

**TOSHIBA-TREL**

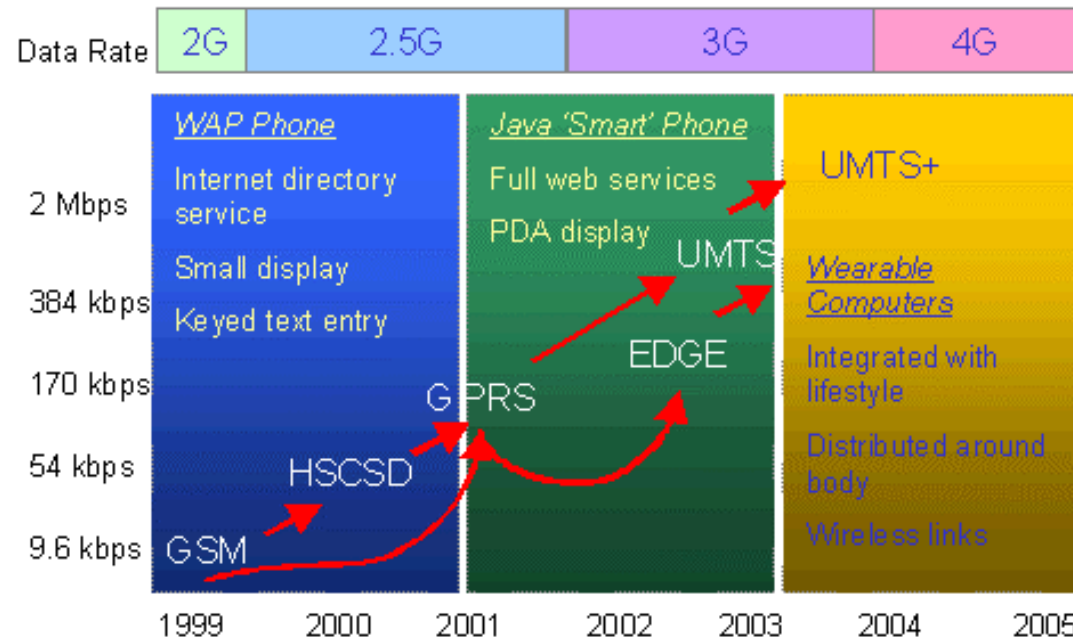
# Mobile and Personal Communications

Dr Mike Fitton,  
mike.fitton@toshiba-trel.com  
Telecommunications Research Lab  
Toshiba Research Europe Limited

**“Mobile and Personal Communications”  
Outline of Lectures**

- Personal communication system requirements
- Multiple Access Techniques
  - Frequency Division Multiple Access
  - Time Division Multiple Access
  - Code Division Multiple Access
- Techniques to improve performance
  - Equalisation
  - Diversity and Diversity Combining

## *Evolution of personal cellular communications*



- Cellular systems are expanding in capacity and services
- Increasing integration between wireless systems
  - Wireless LAN, wireless PAN (Bluetooth), etc

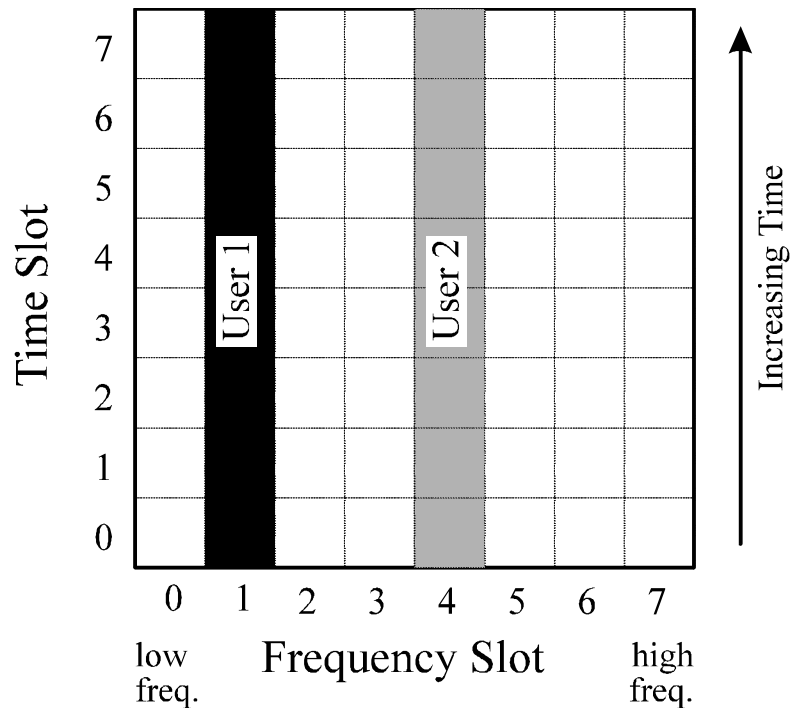
# Multiple Access

## Multiple Access Requirements

A cellular system employs a *multiple access technique* to control the allocation of the network resources. The purposes of a multiple access technique are:

- To provide each user with unique access to the shared resource: the *spectrum*.
- To minimise the impact of other users acting as interferers.
- To provide efficient use of the spectrum available.
- To support flexible allocation of resources (for a variety of services).

