

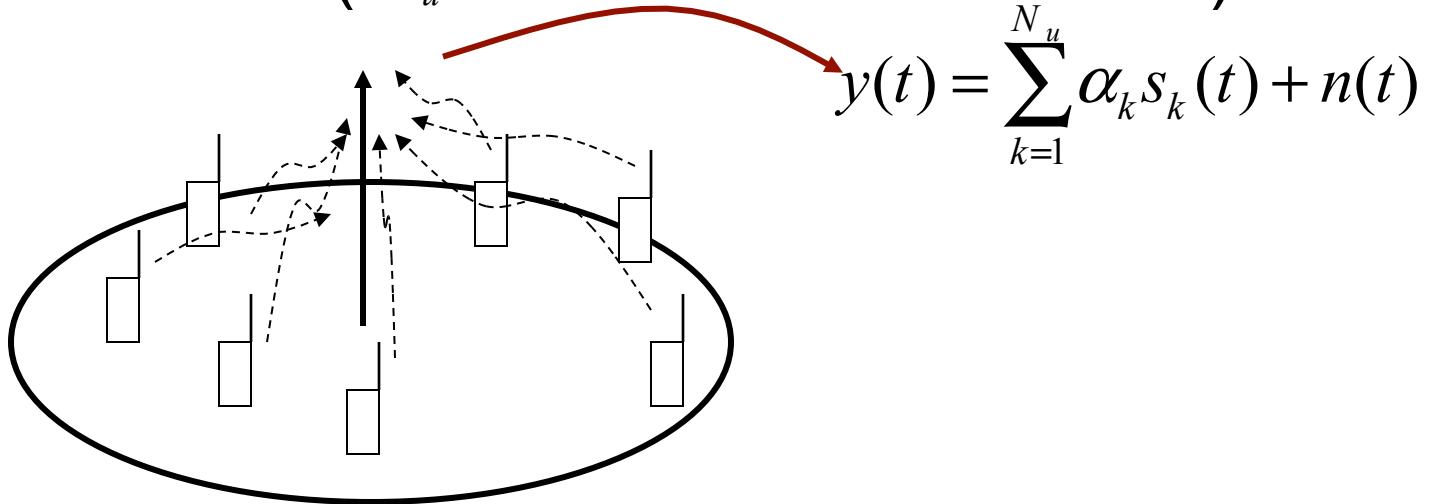
Final chapter!

# Resource Partitioning in Multi-user Communications

Multi-user situation

# Principle of Multiple Access - Orthogonal Resource Partitioning:

- Signal Model (  $N_u$  mobiles to base station)

