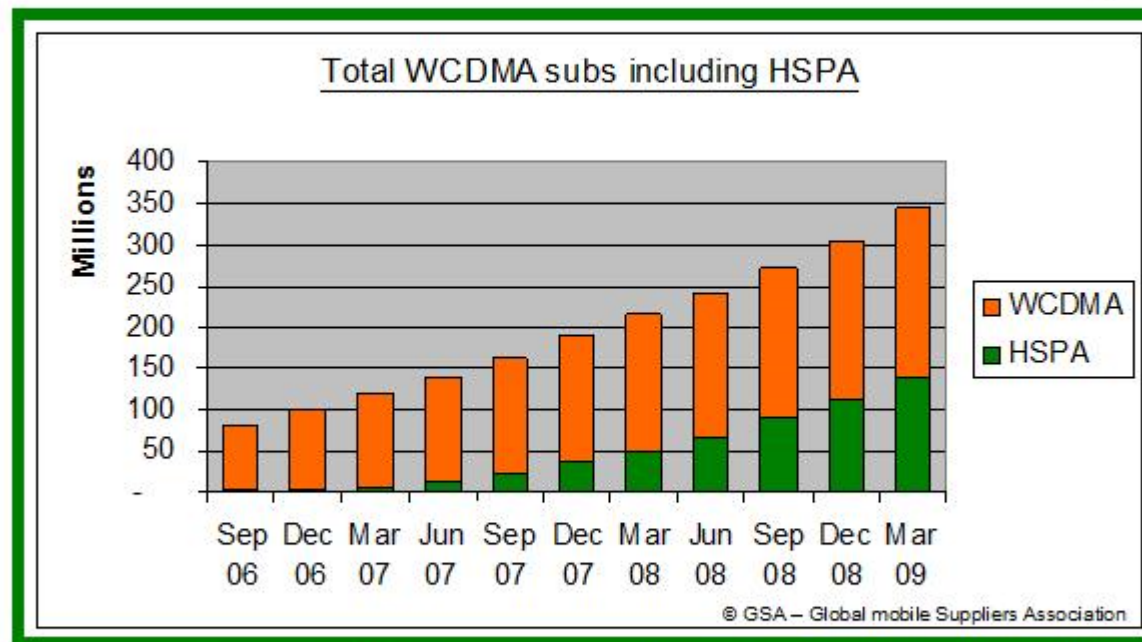
☐ GSM inc WCDMA subs market share grew 1.6% YoY

☐ GSM/WCDMA market share Q2 08 was 87.9%



# Prečo UMTS?

## Total WCDMA subs including HSPA



- Total WCDMA subs Q1 09 = 344 million incl. 140 million HSPA
- HSPA subs represents 40.7% share of WCDMA (vs. 23.8% Q1 08)
- HSPA share of WCDMA subs in Q1 09 = > 70%

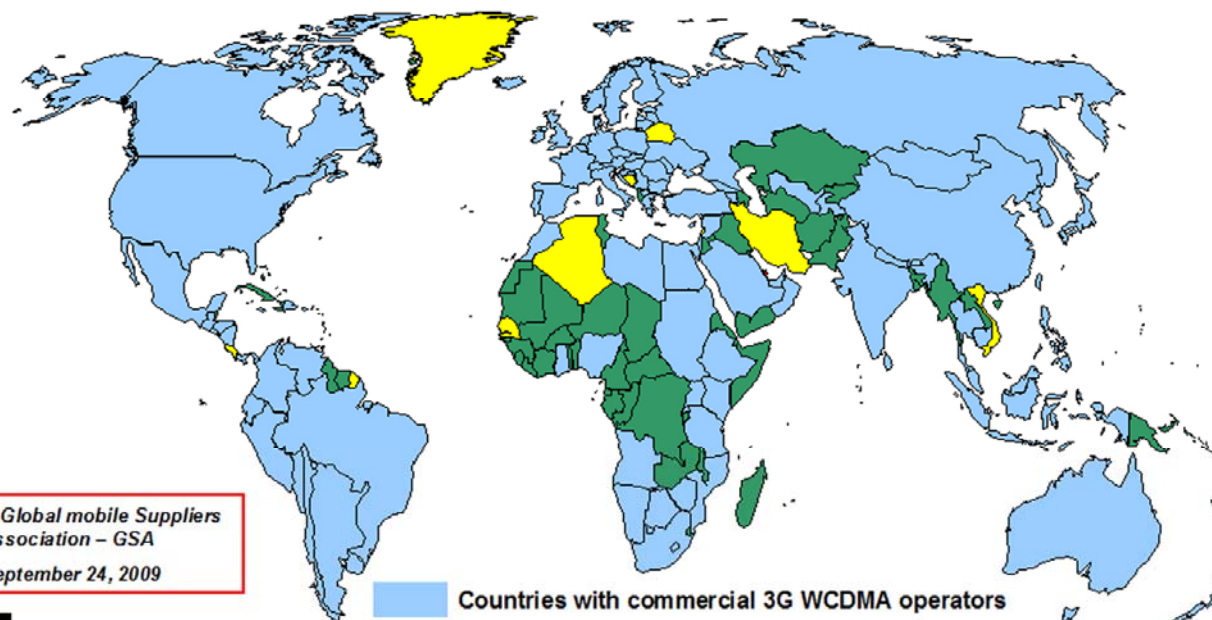
Data Source  
**informa**  
telecoms & media



# Prečo UMTS?

## 300 3G/WCDMA commercial operators

- ❑ WCDMA commercially launched in 126 countries
- ❑ Dual-band networks counted as single networks
- ❑ Excludes MVNOs
- ❑ **Over 94% of commercial WCDMA operators have launched HSPA**