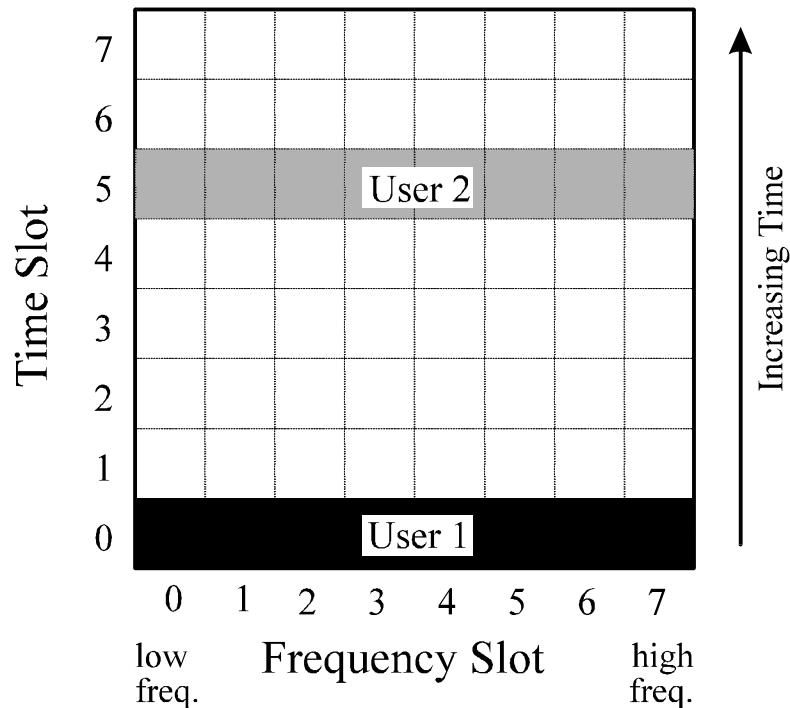
## Frequency Division Multiple Access (FDMA)



2 users shown

- Each user is assigned a unique frequency for the duration of their call.
- Severe fading and interference can cause errors.
- Complex frequency planning required. Not flexible.
- Used in analogue systems, such as TACS (Europe), and AMPS (USA).

## Time Division Multiple Access (TDMA)

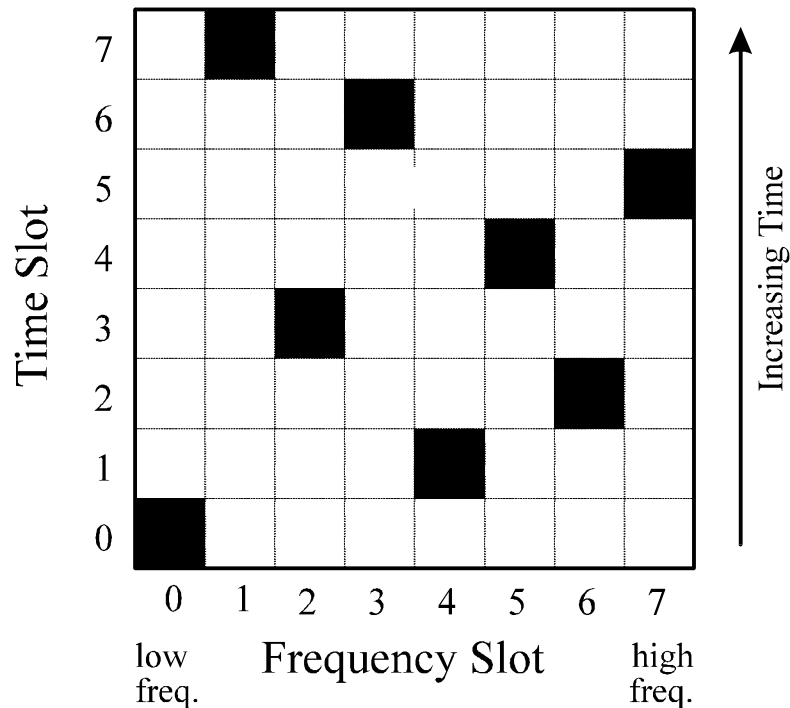


2 users shown

- Each user can use *all* available frequencies, for a limited period. The user must not transmit until its next turn.
- High bit rates required, therefore possible problems with intersymbol-interference.
- Flexible allocation of resources (multiple time slots).
- Used in second generation digital networks, such as GSM (Europe), and D-AMPS (USA).

## TOSHIBA-TREL

# Frequency Hopping Code Division Multiple Access (FH-CDMA)

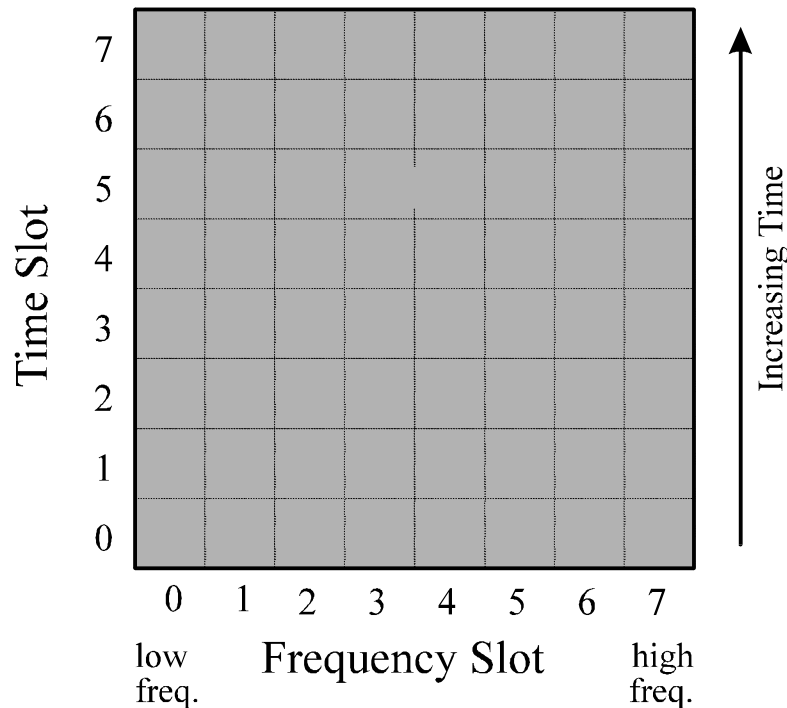


only 1 user shown

- Each user regularly *hops* frequency over the available spectrum.
- Users are distinguished from each other by a unique hopping pattern (or *code*).
- Interference is randomised.
- Used in Bluetooth™



## Direct Sequence Code Division Multiple Access (DS-CDMA)



only 1 user shown

- All users occupy the *same spectrum at the same time*.
- The modulated signal is *spread* to a much larger bandwidth than that required by multiplying with a *spreading code*. Users are distinguished from each other by a unique spreading code.
- Very flexible, but complex.
- Currently used in 3G and 2<sup>nd</sup> generation IS-95