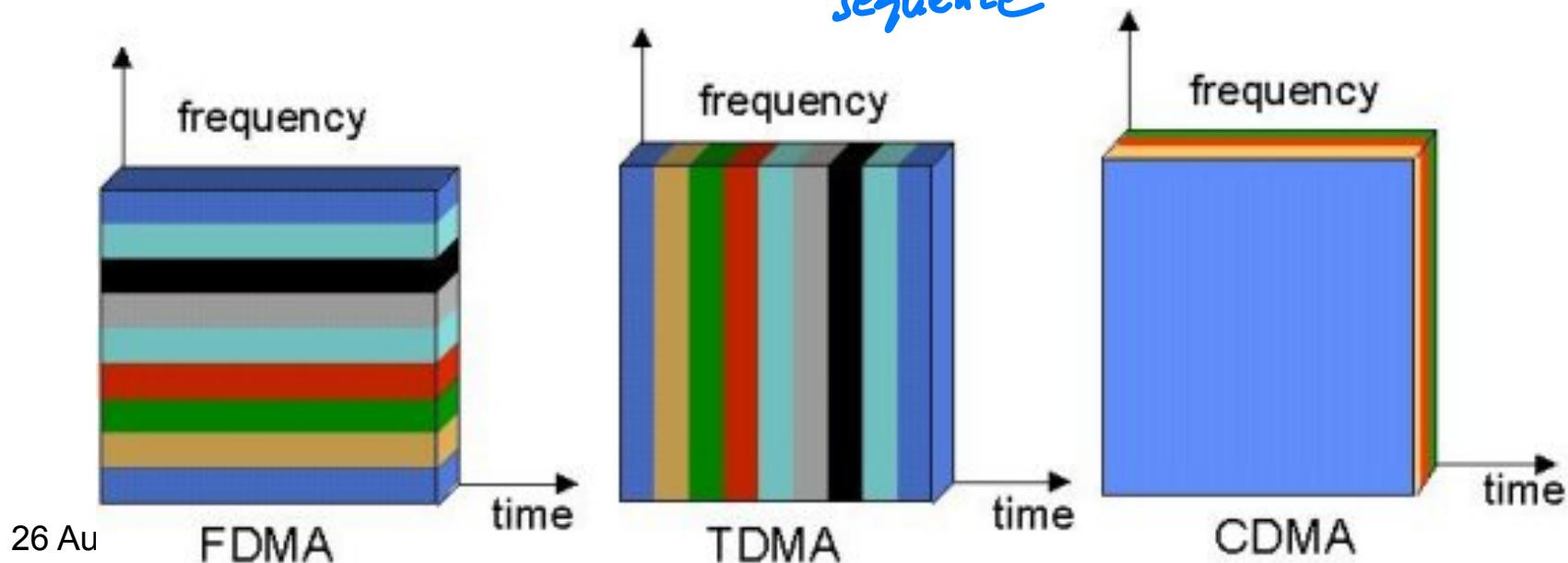


- Base Station → separates signals from  $K$  users from observing  $y(t)$  only.
- Needs some kinds of coordination among the  $K$  users for easy signal separations.

# Orthogonal Multiple Access

- Three popular schemes
  - FDMA → Partition of resource in frequency domain.
  - TDMA → Partition of resource in time domain.
  - Deterministic CDMA → Partition of resource in code domain.

*different spreading sequence*



# FDMA:

- The allocated spectrum ( $W$ ) is divided into  $N$  frequency slots.
- Each channel has a bandwidth of  $W/N$ .
- Different mobiles are assigned to transmit at different frequency slots.
- No interference of signals between different users → **Orthogonal channels**

# TDMA:

- All users use the same allocated spectrum  $W$ .
- Each user takes turn to use the BW.
- Channels == Time Slots.
- No interference of signals between different users → **Orthogonal channels.**

# Comparison of FDMA / TDMA

- FDMA → partition resource in frequency dimension.
- TDMA → partition resource in time dimension.
- ***Q: Which way is more effective?***

(15 MHz spectrum)

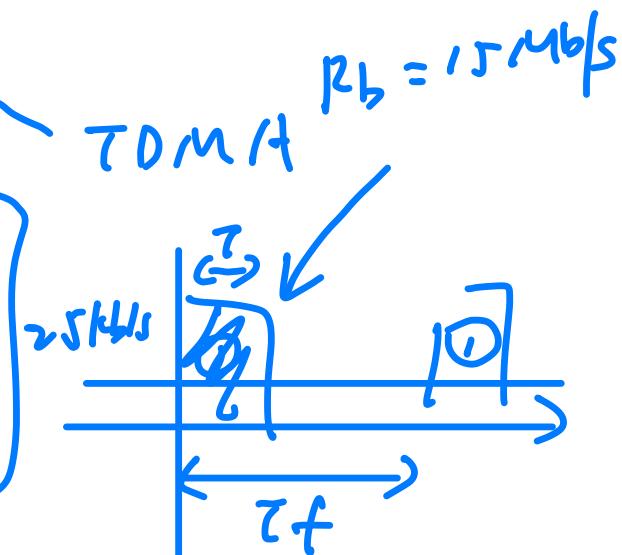
FDMA

15 MHz

- QPS: Binary  
Mod (1 bit/symbol)

$$- \overline{R_b} = 25 \text{ kbit/s}$$

bit rate per user



$$NTDMA = \frac{15 \text{ MHz}}{25 \text{ kHz}} = \frac{15 \text{ M}}{25 \text{ k}} = 600$$