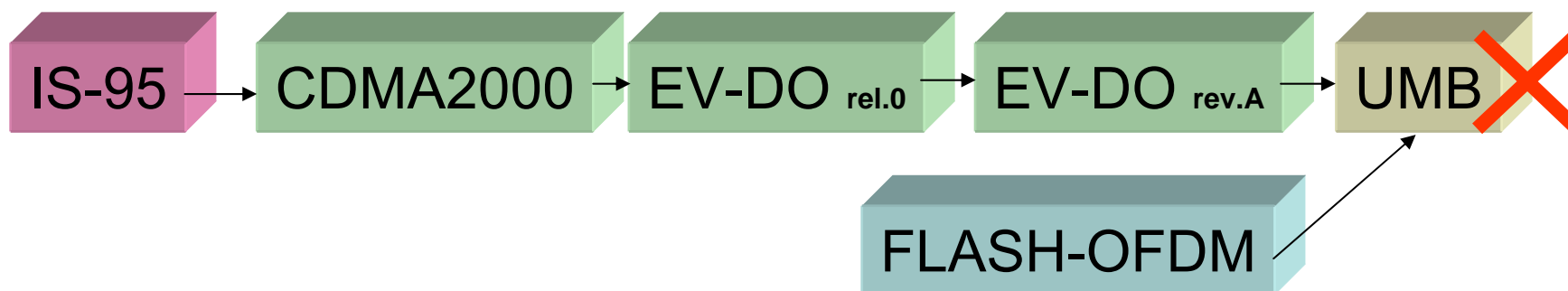


# Evolúcia štandardov

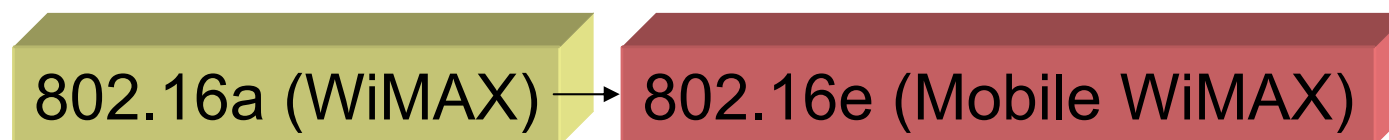
## 3GPP



## 3GPP2

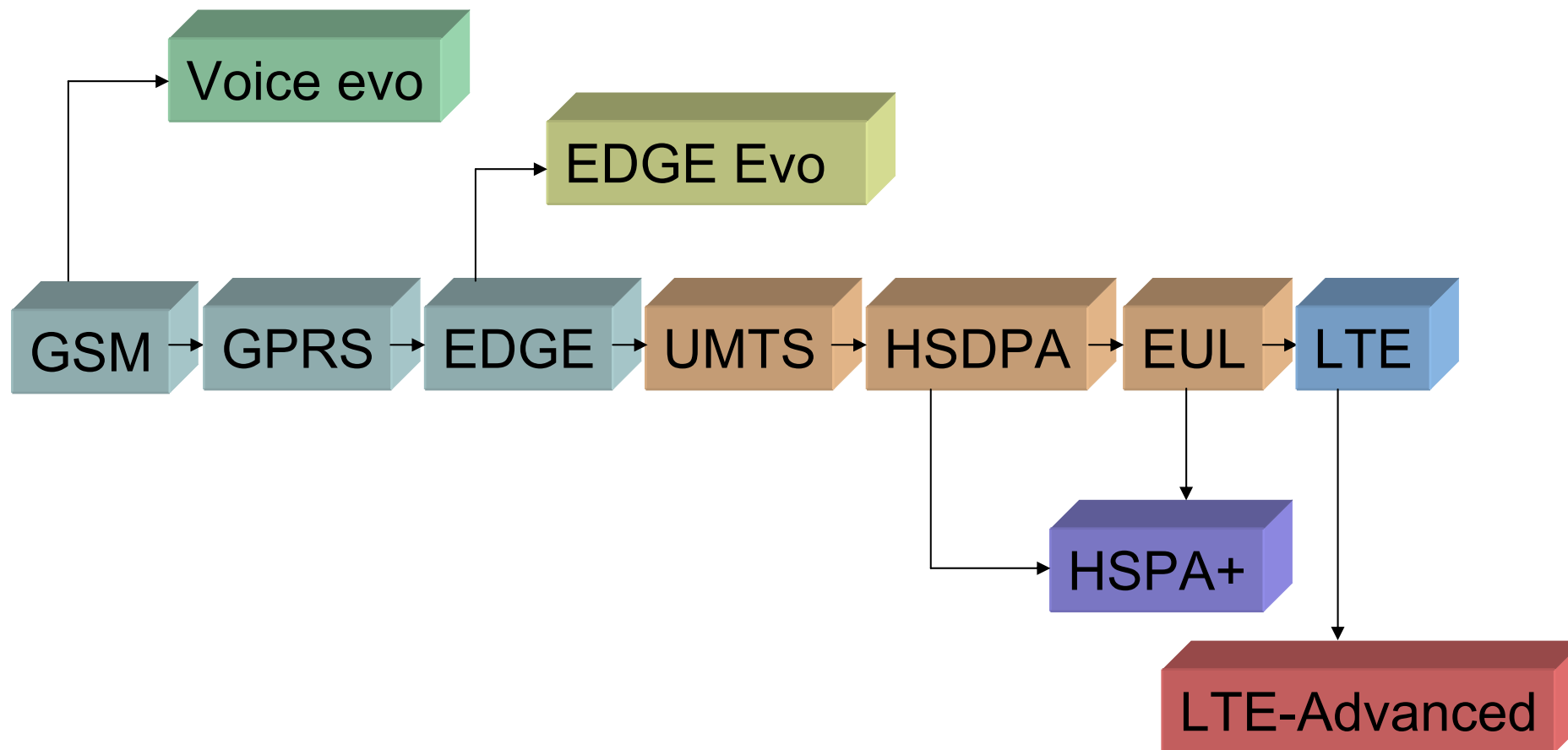


## IEEE

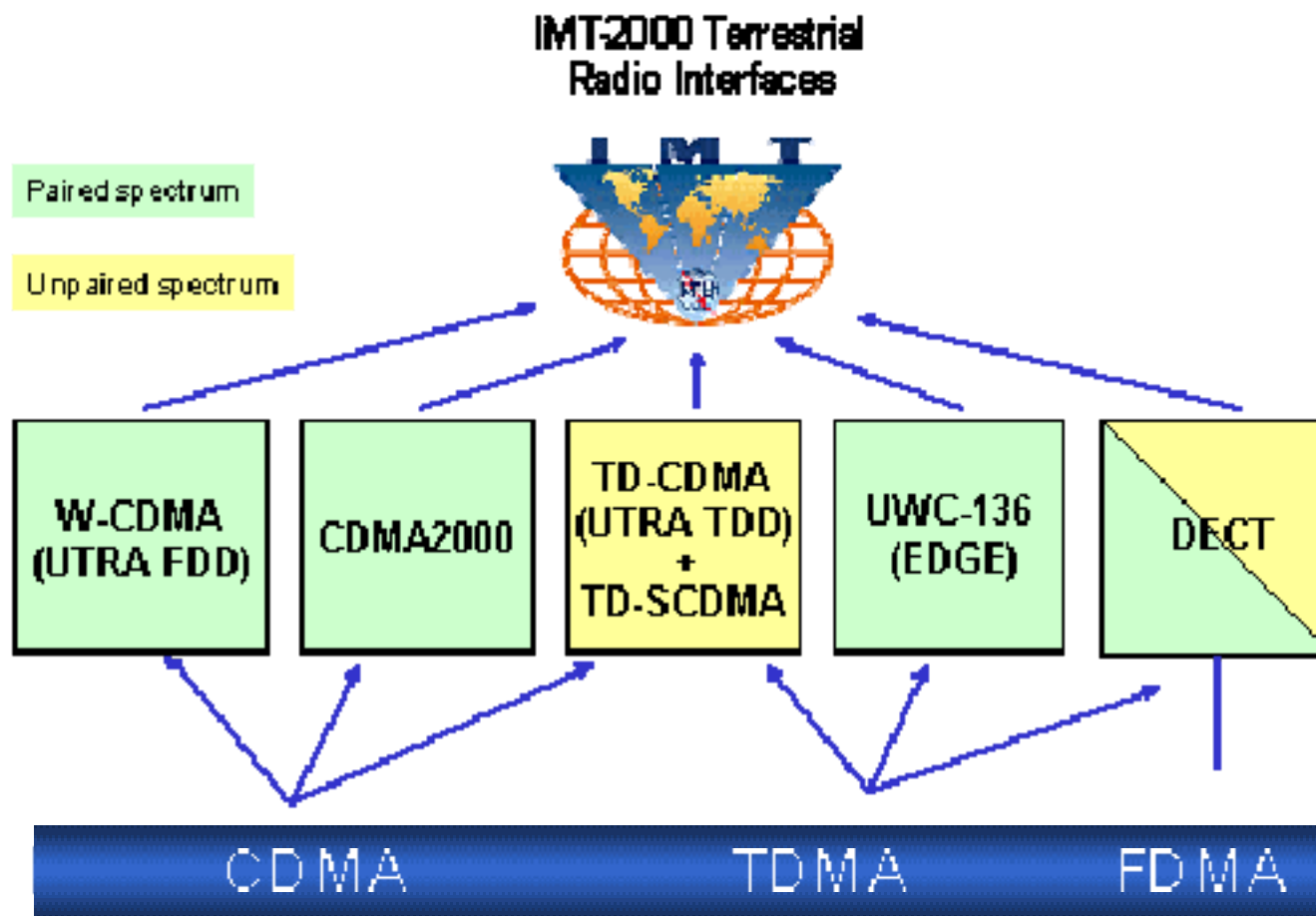




# Evolúcia štandardov

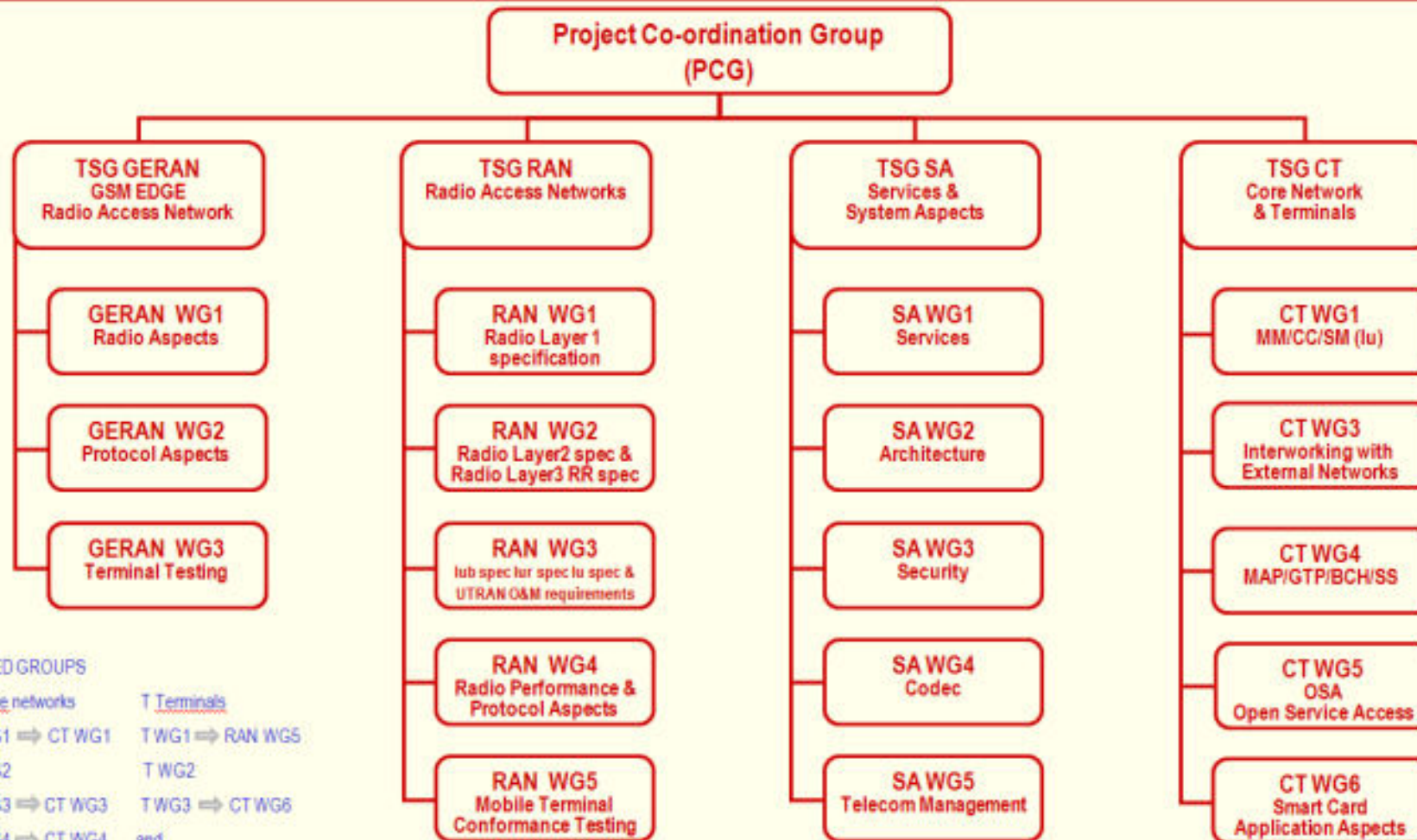


# IMT-2000



# 3GPP

## TSG ORGANIZATION



### CLOSED GROUPS

CN Core networks

CN WG1 ⇒ CT WG1

CN WG2

CN WG3 ⇒ CT WG3

CN WG4 ⇒ CT WG4

CN WG5 ⇒ CT WG5

T Terminals

T WG1 ⇒ RAN WG5

T WG2

T WG3 ⇒ CT WG6

and

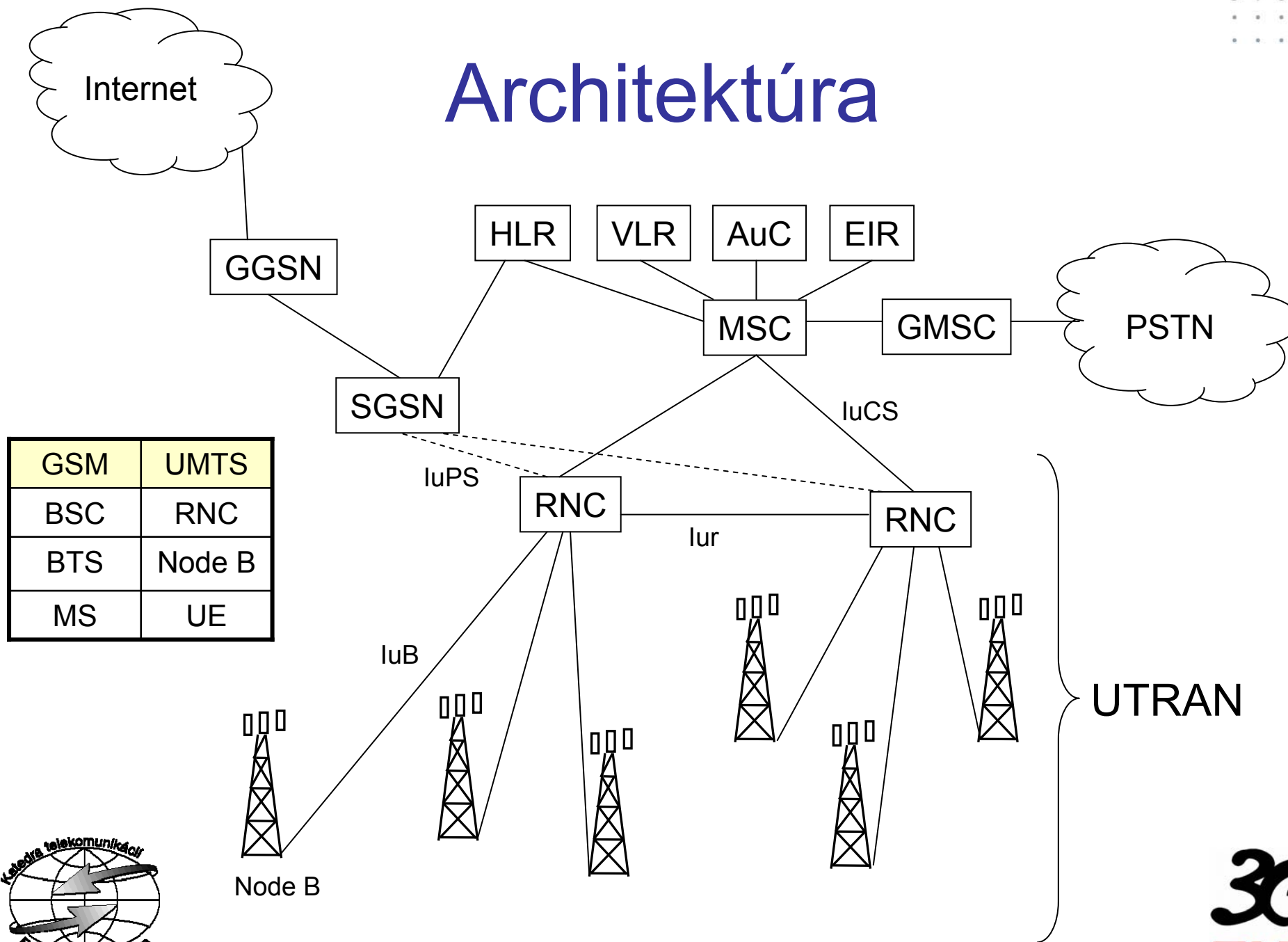
GERAN WG4 ⇒ GERAN3

GERAN WG5 ⇒ GERAN3

# 3GPP spec. list

Subject of specification series	3G/GSM R99 and later
Requirements	21 series
Service aspects ("stage 1")	22 series
Technical realization ("stage 2")	23 series
Signalling protocols ("stage 3") - user equipment to network	24 series
Radio aspects	25 series
CODECs	26 series
Data	27 series
Signalling protocols ("stage 3") -(RSS-CN)	28 series
Signalling protocols ("stage 3") - intra-fixed-network	29 series
Programme management	30 series
Subscriber Identity Module (SIM / USIM), IC Cards. Test specs.	31 series
OAM&P and Charging	32 series
Security aspects	33 series
UE and (U)SIM test specifications	34 series
Security algorithms (3)	35 series
Evolved UTRA aspects	36 series

# Architektúra



GSM	UMTS
BSC	RNC
BTS	Node B
MS	UE

# Roadmap

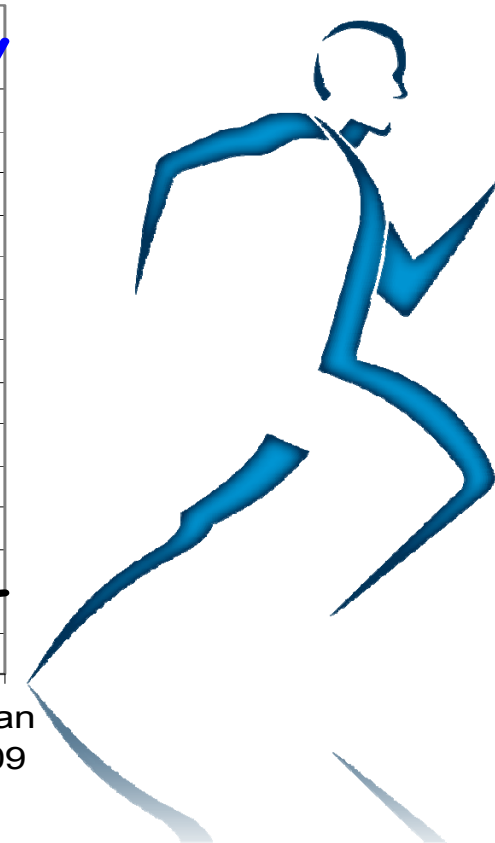
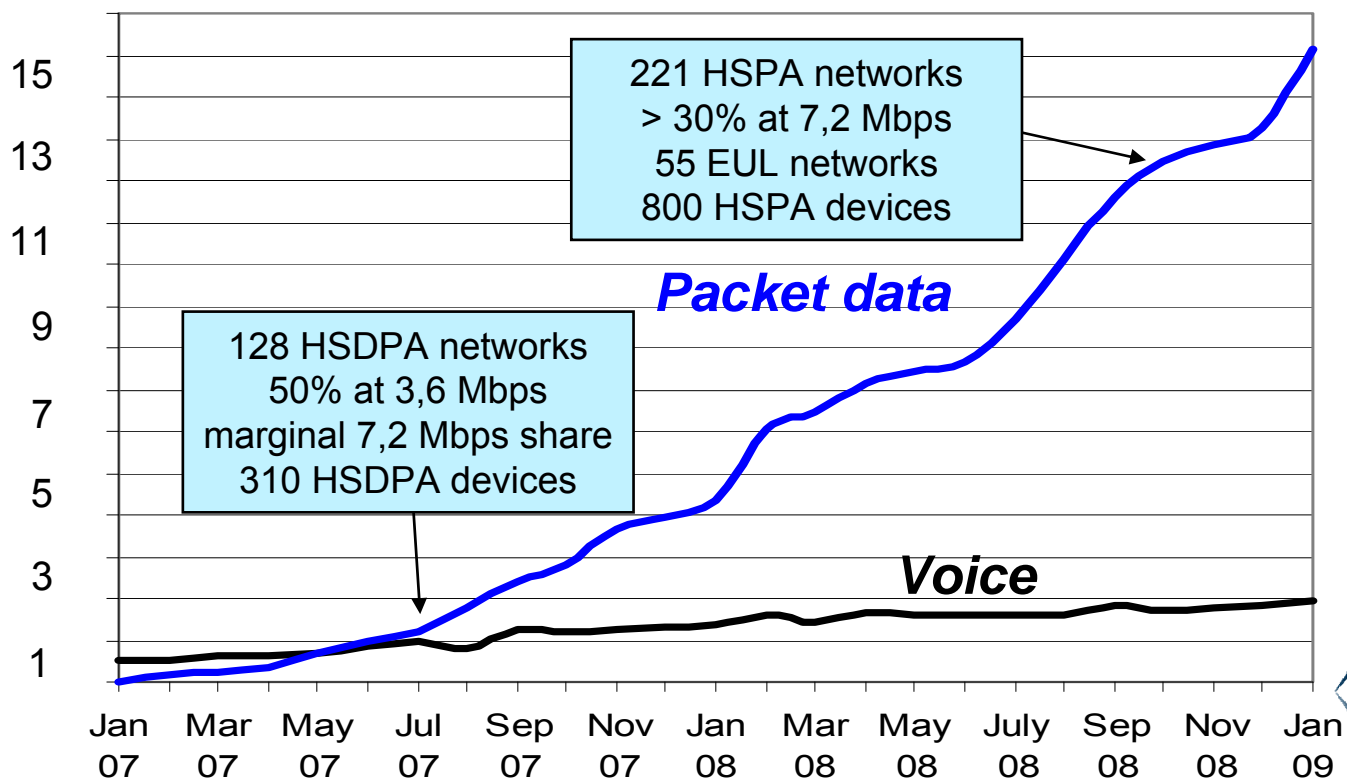
## 3GPP releases