## Summary of Multiple Access Techniques: The Cocktail Party

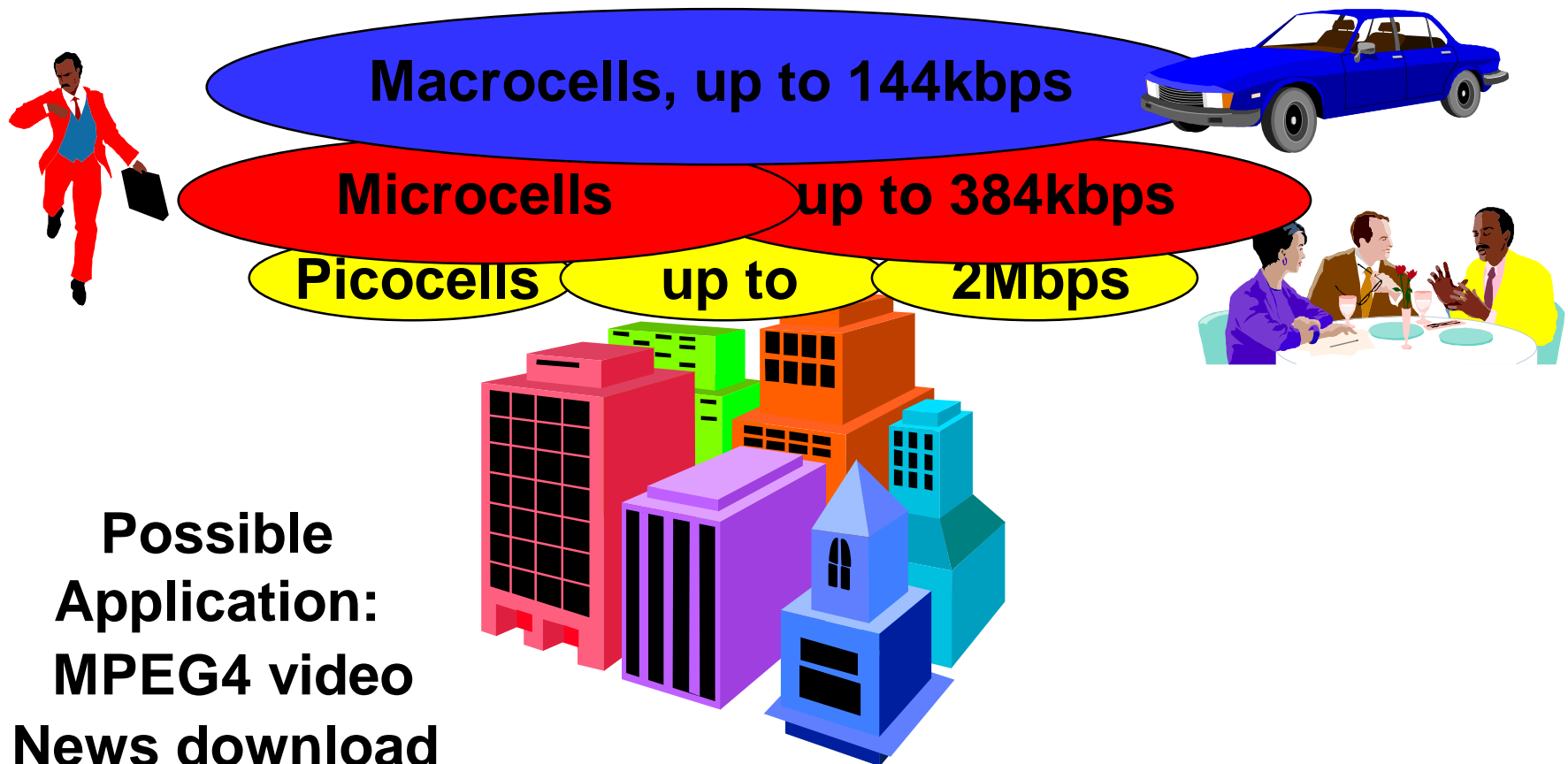
To illustrate the nature of the multiple access techniques, consider a number of guests at a cocktail party. The aim is for all the guests to hold an intelligible conversation. In this case the resource available is the house itself.

- FDMA: each guest has a separate room to talk to their partner.
- TDMA: everyone is in the same room, and has a limited time to hold their conversation (so they must talk very quickly).
- FH-CDMA: the guests run from room to room to talk.
- DS-CDMA: everyone is in the same room, talking at the same time, but each pair talks *in a different language*.

## Duplex Communication

- Two way communication is called *duplex* (eg. for cellular radio). One way is called *simplex* (eg. for paging).
- The link from the base-station to mobile is the *down-link*. The link from the mobile to base-station is the *up-link*.
- The up-link and down-link can exist simultaneously on different frequencies: *Frequency Division Duplex* (FDD).
- The up-link and down-link can exist on the same frequency at different times: *Time Division Duplex* (TDD).

