

Link Budget Analysis :-

In wireless commⁿ, link budget analysis is the systematic listing of power losses and gains of different components in the channel.

The link budget Analysis takes into consideration various parameters such as transmitted power, antenna gains, various losses, etc.

Different components in Link Budget Analysis

Additive loss/gain	Component	Symbol
+	Transmitted power	P_t
+	Trans. Antenna gain	G_t
+	Recd. Antenna gain	G_r
-	margin	
-	Path Loss	L_{p0}
-	cabling losses	L_c
-	Recd Noise + interference	$(N+I)$

The power received can be given as:

$$P_r(\text{dBm}) = P_t(\text{dBm}) + \sum \text{dB Gains} - \sum \text{dB losses}$$

- In SNR,

$$\text{SNR}_{\text{req}}(\text{dB}) = P_t(\text{dB}) + G_t(\text{dB}) - L_{p0}(\text{dB}) + G_r(\text{dB}) - L_c(\text{dB}) - (N+I) \text{ dB}$$

$$P_t(\text{dB}) =$$

Fixed
determined channel

Dyna.
- No predetermined set of voice channels.
- call request made a station request channel.

- fixed to cell. All busy, BS request to MSC for channel allocation
- better performance.

Traffic:-

- Traffic is average no. of calls in progress at time.
- Unit is Erlangs.
 $1 E = 3600 CS = 3600 CS = 60 CM$.
- The carried traffic is volume of traffic actually carried by switch.
- The offered traffic is volume of traffic offered to a switch.
- Offered load is sum of carried load and overflow.
 $offered\ load = carried\ load + overflow$.
- Traffic Intensity:- Avg. no. of calls simultaneously in progress during particular period of time.
- Traffic per user $(A_0) = \frac{\text{user call rate}}{\text{user}} \times \text{Avg. call duration}$.
- Total traffic $(A) = \text{No. of users } (N) \times \text{Traffic per user } (A_0)$

channel

channel request module
Base station request
channel.

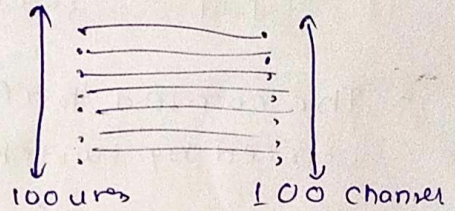
busy,
MSC for channel allocation
better performance.

Trunking :-

- Cellular system employs principle of 'Trunking' to increase the system capacity and meet the demands of users, with limited number of channels.

- Consider 100 users in system,
It has 100 channels allocated
for 100 users.

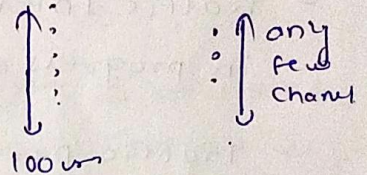
- Such one-to-one channel allocation is wastage of resource, as probability of users active at given time instant is low.



- Only small numbers of users are likely to be active at given time.
- Hence, ~~probability~~ practically only few channels are necessary to meet the demands of users.

- So, only few channels are allocated to users.

- This technique is called as trunking where large no. of users share very few channels.



Blocking Probability:-

- In trunking, large no. of users share very few channels. However, since no. of users is much greater than no. of channels, there is always a finite probability that all lines are occupied.

- Hence, when a new call request then it is blocked as there are no channels available for communication.

- The probability with which calls are blocked is termed as blocking probability.

$$B.P. = \frac{\text{No. of calls lost}}{\text{No. of calls offered.}}$$

Q.1. $T = 293\text{ K}$, $B = 30\text{ kHz}$, noise figure $F = 5\text{ dB}$,
 median Path loss is -150 dB , margin $= 20\text{ dB}$,
 $G_r = 5\text{ dB}$, $L_c = 3\text{ dB}$, $G_t = 12\text{ dB}$, $P_t = ?$, $\text{SNR} = 40\text{ dB}$

$$\Rightarrow P_t = \text{SNR}_{(\text{dB})} - G_t_{(\text{dB})} - G_r_{(\text{dB})} + L_{50}(\text{dB}) + L_c + (N+1)_{\text{dB}}$$

$$\begin{aligned} \Rightarrow \text{Noise power} &= n_0 B \quad F = 5\text{ dB} \\ &= k T F B \quad 10^{0.5} \\ &= 1.38 \times 10^{-23} \times 293 \times 10^{0.5} \times 30 \times 10^3 \\ &= 3.84 \times 10^{-16} \end{aligned}$$

$$\text{For dB} = 10 \log_{10}(3.84 \times 10^{-16})$$

$$\text{For dB} = -154\text{ dB}$$

$$I = -154\text{ dB}$$

$$P_t = 40 - 12 - 5 - 150 + 3 - 2 \times 154$$

$$P_t = -432\text{ dB}$$

$$P_t = -452\text{ dB}$$

\therefore The system is in state k , ^{probability}

$$P_k = P_k (1 - \lambda \Delta t - k \mu \Delta t) + P_{k-1} \lambda (\Delta t) + P_{k+1} (k+1) \mu (\Delta t)$$

$$(\lambda \Delta t + k \mu \Delta t) = P_{k-1} \lambda \Delta t + P_{k+1} (k+1) \mu (\Delta t)$$

$$\therefore (\lambda + k \mu) = P_{k-1} \lambda + P_{k+1} \mu (k+1) \quad \text{--- steady state probability eqn.}$$