	Rel.99/4	Rel.5	Rel.6	Rel.7	Rel.8	Rel.9
	WCDMA	HSDPA	EUL	HSPA+	HSPA+	HSPA+
	QPSK	16QAM	multi code	MIMO, 64QAM, 16QAM UL	DC	Comb
DL Mbit/s	0.384	14.4	14	28	42	168
UL Mbit/s	0.384	0.384	5.8	12	12	24
Latency (ms)	~150	~75	~50	~30	~30	~30

↑  
LTE

# 3G – voice or data?

**Relative Network Load – RNC level**



Data is surpassing voice on 3G since 2 years



# Rádiová prístupová sieť- UTRAN

- Komponenty
  - Node B
  - RNC
- Multiplexná technika
  - CDMA
- Duplexný mód
  - FDD
  - TDD



# Funkcie Node B

- Air interface Transmission / Reception
- Modulation / Demodulation
- CDMA Physical Channel coding
- Micro Diversity (Soft Handover)
- Error Handling
- Closed loop power control

# Funkcie RNC

- Radio Resource Control
- Admission Control
- Channel Allocation
- Power Control Settings
- Handover Control
- Macro Diversity (Soft Handover)
- Ciphering
- Segmentation / Reassembly
- Broadcast Signaling
- Open Loop Power Control

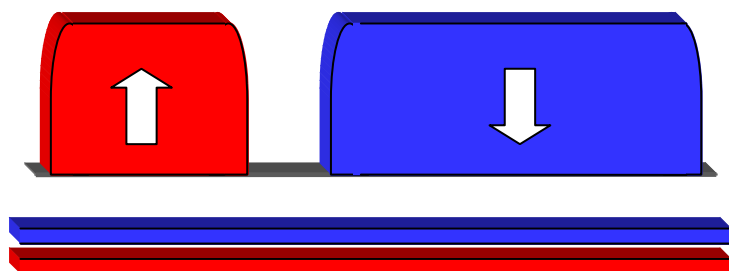


# Duplexný mód

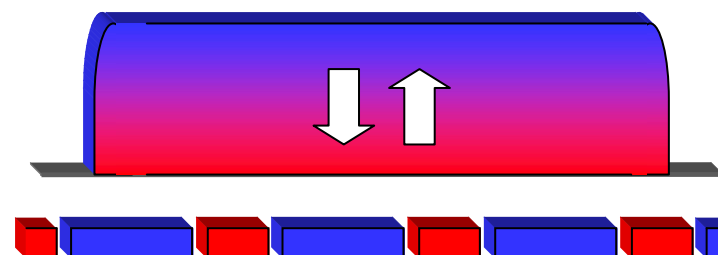
- **Frequency division duplex**
  - + symetric traffic (e.g. voice)
  - + higher average power  
=> less Node Bs
  - higher complexity (HW)
  - channel measurements must be reported

- **Time division duplex**
  - + asymeric traffic (data)
  - + channel measurements are precise
  - lower average power
  - strict synchronization needed
  - higher delays

## FDD



## TDD

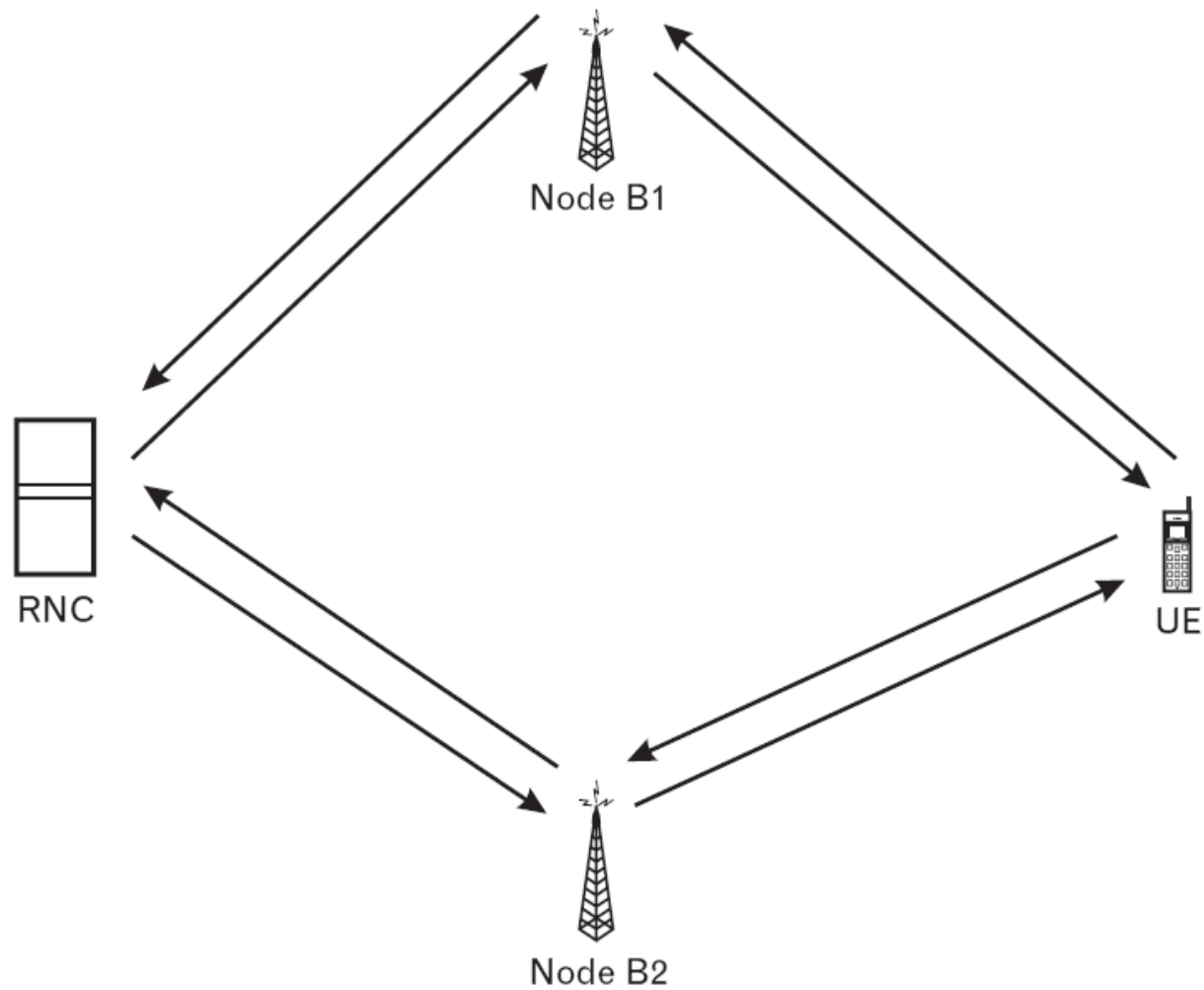


# CDMA

- Interference limited system
  - Sequences selection is crucial
  - Power control needed
  - Soft handover possible
- 
- 5 MHz channel
  - 3,84 Mchip/s



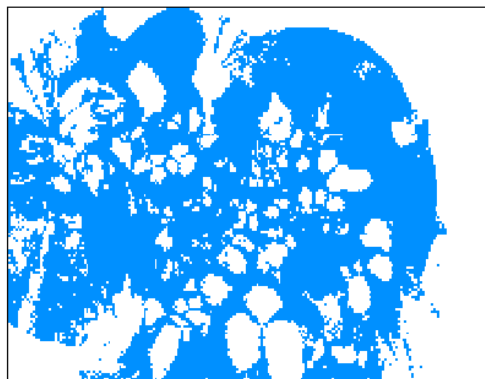
# Soft handover



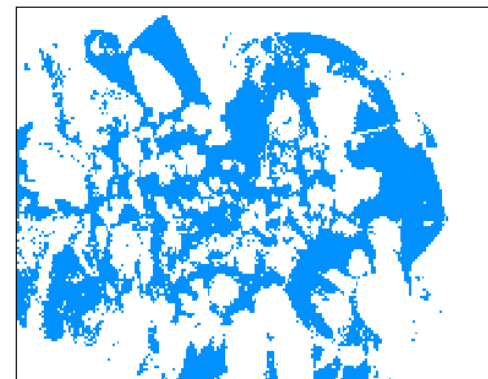
# Importance of Soft Handover

- Graphs show probability of excessive interference in neighbouring cell
- Active set size of 4 was agreed as mandatory for UEs

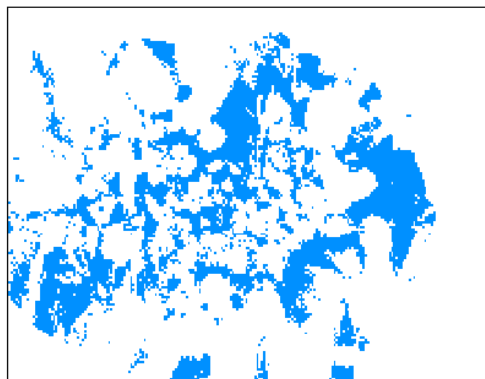
1 user/cell, AS max = 1



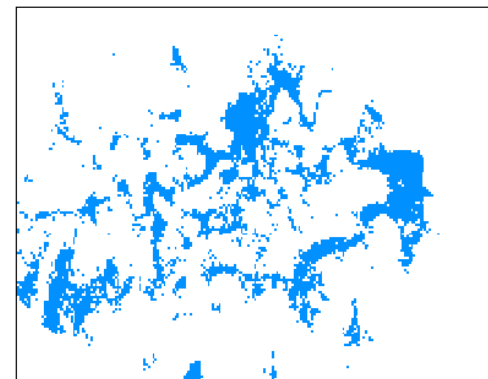
1 user/cell, AS max = 2



1 user/cell, AS max = 3

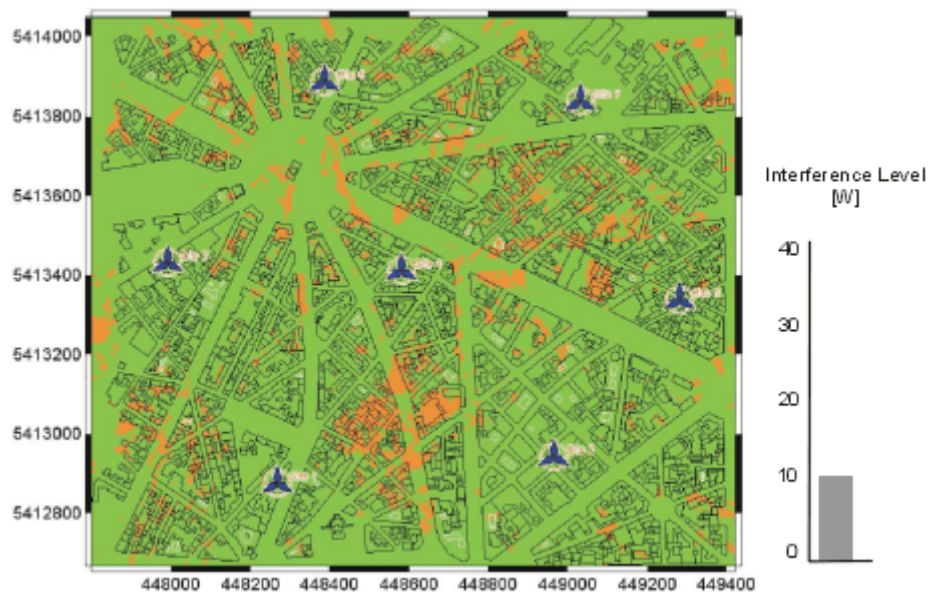


1 user/cell, AS max = 4

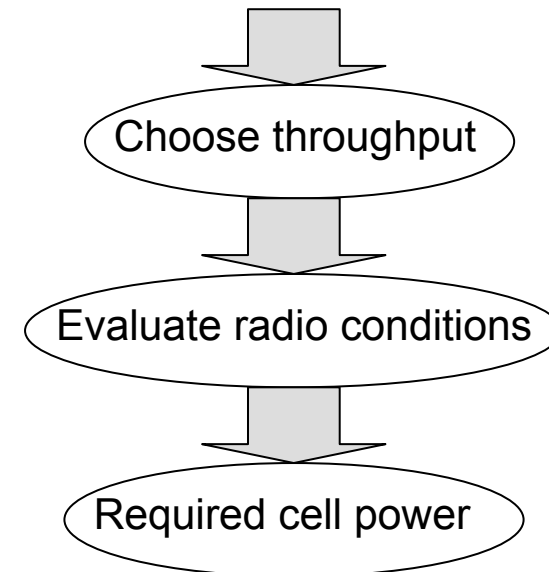
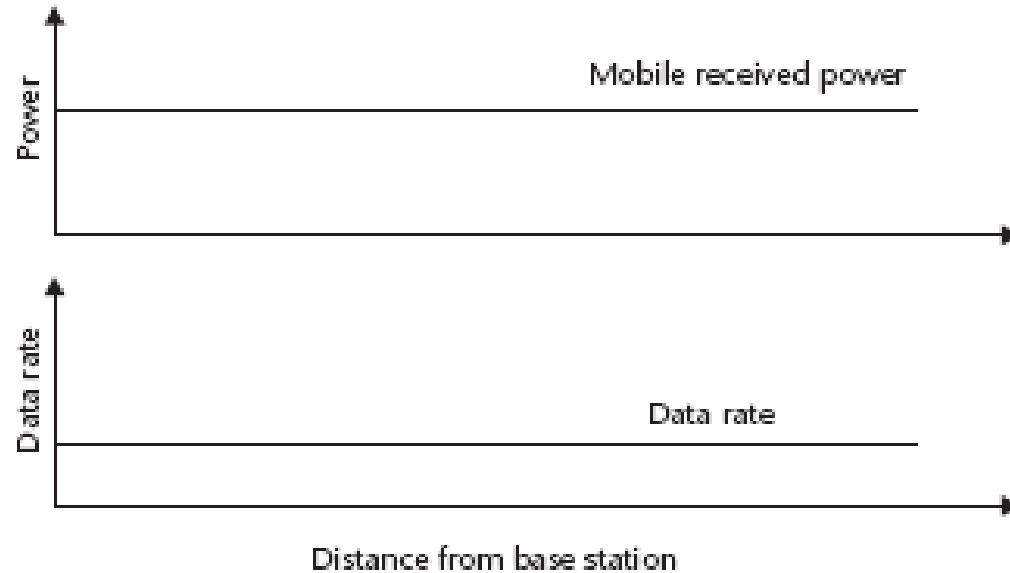