a)  $\omega_{tx} = \frac{1}{T_s}$

~~$R_b = (\log_2 M) \frac{1}{T_s}$~~

$\uparrow$   
25 kbit/s

$$\omega_{tx} = 25 \text{ kHz}$$

$$NTDMA = \frac{T_f}{T}$$

$$\overline{R_b} = \frac{\# \text{ of bits}}{\text{frame}} \frac{T_f}{T}$$

$$25 \text{ kbit/s} = \frac{R_b T}{T_f}$$

$$25 \text{ kbit/s} = \frac{15 \text{ M}}{T_f}$$

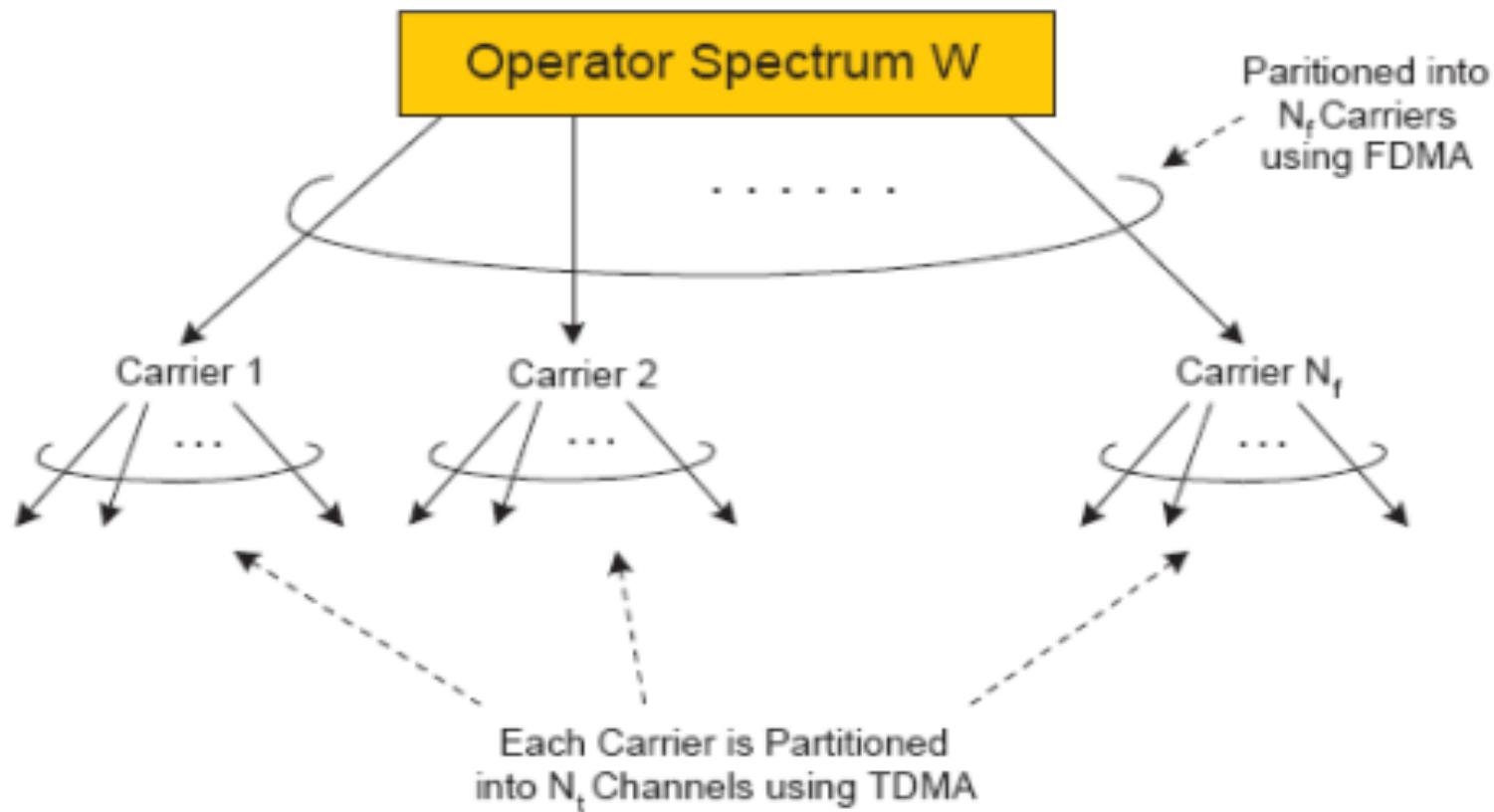
$$\frac{T_f}{T} = 600$$

# Comparison of FDMA / TDMA

- FDMA *only worry diversity  
first generation*
  - Requires N transceivers in the base station → Bulky.
  - Physical transmission rate per user is low → no need for equalizer *Air conditioning,  
very hot!!!*
- TDMA
  - Requires single transceiver in the base station → smaller size *only one radio!*
  - Physical transmission peak rate is very high → may need equalizer at the receiver *exponential complexity*
- Hybrid Design *(26)*
  - FDMA/TDMA

# Single Cell Capacity Comparisons.

- Example 3.1 - TDMA & FDMA
  - Suppose a spectrum of 15MHz is allocated to a mobile operator. Let the modulation throughput be 1 (bit per symbol), the data rate of individual user be 25kbps. Find out if FDMA or TDMA is better for the operator.
- Example 3.2 - Hybrid TDMA/FDMA
  - Suppose the channel coherence bandwidth is 200kHz. Using the same requirement and parameters as in Example 3.1, design a resource partitioning scheme which minimize the number of RF units in the base station at the constraint that no equalizer is used in the receiver.



15 mHz

~~15 mHz~~ FDM IT

~~15 mHz~~  $\leftarrow$  carrier

~~15 mHz~~ FDM IT

$t_{S1}$  ...