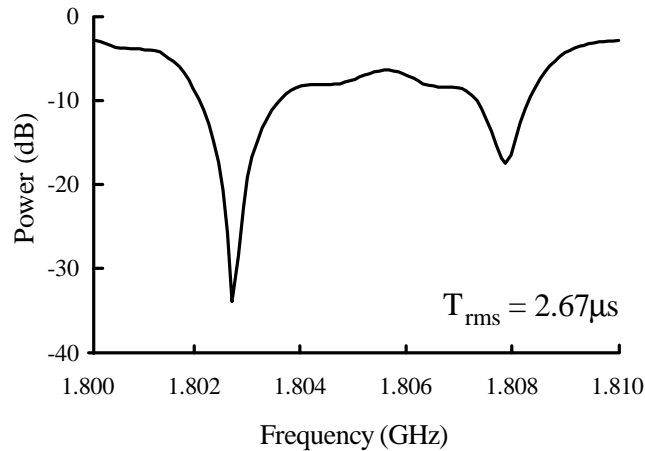
## *Hierarchical cell structure*



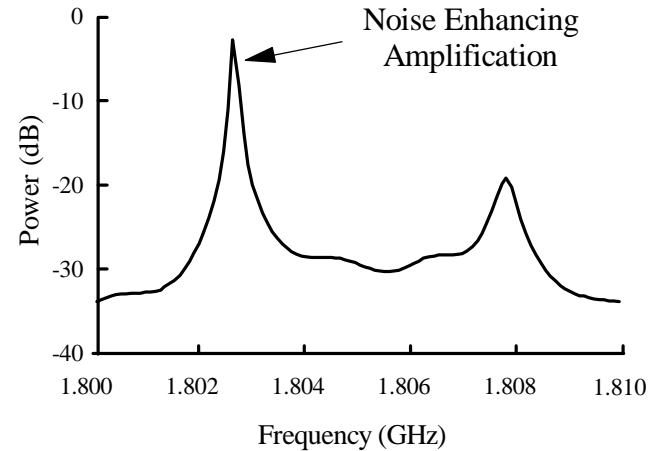
**Possible  
Application:  
MPEG4 video  
News download  
File transfer**

# Performance enhancements

## The effects of Equalisation



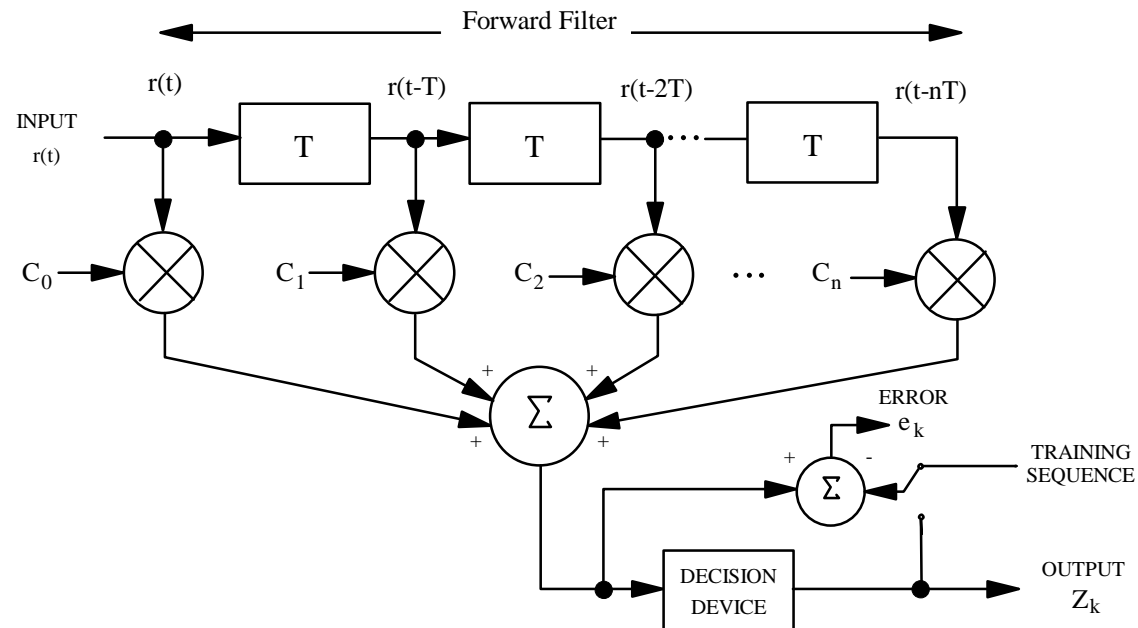
(i) Channel (Frequency Domain)



(ii) Forward Filter (Frequency Domain)

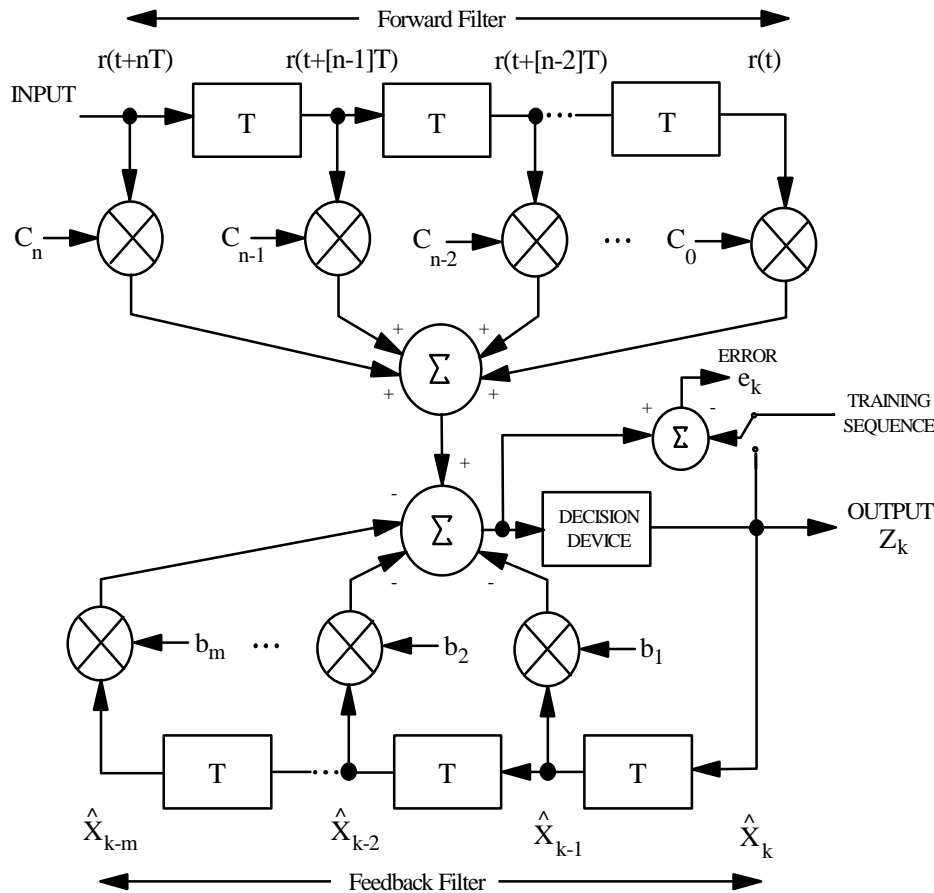
- *Frequency-selective fading* arises due to time-dispersion in the multipath channel. This type of *wideband* fading causes *irreducible* errors, unless its effects are mitigated.
- Equalisation is employed to remove the harmful frequency-selective fading. It acts as an adaptive filter, to produce an output signal with a flat frequency response. Consequently, error-free transmission at high data rates is possible.