# Why power control?

- NEAR – FAR effect
  - High interference between users & cell breathing



# Power control



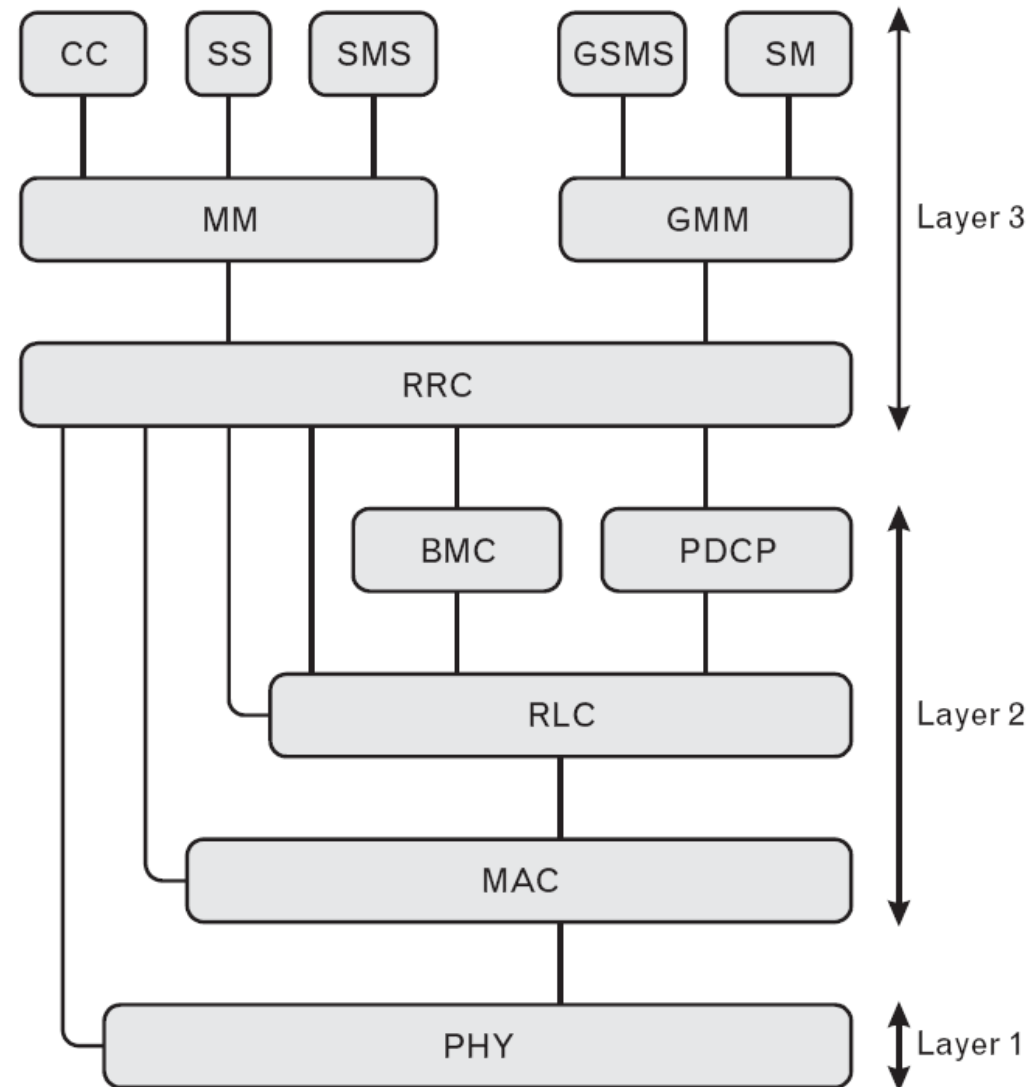
- Circuit switched services are guaranteed
- Packet switched services are best effort



# Power control

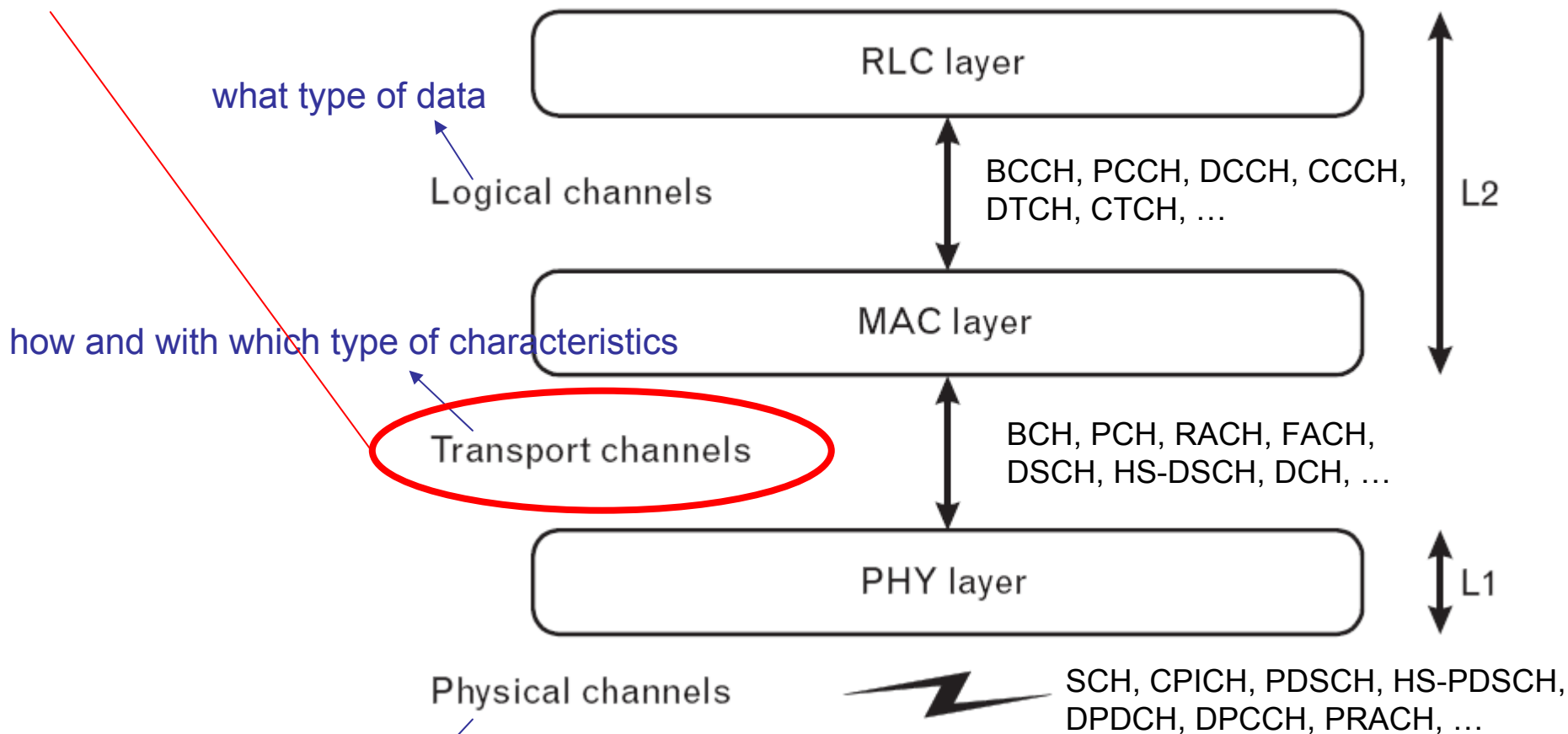
- Open loop
  - initial access to the network
  
- Closed loop
  - INNER loop
    - Guarantee link quality (keep desired SIR)
    - 1500 times per second (Hz)
  
  - OUTER loop
    - Minimize transmit power by setting SIR target for inner loop
    - Estimate SIR target based on BLER

# Air interface protocol model



# Channel concept

new for UMTS, not in GSM/GPRS



what type of data

Logical channels

how and with which type of characteristics

Transport channels

Physical channels

define the exact physical characteristics

# Logical channels

- Control channels
  - Common (P2M)
  - Dedicated (P2P)
  
- Traffic channels
  - Common
  - Dedicated

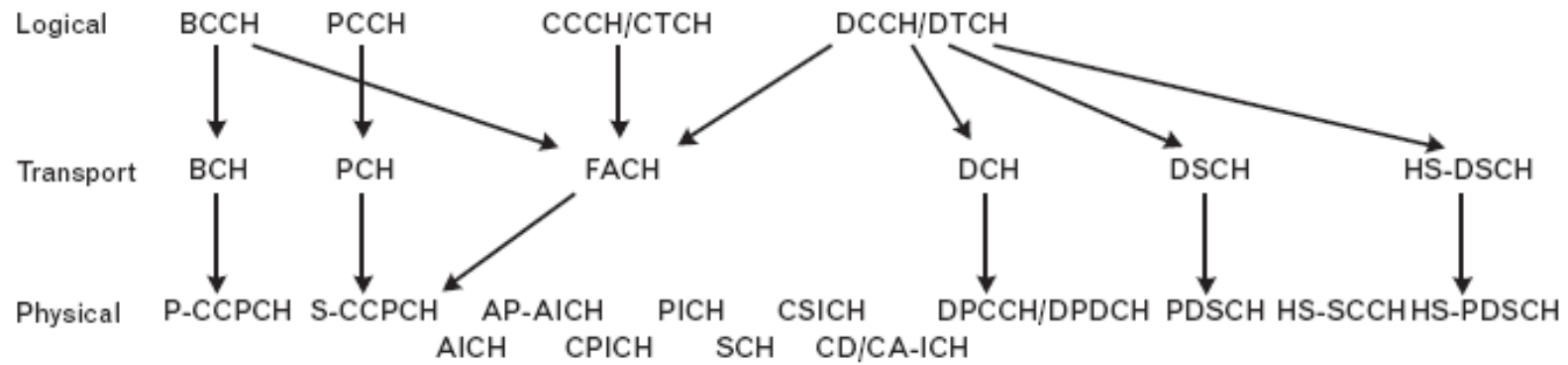
# Transport channels

- Common channels
- Dedicated channel
  - DCH (UL & DL)

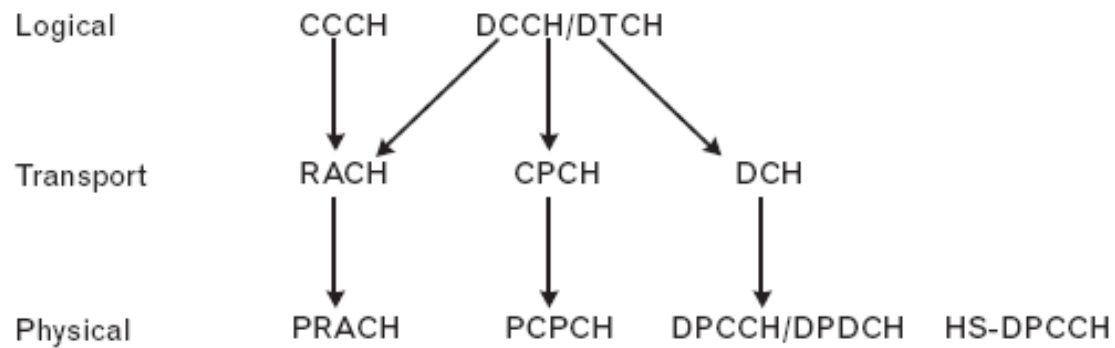
# Physical channels

- Synchronization
- Pilot
- Paging
- Dedicated Physical Data Channel
- Dedicated Physical Control Channel
- High Speed Physical Downlink Shared Channel
- ...