\therefore steady state prob of state S_k is,

$$P_k = \frac{1}{k!} \left(\frac{\lambda}{\mu} \right)^k P_0$$

Here,

$$P_0 = \frac{1}{\sum_{k=0}^N \frac{1}{k!} \left(\frac{\lambda}{\mu} \right)^k}$$

For state N ,

$$P_N = \frac{1}{N!} \left(\frac{\lambda}{\mu} \right)^N P_0$$

$$P_N = \frac{\frac{1}{N!} \left(\frac{\lambda}{\mu} \right)^N}{\sum_{k=0}^N \frac{1}{k!} \left(\frac{\lambda}{\mu} \right)^k}$$

λ = call arrival rate, μ = call departure rate.
 $\mu = \left(\frac{1}{T} \right)$

$$\text{Total traffic} = \lambda \times \frac{1}{\mu}$$

$$A = \frac{\lambda}{\mu}$$

$$\therefore \left[P_N = \frac{\frac{1}{N!} A^N}{\sum_{k=0}^N \frac{A^k}{k!}} \right] \rightarrow \text{Blocking probability}$$

Teletraffic System Modelling:

- Consider a cell having N channels available and support maximum of N users ~~can be supported~~.
- The states of wireless system is no. of channels occupied. at given point of time, system can be in states s_0, s_1, \dots, s_N

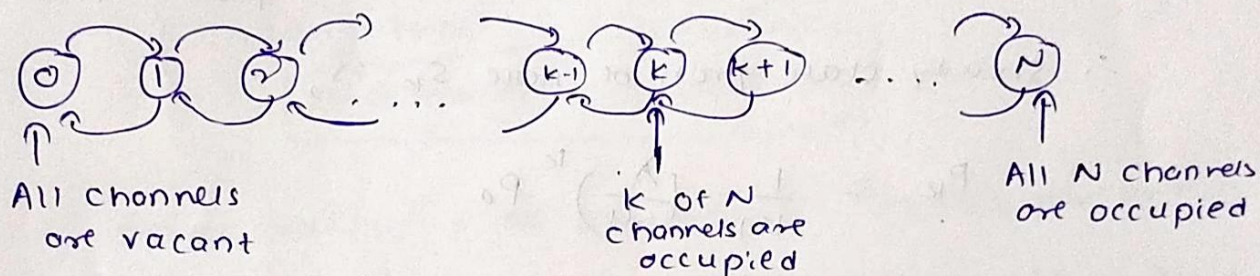


Fig. State-Space Diagram.

- Let P_k denotes the probability that system is in state k . and P_N denotes probability that system is in state N . which is Blocking Probability.
- At P_N state, any new call will be blocked.
- The system is in state s_k at time $t + \Delta t$ if one of following occurs :-
 1. System is in state $k-1$ at time t and one call arrives in Δt . Prob = $(P_{k-1} \lambda \Delta t)$
 2. System is in state $k+1$ at time t and one call departs in Δt . Prob = $P_{k+1} (k+1)(\mu \Delta t)$
 3. System is in state k , neither call arrives nor departs. Prob = $P_k - P_k \lambda \Delta t - P_{k+1} (k+1)(\mu \Delta t)$

b] cell radius = 1250 m = 1.25 km.

$$\text{one cell area} = \frac{3F_3}{2} \times R^2 = \frac{3F_3}{2} \times (1.25)^2 = 4.06 \text{ km}^2$$

$$\text{No. of. cells} = \frac{\text{city area}}{\text{one cell area}} = \frac{552}{4.06} \approx \underline{\underline{136}}$$

$$\text{No. of. users} = \text{No. of. cells} \times \text{No. of. users per cell}$$

$$= 136 \times 715$$

$$\underline{\underline{\text{No. of. users} = 97,240}}$$

c] cell radius = 1750 m = 1.75 km.

$$\text{Area of one cell} = \frac{3F_3}{2} \times (1.75)^2 = 7.96 \approx 8 \text{ km}^2$$

$$\text{No. of. cells} = \frac{\text{city area}}{\text{one cell area}} = \frac{552}{8} = \underline{\underline{69}}$$

$$\text{No. of. users} = 69 \times 715 = \underline{\underline{49,335}}$$

1. A cellular system with 42 channels per cell and blocking probability of 3%. assuming traffic per user 0.048 E. what is no of users that can be supported in city of 552 km² area if cell radius are changed as a) 750m, b) 1250m c) 1750m

⇒ No. of channels = 42, $P_B = 3\%$.

By Erlang table,

$$\text{Total traffic} = 34.3 \text{ E}$$

Total traffic = No. of users \times Traffic per user

Traffic per user = 0.048 E, and Total traffic = 34.3.

$$\therefore \text{No. of users} = \frac{\text{Total traffic}}{\text{traffic per user}}$$

$$= \frac{34.3}{0.048}$$

$$\text{No. of users} \approx \underline{\underline{715}}$$

Now a) cell radius = 750 m = 0.75 km

$$\therefore \text{cell area} = \frac{3\sqrt{3}}{2} \times R^2 = \frac{3\sqrt{3}}{2} \times (0.75)^2 = \underline{\underline{1.46 \text{ km}^2}}$$

$$\text{Now, No. of cells} = \frac{\text{city area}}{\text{one cell area}} = \frac{552}{1.46} \approx \underline{\underline{378 \text{ cells}}}$$

$$\text{No. of users} = \text{No. of cells} \times \text{users per cell}$$

$$= 378 \times 715 = \underline{\underline{270270}}$$