## Linear Transversal Equaliser



- The linear transversal equalisation (LTE) is one of the simplest forms of equaliser.
- The tap coefficients ( $C_1$  to  $C_n$ ) are adapt to suit the current channel conditions. Normally this adaptation is done on a training sequence.
- In the presence of severe amplitude and phase distortion, the required inverse filter tends to result in an unacceptable degree of noise amplification.

# Decision Feedback Equaliser



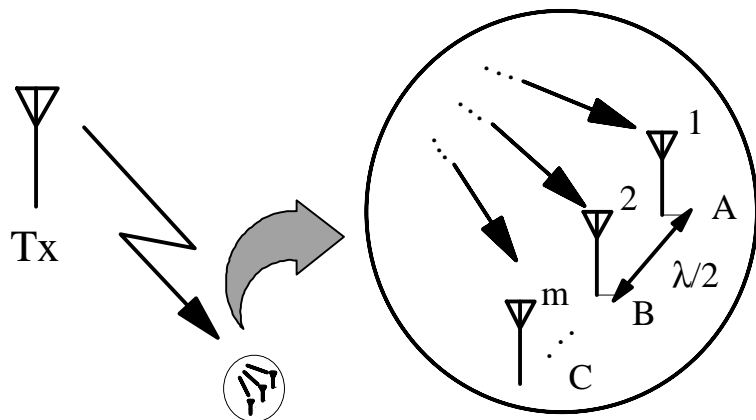
- The equaliser output signal is the sum of the outputs of the *feedforward* and *feedback* sections of the equaliser.
- The forward section similar to the LTE
- Decisions made from the output of the equaliser are now feed back through a second filter.
- If these decisions are correct, the ISI caused by these symbols can be cancelled without noise enhancement
- However, errors made in hard decisions are feedback through the equaliser and can cause error propagation



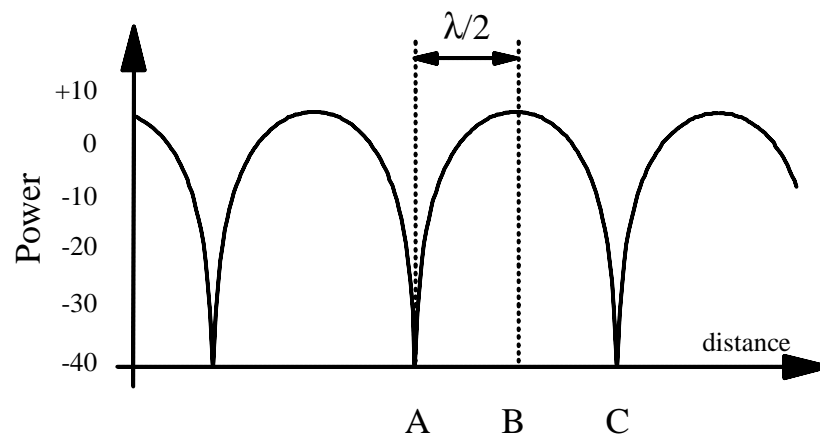
## Diversity

- Diversity: the provision of two or more *uncorrelated* (or *independent*) fading paths between transmitter and receiver.
- The uncorrelated fading statistics are combined or selected in some form.
- Performance improvement results as it is unlikely that all the diversity paths will be poor at the same time. Consequently, the probability of *outage* is reduced.
- Methods for generating uncorrelated paths for diversity combining include time, frequency, polarisation, angle, and space diversity.