# Channels

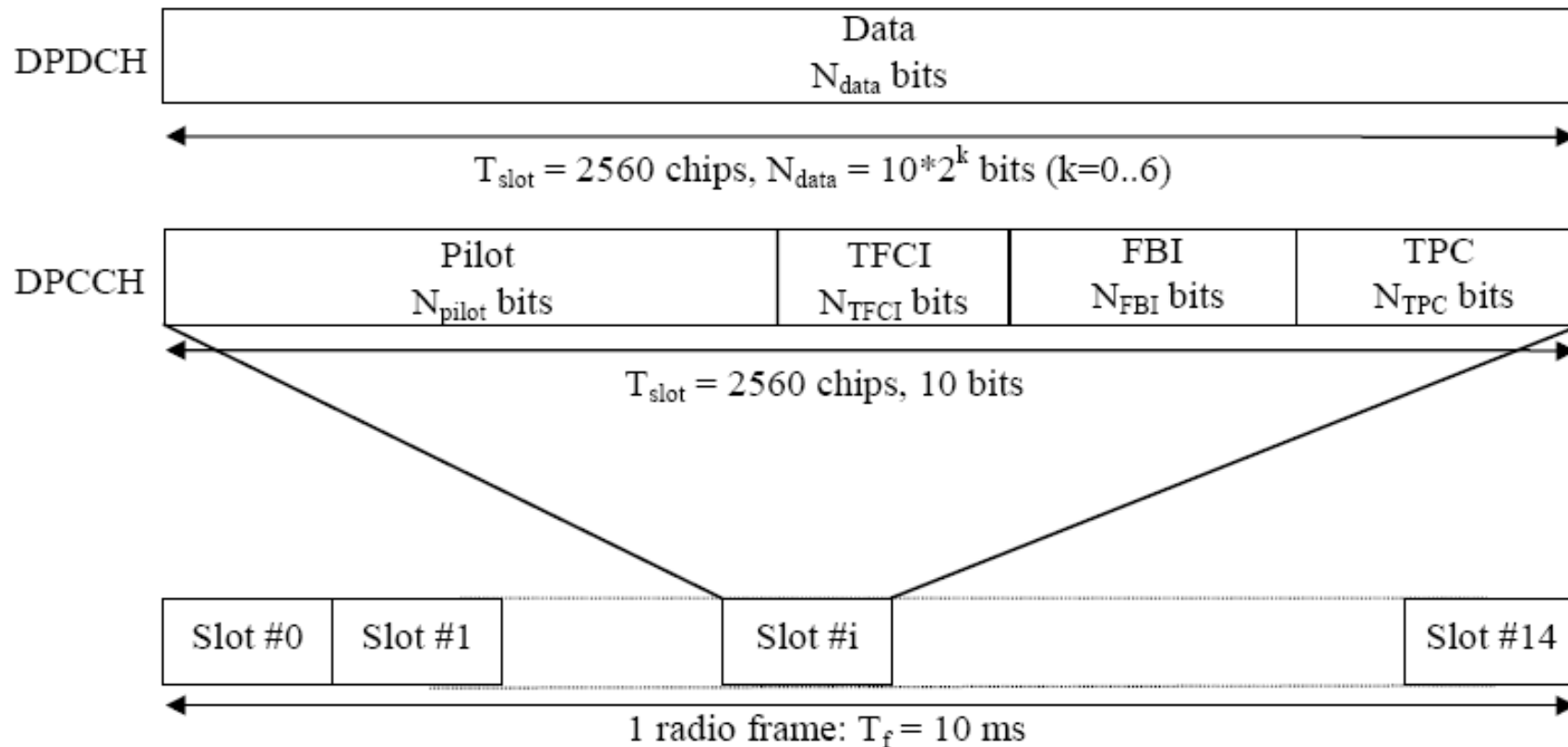


downlink



uplink

# Channel structure - UL

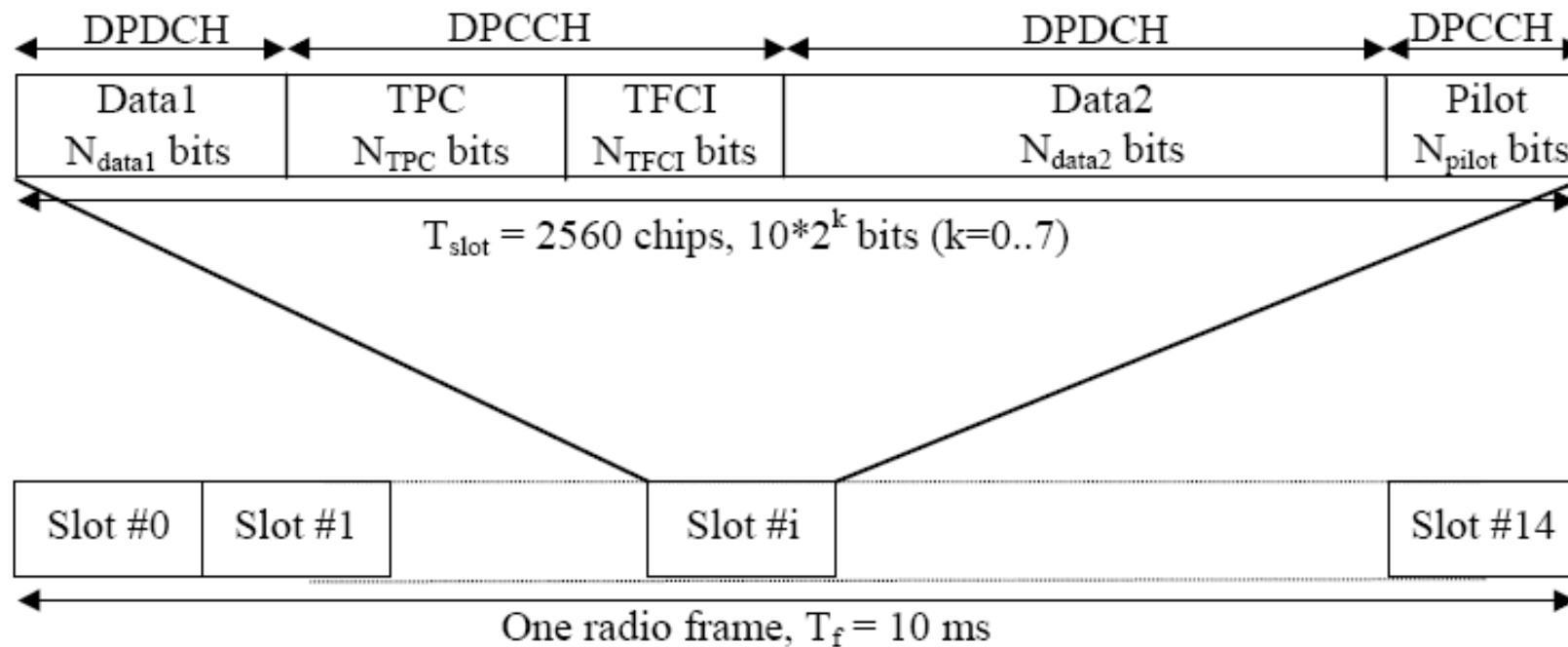




# Channel structure - UL

Slot Format #i	Channel Bit Rate (kbps)	Channel Symbol Rate (ksps)	SF	Bits/ Frame	Bits/ Slot	N <sub>data</sub>
0	15	15	256	150	10	10
1	30	30	128	300	20	20
2	60	60	64	600	40	40
3	120	120	32	1200	80	80
4	240	240	16	2400	160	160
5	480	480	8	4800	320	320
6	960	960	4	9600	640	640

# Channel structure - DL

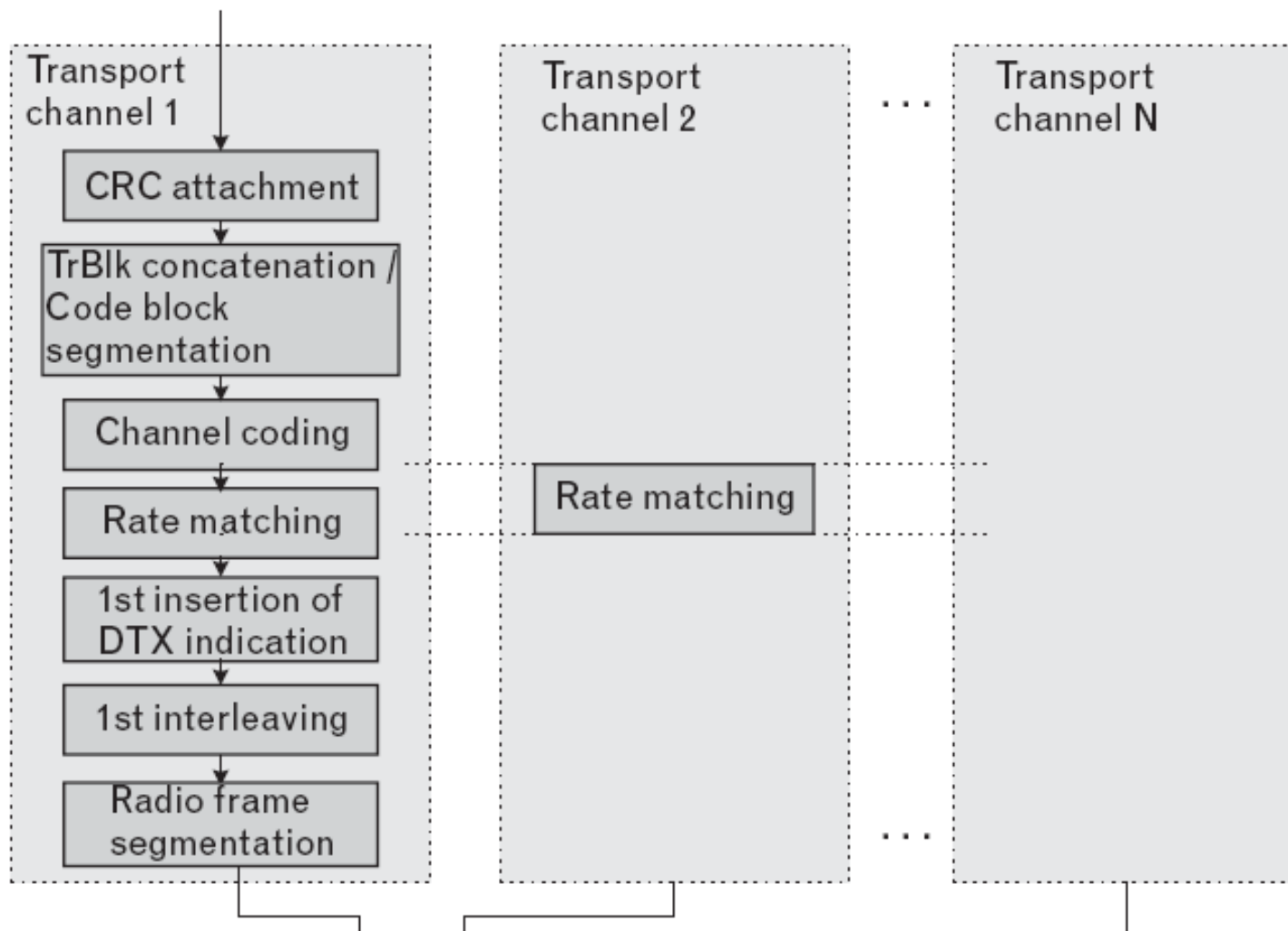


# Channel structure - DL

Slot Format #i	Channel Bit Rate (kbps)	Channel Symbol Rate (ksps)	SF	Bits/Slot	DPDCH Bits/Slot		DPCCH Bits/Slot			Transmitted slots per radio frame $N_{Tr}$
					$N_{Data1}$	$N_{Data2}$	$N_{TPC}$	$N_{TFCI}$	$N_{Pilot}$	
0	15	7.5	512	10	0	4	2	0	4	15
0A	15	7.5	512	10	0	4	2	0	4	8-14
0B	30	15	256	20	0	8	4	0	8	8-14
1	15	7.5	512	10	0	2	2	2	4	15

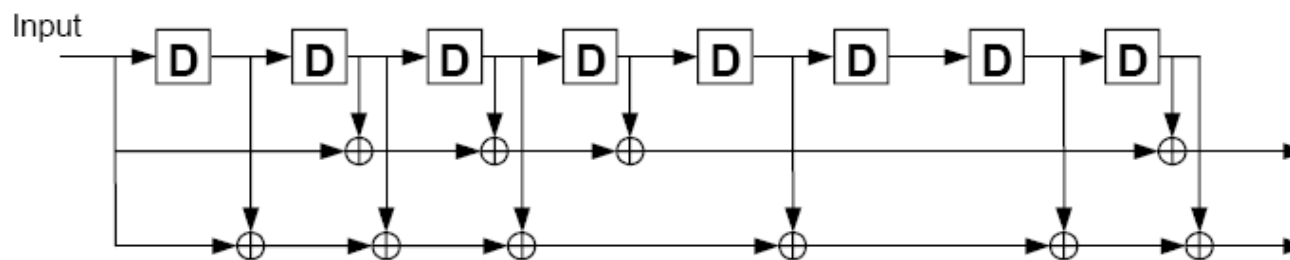
14B	960	480	8	640	112	464	16	16*	32	8-14
15	960	480	8	640	120	488	8	8*	16	15
15A	960	480	8	640	120	480	8	16*	16	8-14
15B	1920	960	4	1280	240	976	16	16*	32	8-14
16	1920	960	4	1280	248	1000	8	8*	16	15
16A	1920	960	4	1280	248	992	8	16*	16	8-14

# Fyzická vrstva - DL

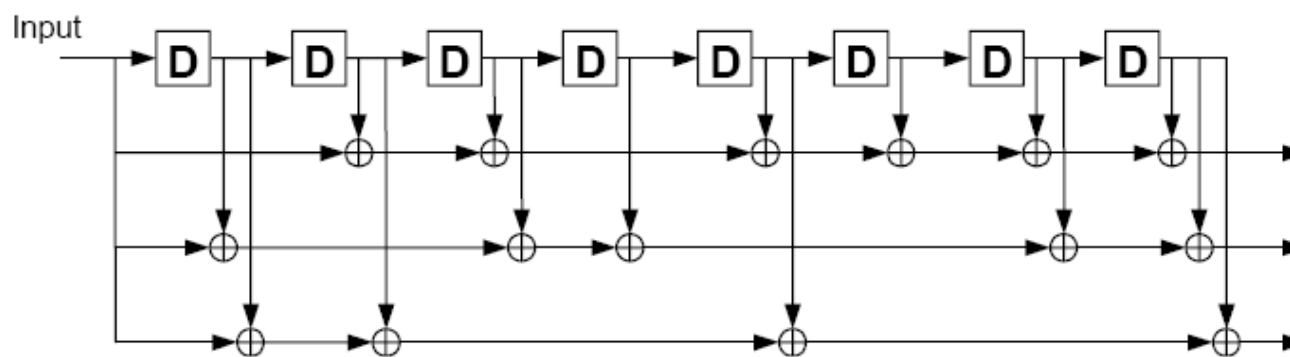


# Channel Coding

Type of TrCH	Coding scheme	Coding rate
BCH	Convolutional coding	1/2
PCH		
RACH		
DCH, FACH	Turbo coding	1/3

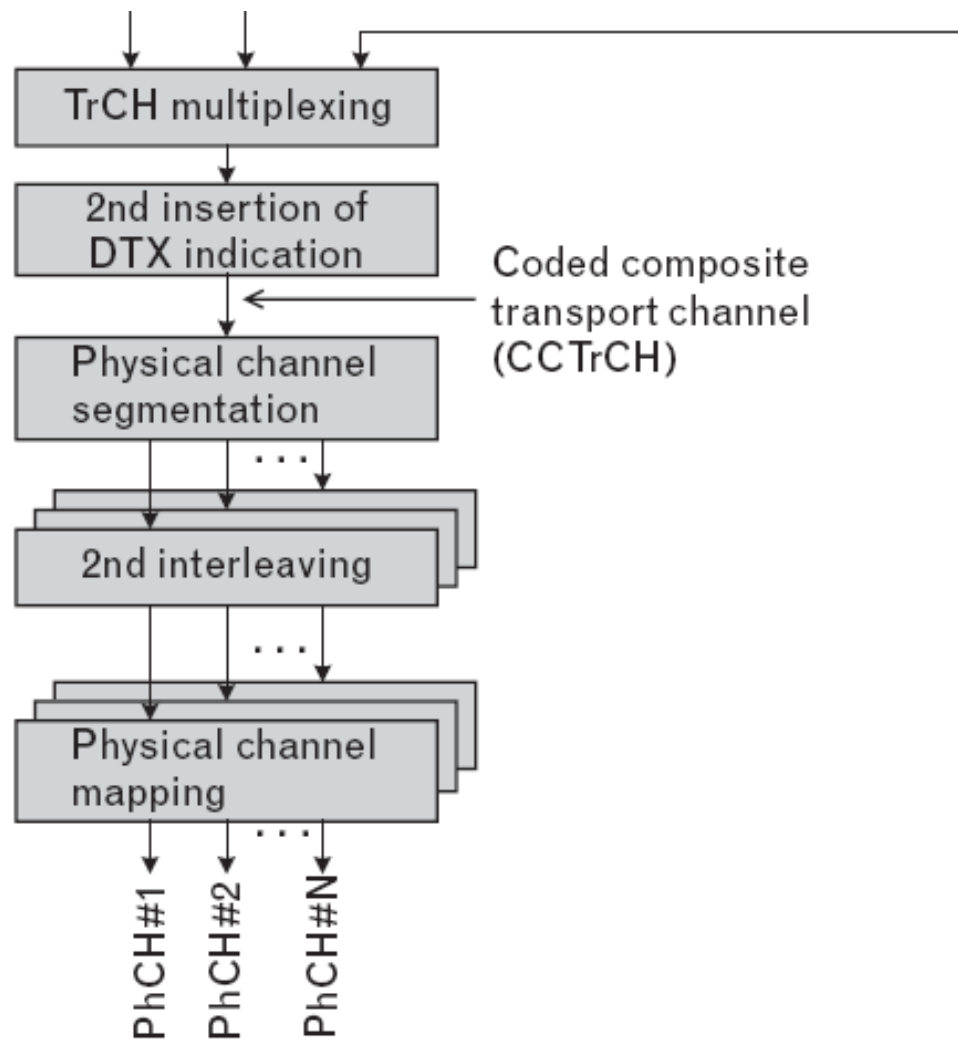


(a) Rate 1/2 convolutional coder

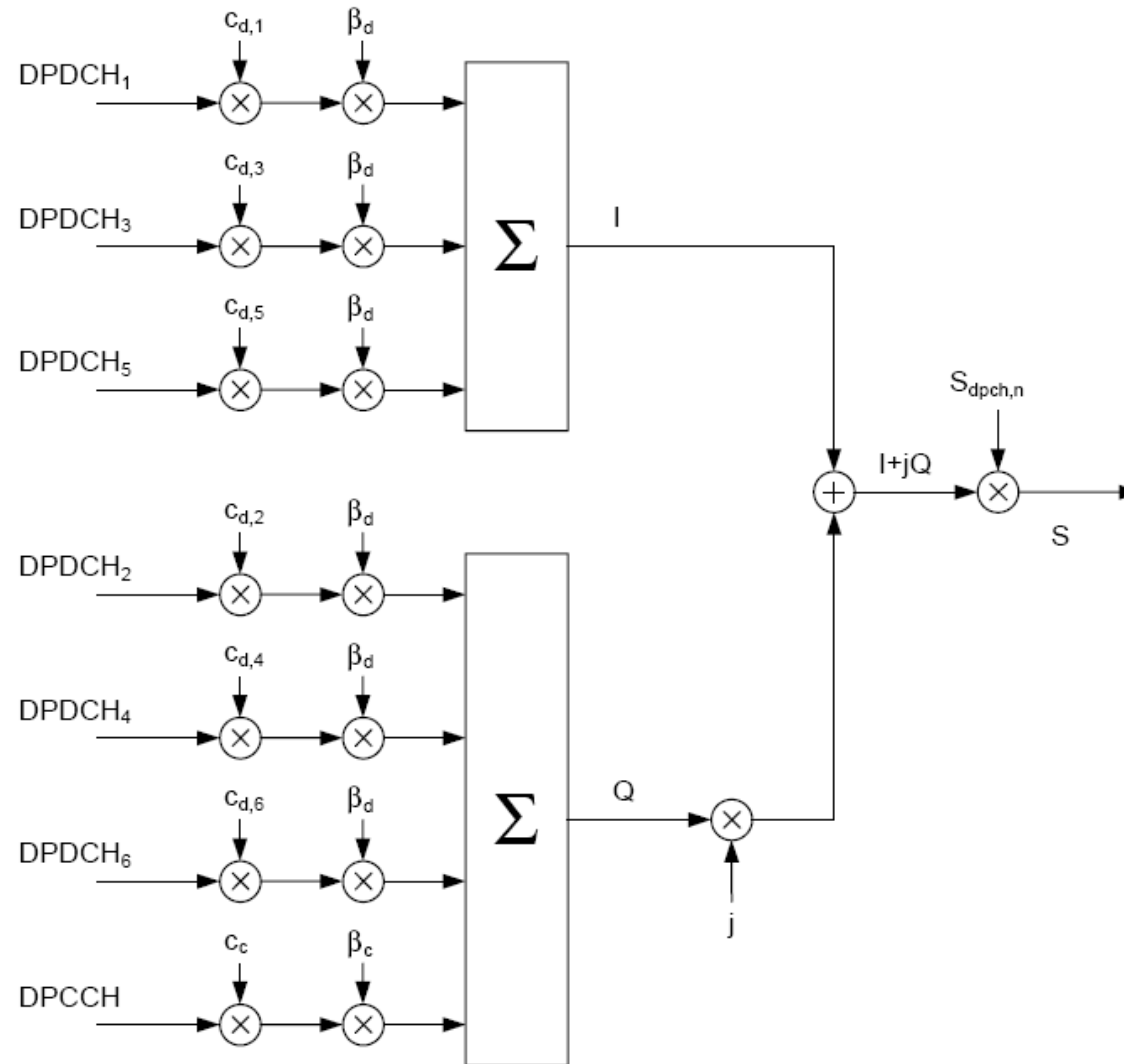


(b) Rate 1/3 convolutional coder

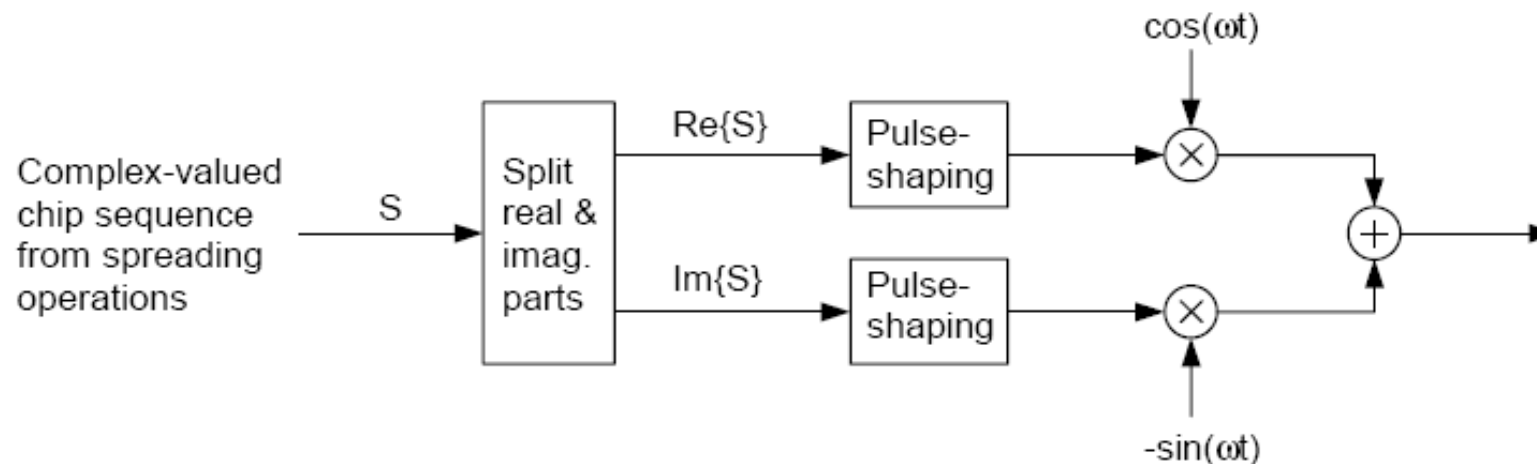
# Fyzická vrstva - DL



# Spreading - UL



# Modulation - UL

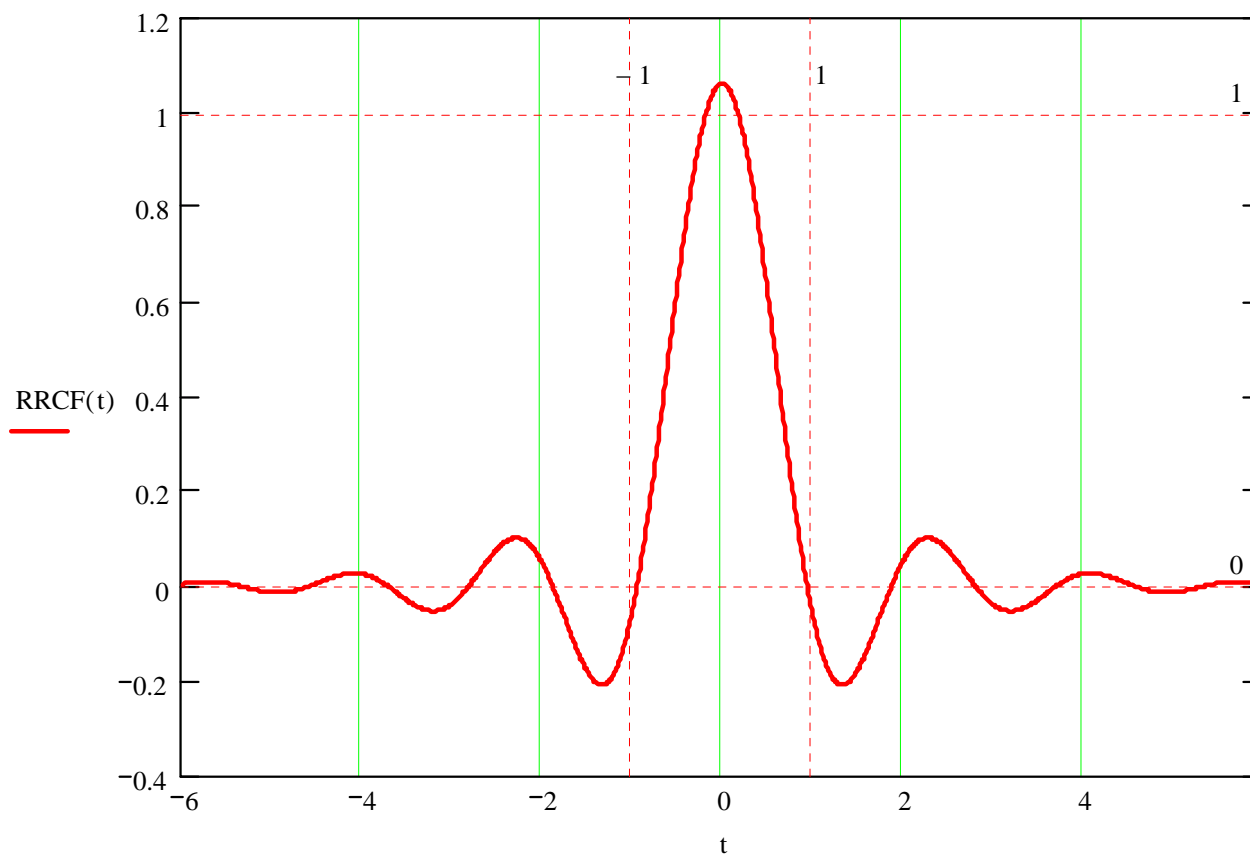


root-raised cosine (RRC) with roll-off  $\alpha = 0.22$

$$RC_0(t) = \frac{\sin\left(\pi \frac{t}{T_C} (1-\alpha)\right) + 4\alpha \frac{t}{T_C} \cos\left(\pi \frac{t}{T_C} (1+\alpha)\right)}{\pi \frac{t}{T_C} \left(1 - \left(4\alpha \frac{t}{T_C}\right)^2\right)}$$



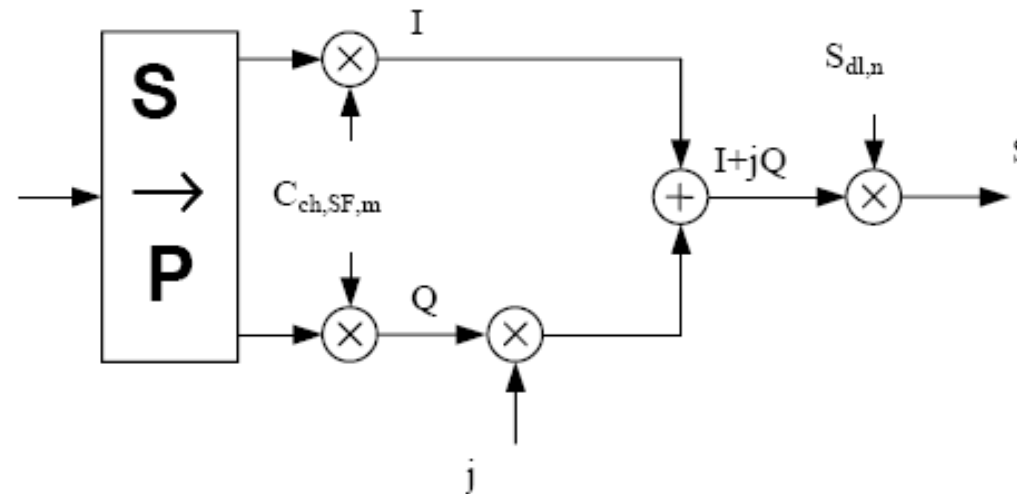
# RRCF impulse response



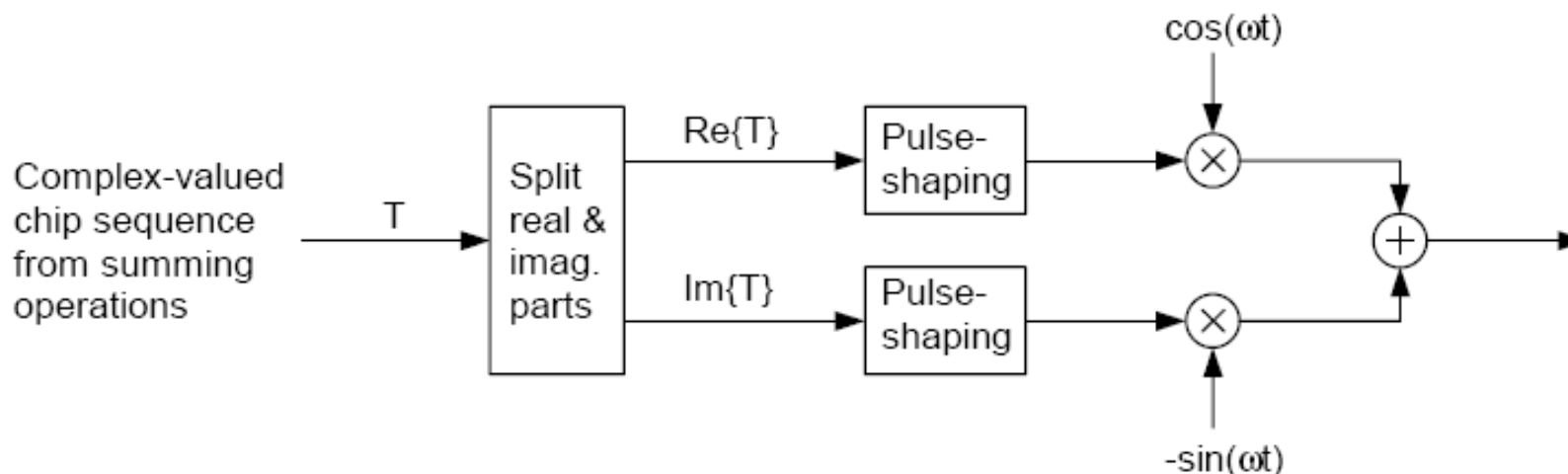
normalized  $T_c = 1$  ( $T_c = 26,042 \mu s$ )