# Space Diversity

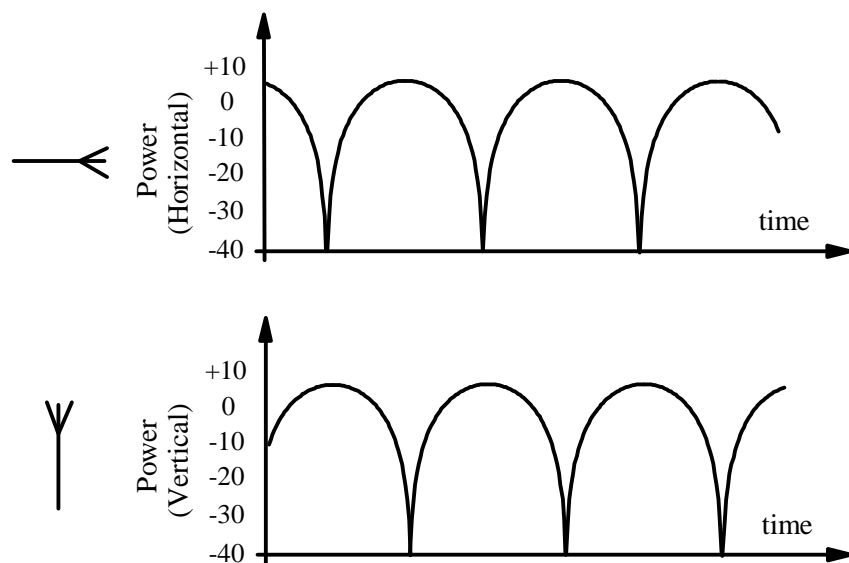


(i) Space Diversity

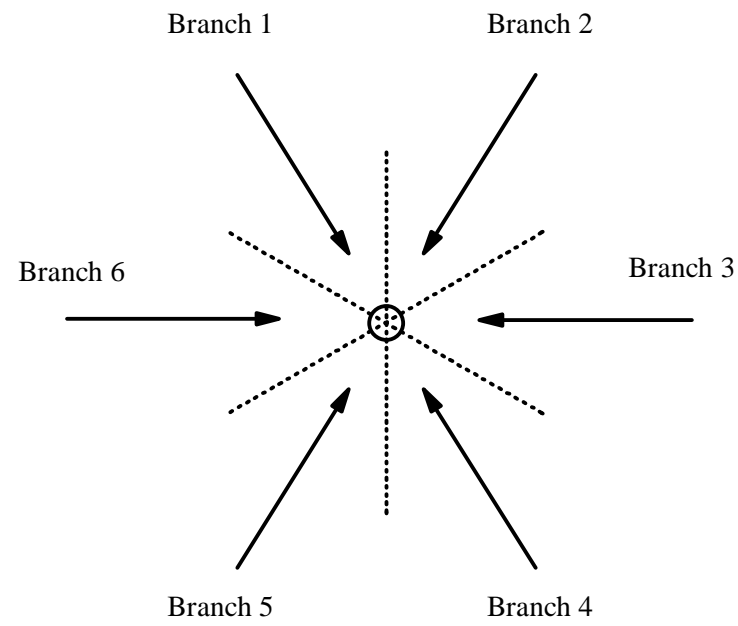


(ii) Power Variation with Distance

# Polarisation and Angle Diversity

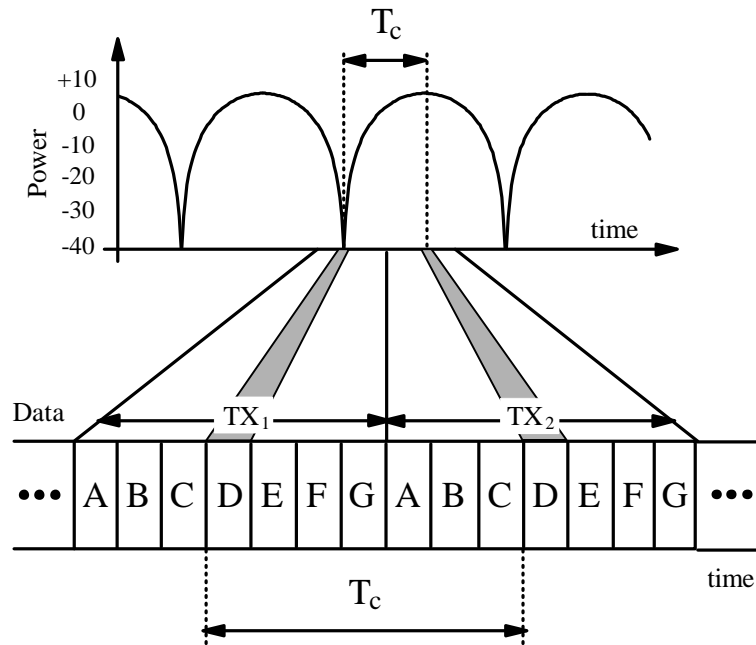


(i) Polarisation Diversity

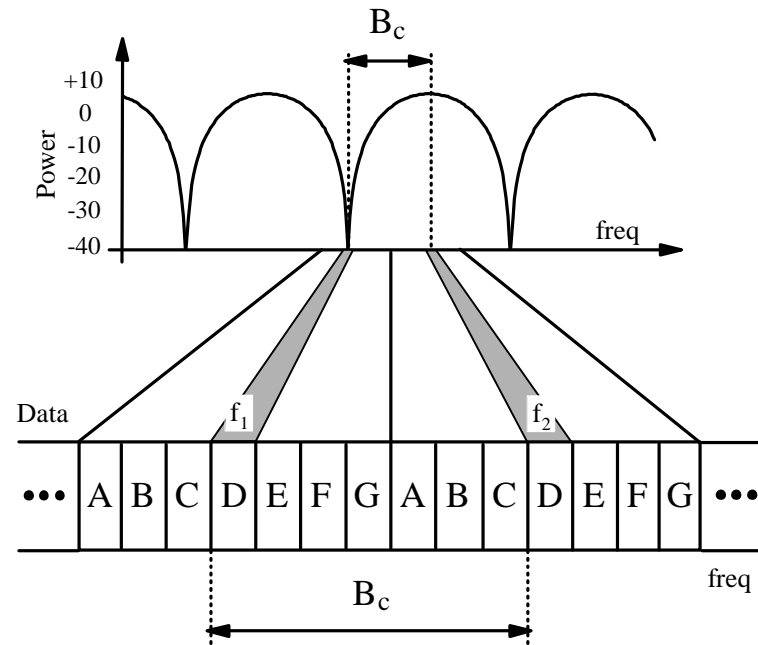


(ii) Angle (Pattern) Diversity

# Time and Frequency Diversity



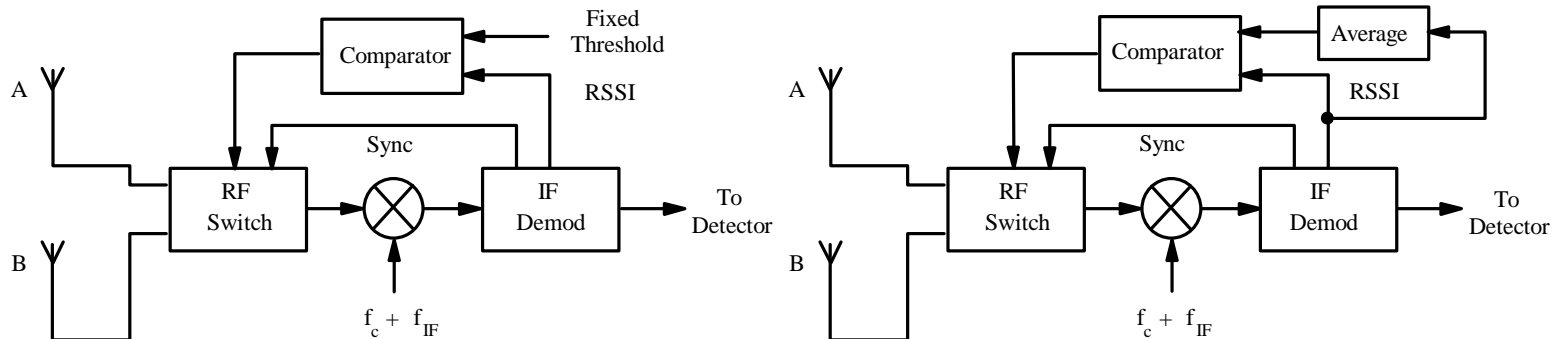
(i) Time Diversity



(ii) Frequency Diversity

- Less desirable: extra signal bandwidth is required

## Diversity Combining: Switched (or Scanning) Combining

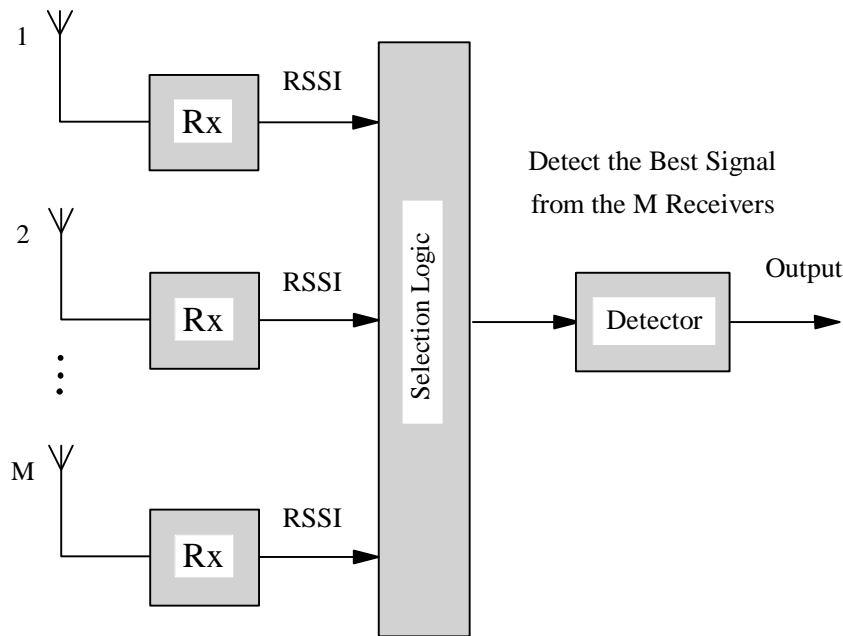


(i) Switch Diversity with Fixed Threshold

(ii) Switch Diversity with Adaptive Threshold