# Spreading - DL

Any downlink physical channel except SCH



# Modulation - DL



root-raised cosine (RRC) with roll-off  $\alpha = 0.22$

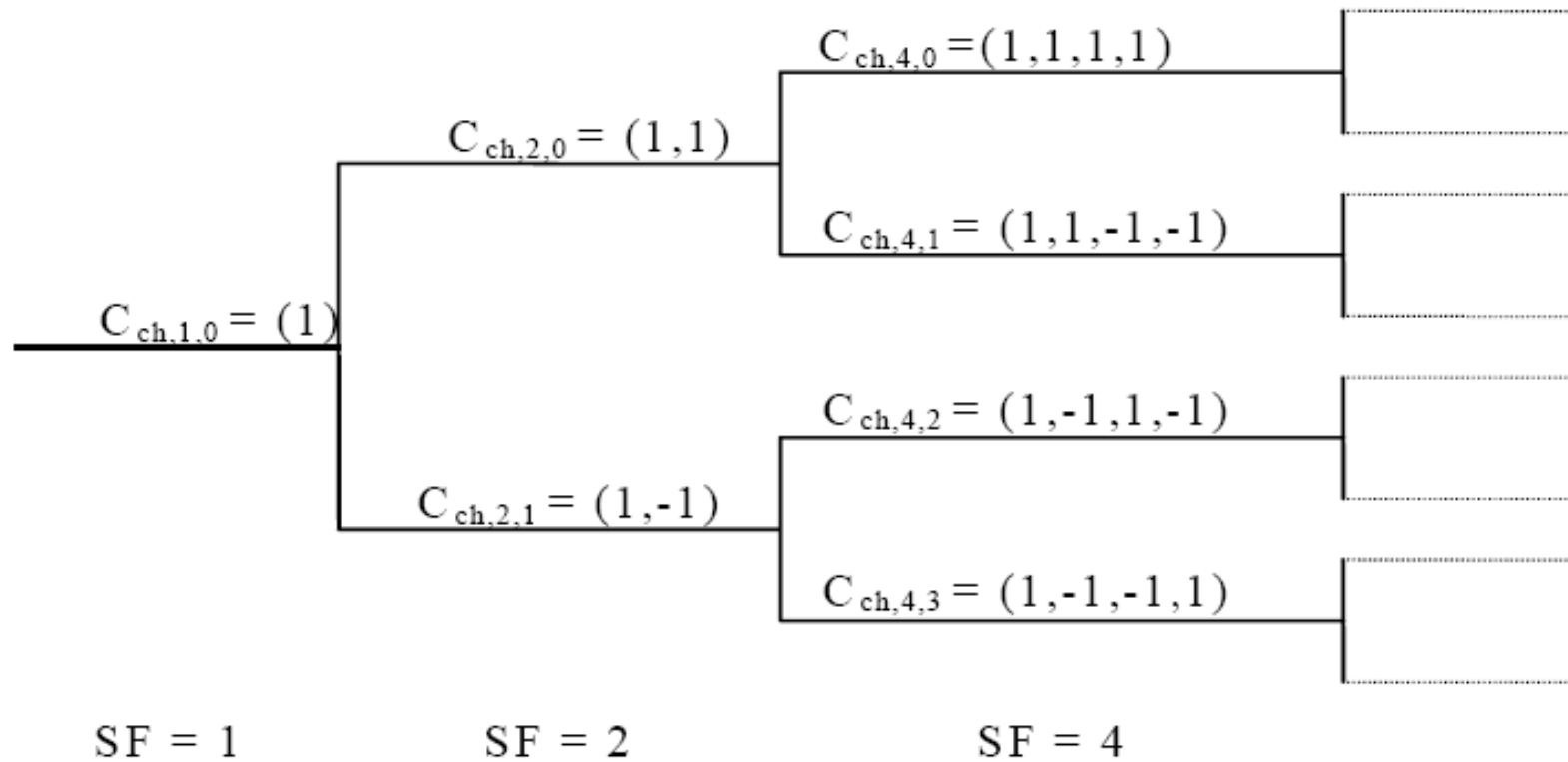
$$RC_0(t) = \frac{\sin\left(\pi \frac{t}{T_C} (1 - \alpha)\right) + 4\alpha \frac{t}{T_C} \cos\left(\pi \frac{t}{T_C} (1 + \alpha)\right)}{\pi \frac{t}{T_C} \left(1 - \left(4\alpha \frac{t}{T_C}\right)^2\right)}$$

# Codes

	<b>Synchronisation Codes</b>	<b>Channelisation Codes</b>	<b>Scrambling Codes, UL</b>	<b>Scrambling Codes, DL</b>
<b>Type</b>	Gold Codes Primary Synchronization Codes (PSC) and Secondary Synchronization Codes (SSC)	Orthogonal Variable Spreading Factor (OVSF) codes  sometimes called Walsh Codes	Complex-Valued Gold Code Segments (long) or Complex-Valued S(2) Codes (short)  Pseudo Noise (PN) codes	Complex-Valued Gold Code Segments  Pseudo Noise (PN) codes
<b>Length</b>	256 chips	4-512 chips	38400 chips / 256 chips	38400 chips
<b>Duration</b>	66.67 μs	1.04 μs - 133.34 μs	10 ms / 66.67 μs	10 ms
<b>Number of codes</b>	1 primary code / 16 secondary codes	= spreading factor 4 ... 256 UL, 4 ... 512 DL	16,777,216	512 primary / 15 secondary for each primary code
<b>Spreading</b>	No, does not change bandwidth	Yes, increases bandwidth	No, does not change bandwidth	No, does not change bandwidth
<b>Usage</b>	To enable terminals to locate and synchronise to the cells' main control channels	UL: to separate physical data and control data from same terminal DL: to separate connection to different terminals in a same cell	Separation of terminal	Separation of sectors

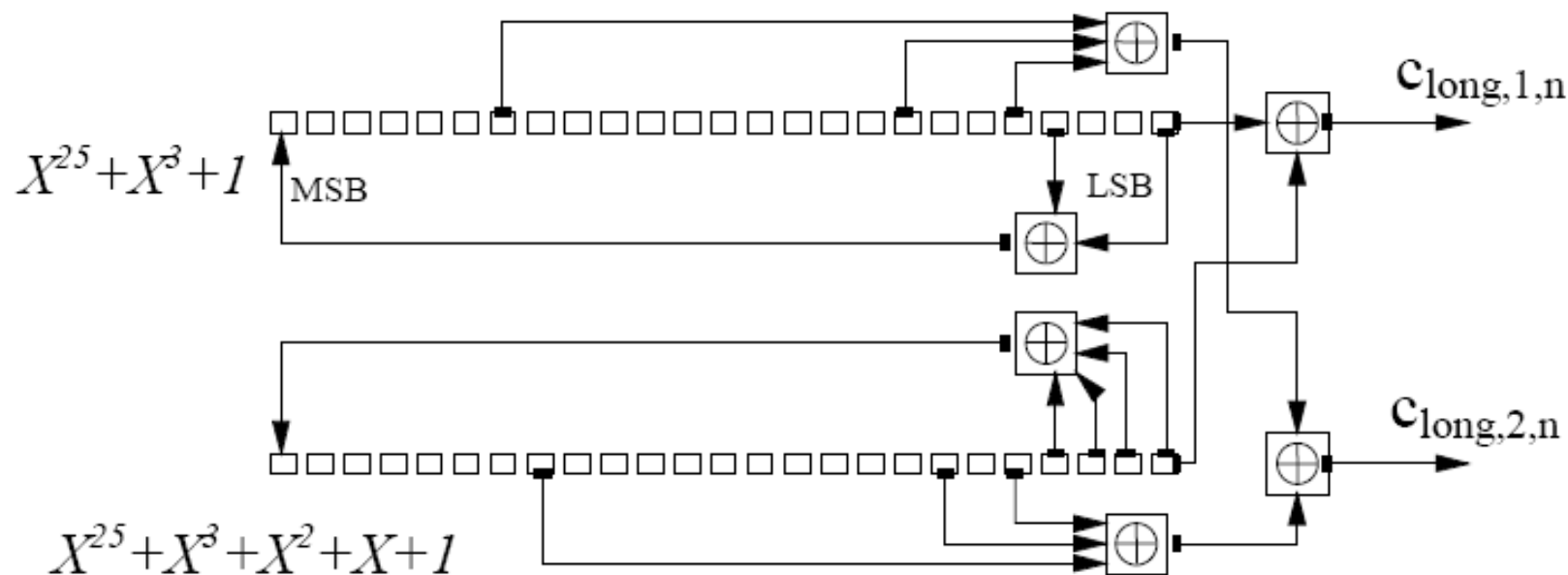
$$2^{18} - 1 = 262,143$$

# OVSF



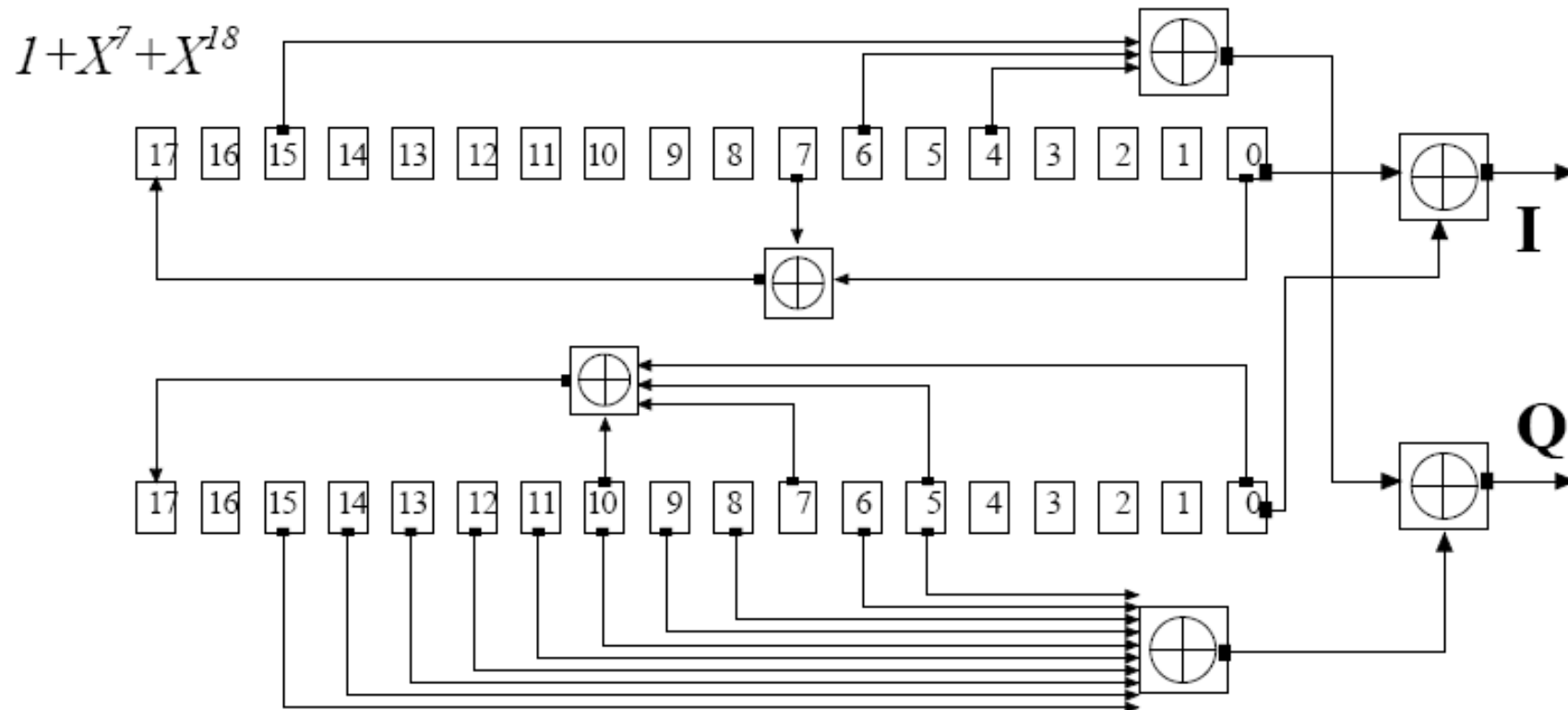
# Scrambling codes - UL

(long code)



$$C_{long,n}(i) = c_{long,1,n}(i) \left( 1 + j(-1)^i c_{long,2,n}(2 \lfloor i/2 \rfloor) \right)$$