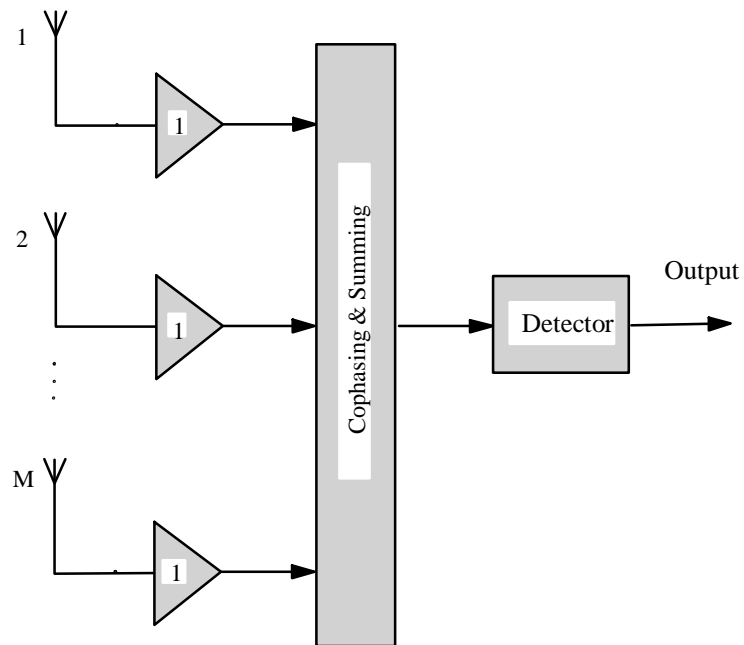
- The current branch remains selected until a metric fails a certain threshold, usually the *Received Signal Strength Indicator* (RSSI). The next branch is then blindly selected.
- An adaptive threshold removes unnecessary switching. When the signal fades relative to the mean, switching occurs.
- This system is cheap and simple, but not ideal.

# Diversity Combining: Selection Combining



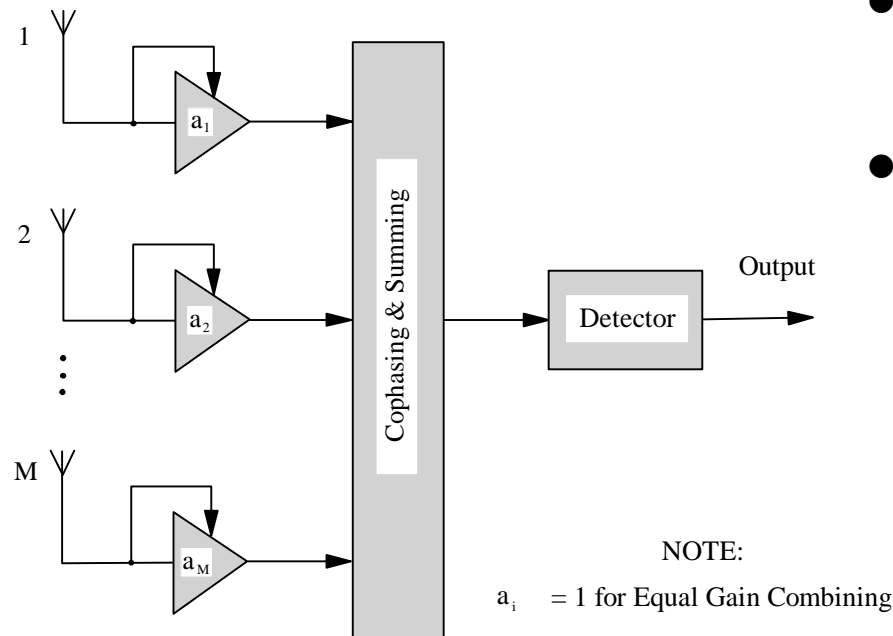
- The most appropriate branch is always selected. Slight performance advantage over switch diversity.
- The system is expensive, as all branches have to be analysed.
- Using RSSI as a indication of quality is non-ideal, since it is unduly affected by interference.