# Scrambling - DL



$$1 + X^5 + X^7 + X^{10} + X^{18}$$

# Spreading & scrambling

$$s_j^{DS}(t) = \sum_{i=-\infty}^{+\infty} \sum_{k=0}^{K^{DS}-1} a_j(i) b_j(k) c_j(k + iK^{DS}) p_c(t - kT_c - iT_s)$$



# Received signal

$$r^{DS}(t) = \sum_{j=1}^J r_j^{DS}(t) + n(t)$$

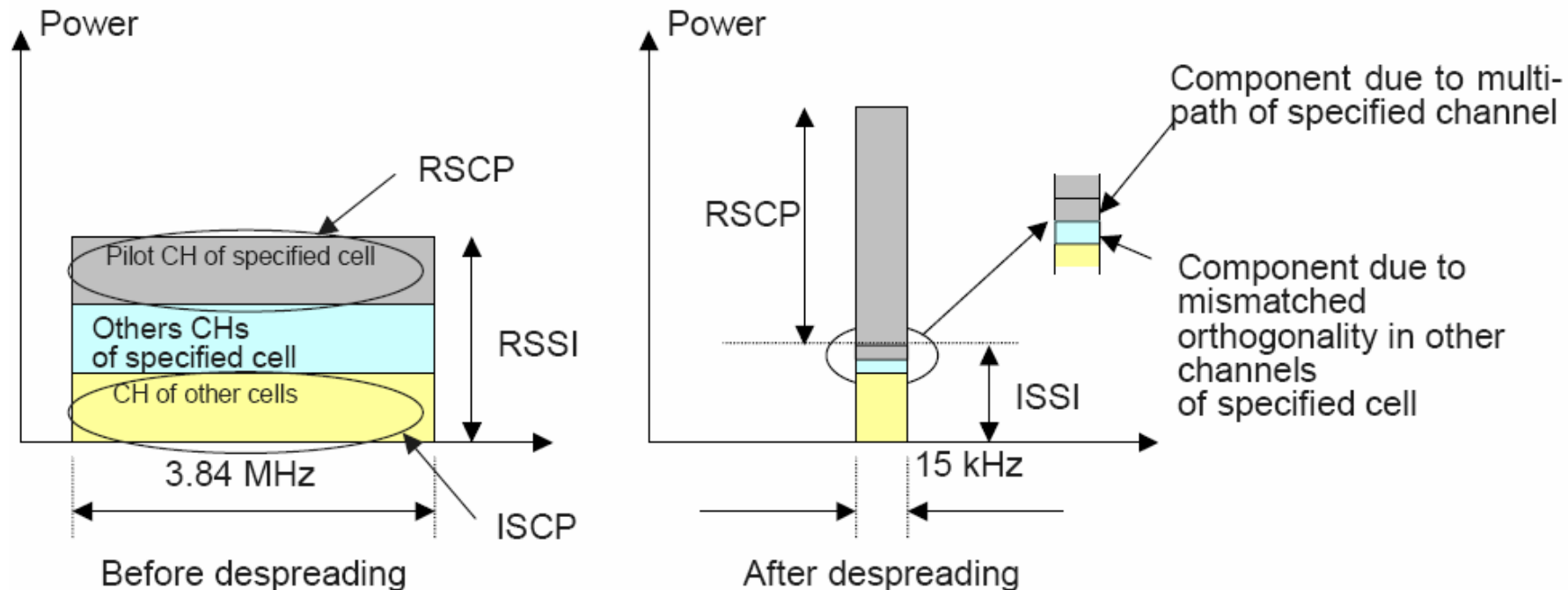
$$r_j^{DS}(t) = \int_{-\infty}^{+\infty} s_j^{DS}(t - \tau) h_j(\tau; t) d\tau = \sum_{l=1}^J \beta_{l,j}(t) s_j^{DS}(t - \tau_l)$$

# Detection

$$\begin{aligned}
 D_{j'}^{DS}(i) &= D_{j'}^{DS}(t = iT_s) \\
 &= \sum_{l=1}^I \beta_{l,j'}^*(iT_s) \frac{1}{T_s} \int_{iT_s + \tau_l}^{(i+1)T_s + \tau_l} b_{j'}^*(k) c_{j'}^*(k + iK^{DS}) \\
 &\quad \times p_c(t - kT_c - iT_s - \tau_l) r^{DS}(t) dt
 \end{aligned}$$

$I$  = number of fingers of RAKE receiver

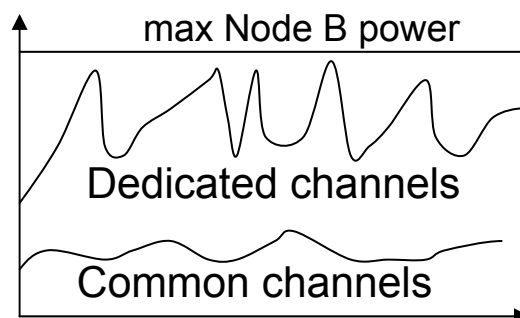
# Measurements



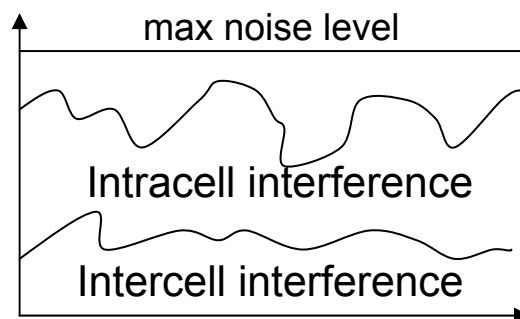
- RSSI:** Receive signal strength indicator (total receive signal power within 3.84 MHz band)
- RSCP:** Receive signal code power (of Pilot channel CPICH)
- ISCP:** Interference signal code power
- ISSI:** Interference signal code power after despreading ( $ISSI = ISCP/SF$ )
- SF:** Spreading factor (of CPICH = 256)
- SIR:** Signal to interference ratio  $SIR = RSCP/ISSI = (RSCP/ISCP) \times SF$
- $E_c/N_o$ :**  $E_c/N_o = RSCP/RSSI$

# Limiting factors

- Downlink is power limited



- Uplink is interference limited



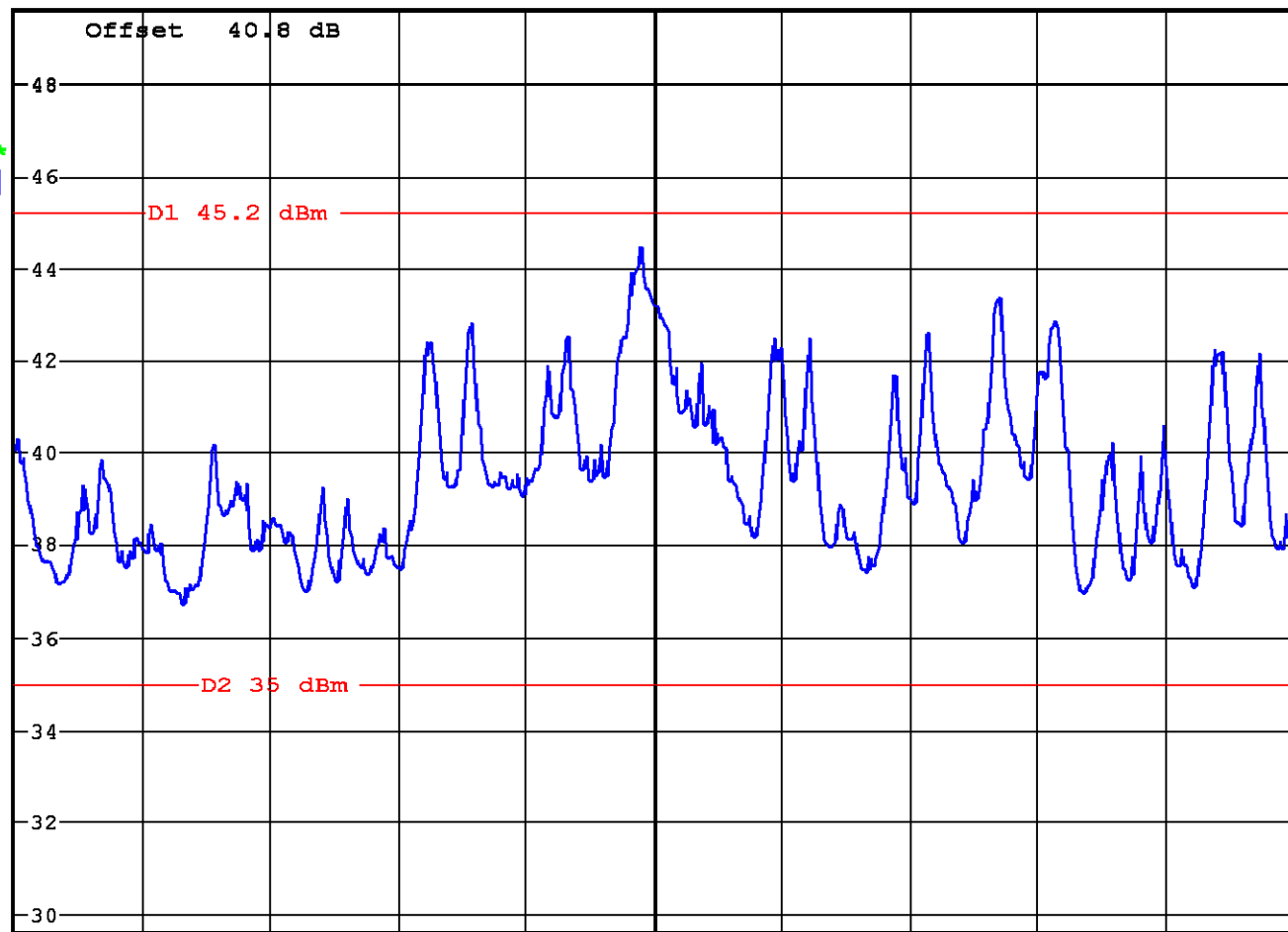
# Power dynamics



Ref 54.6 dBm Att 40 dB RBW 10 MHz  
 VBW 10 MHz SWT 1 s 100 ms

$P_{nom}$

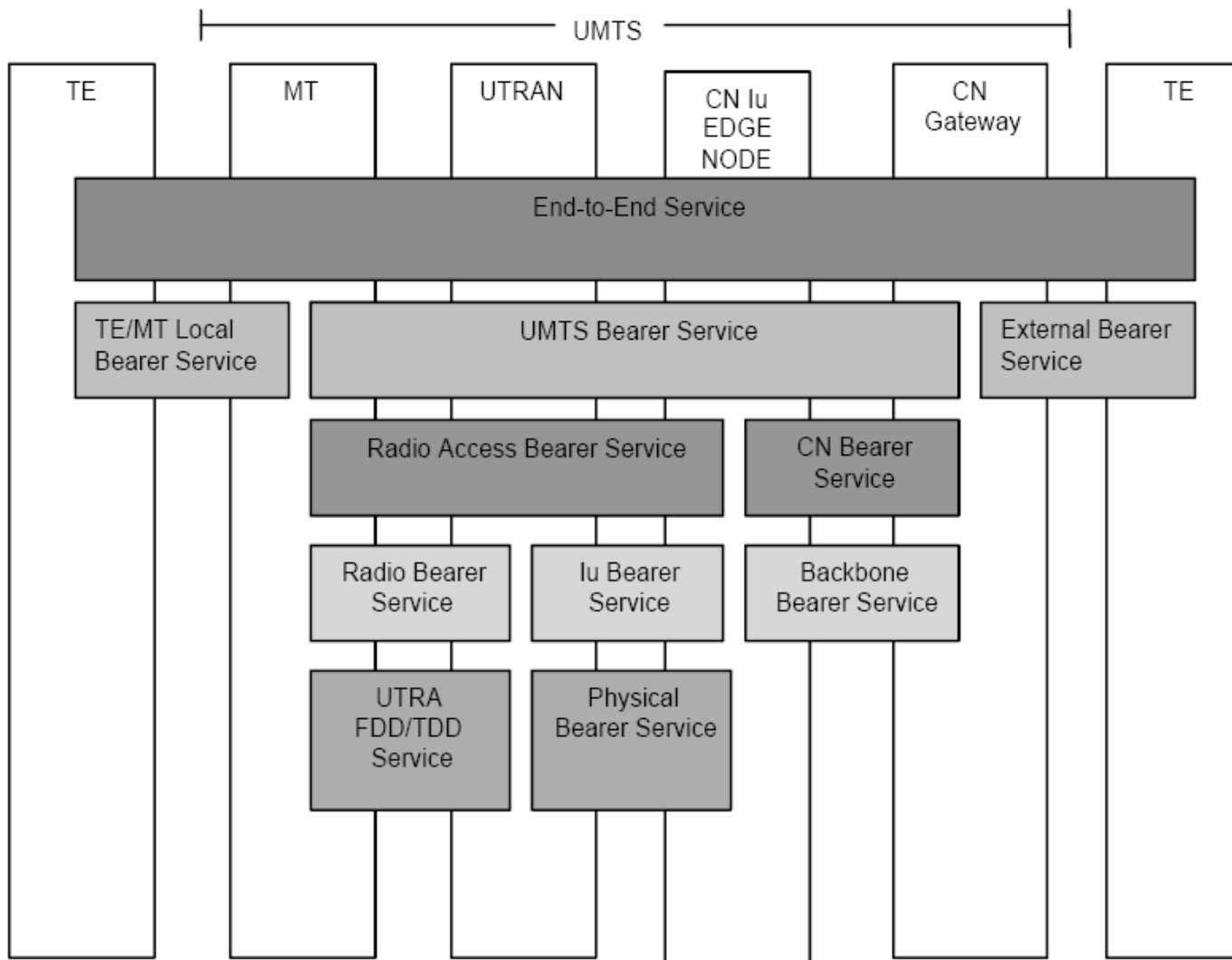
$P_{CCH}$



Center 2.1624 GHz 100 ms/



# Services & RABs



# Services & RABs

- New service: Video Call

RAB type	Rate [kbps]
CS voice	12,2
CS video call	64
CS Streaming	57
PS Best Effort	64/128/384