## Diversity Combining: Equal Gain Combining (EGC)



- *Post-detection* combining.
- All branches are merely cophased and summed.

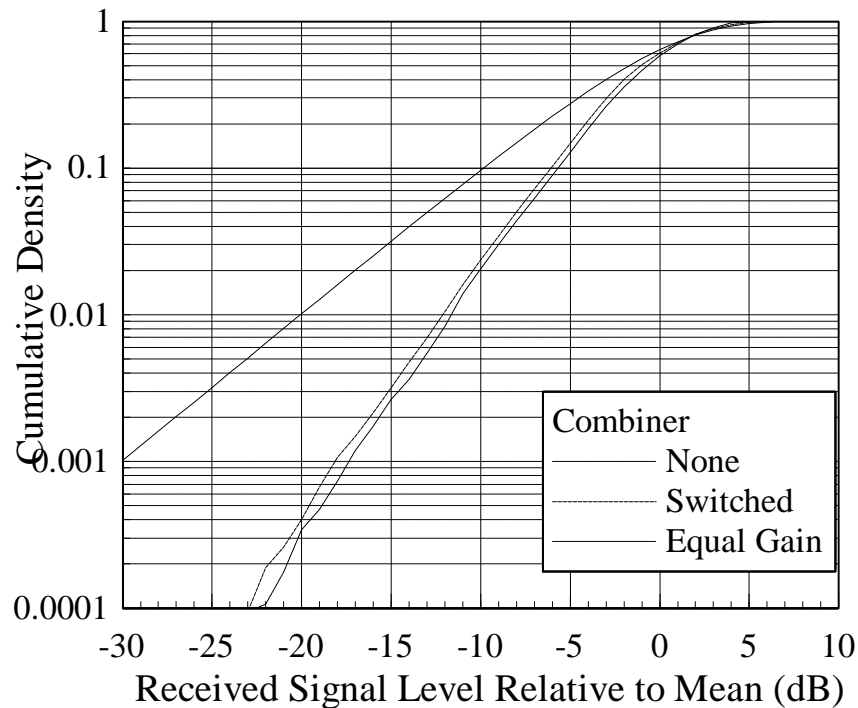
# Diversity Combining: Maximal Ratio Combining (MRC)



- Each branch is weighted before summation in proportion to its own *signal-to-noise* ratio.
- Slightly better performance than EGC, but requires the complexity of estimating signal-to-noise ratio.

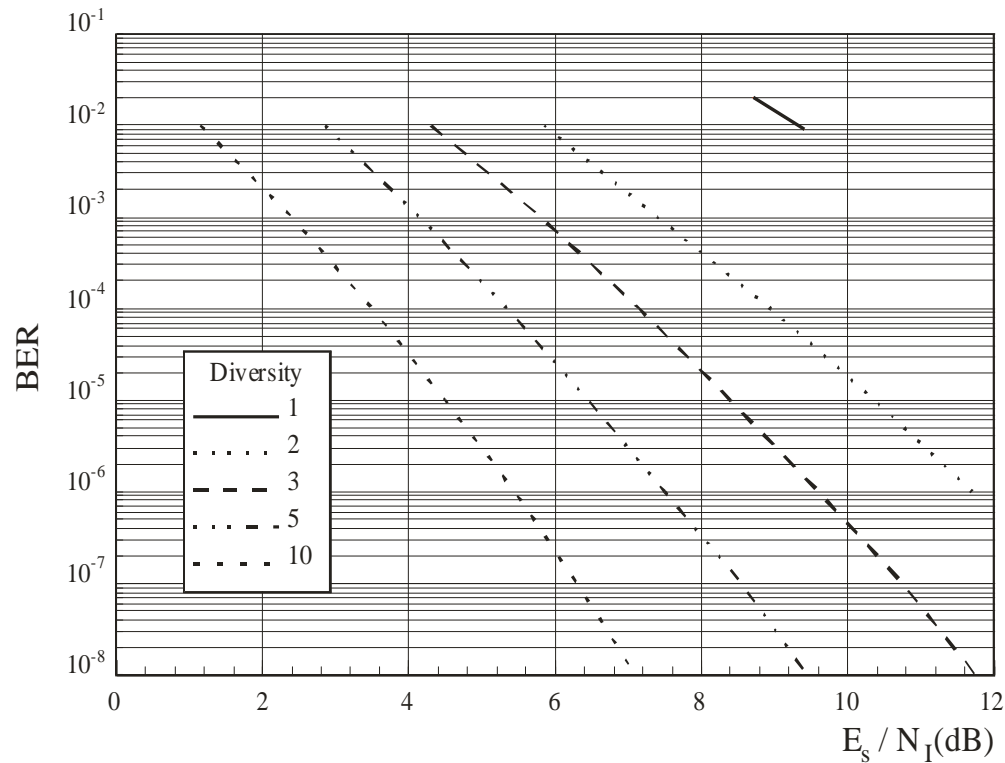


## The Effect of Diversity on Fading Statistics



- The fading statistics are improved with the applications of diversity.
- It is much less likely for deep fades to occur.

# The Effect of Diversity on Performance



- The BER in a Rayleigh fading channel can be significantly reduced with the use of diversity.
- Diversity can offer an 8-12 dB gain in Rayleigh channels.
- It can also increase the maximum bit rate in a dispersion limited environment by a factor of two.