$t_{S7}$

8 time slots

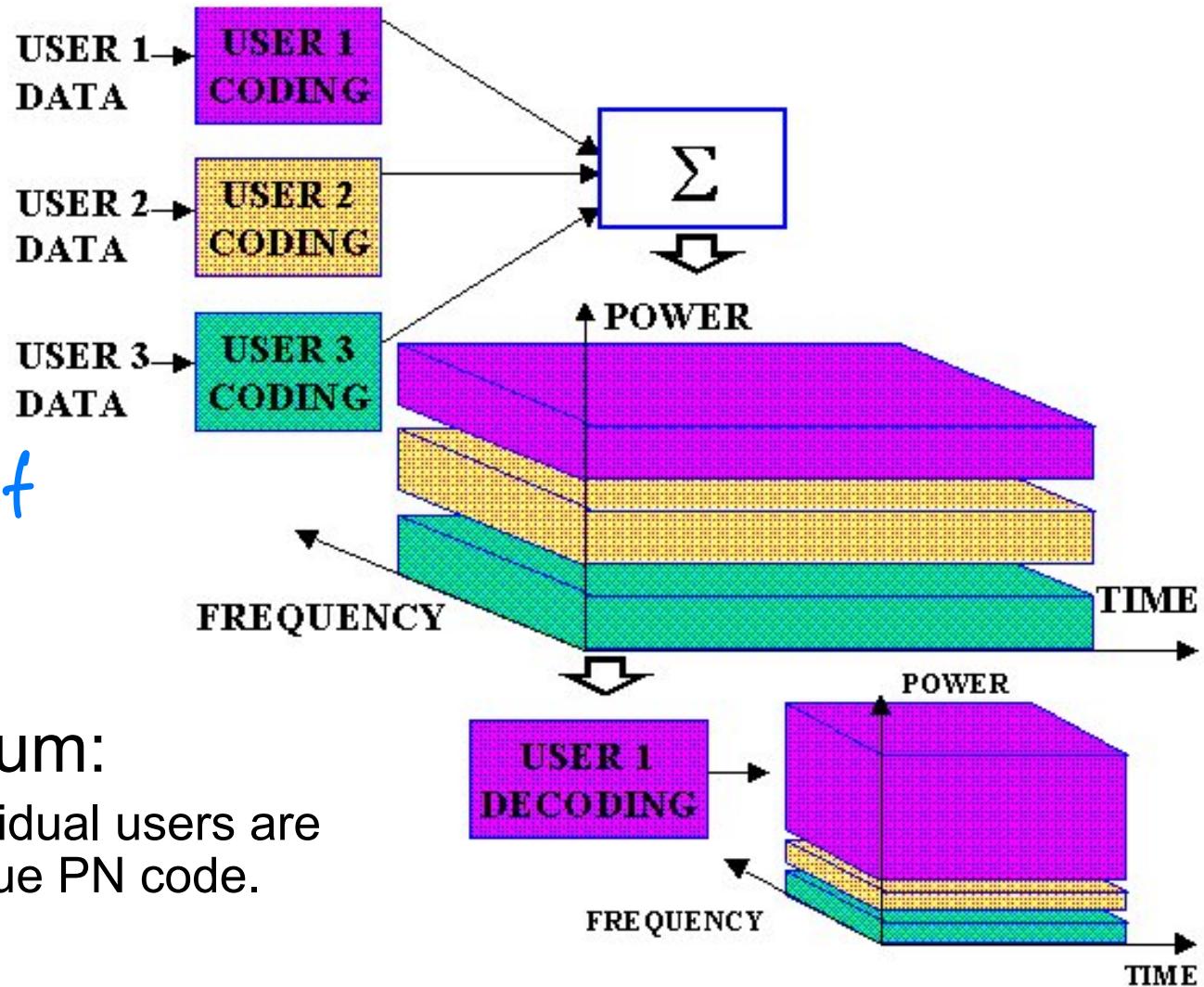
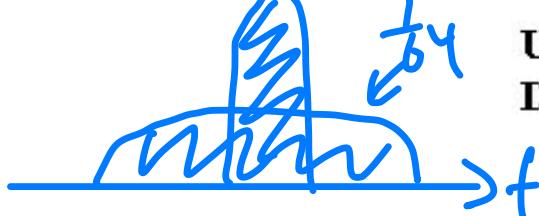
$B_{W_{tx}} = 200 \text{ kHz}$  # of radios = 75

$B_C \approx 100 \text{ kHz}$

$L = 2$

ISI due to  
freq. selective  
fading!

CDMA:  $SF = \frac{1}{64}$



## Spread-Spectrum:

- Signals from individual users are "spread" by a unique PN code.

# CDMA

Cross-correlation between  
Two codes (assigned to two  
Different users)

$$\begin{aligned}
 W_k(t) &= \text{Despread}[Y(t), c_k(t)] \\
 &= \underbrace{S_k(t)}_{\text{Signal Term}} + \underbrace{\sum_{j \neq k} S_j(t) \langle c_j(t) c_k(t) \rangle}_{\text{Multi-user Interference}} + \underbrace{\langle Z(t), c_k(t) \rangle}_{\text{Noise}}
 \end{aligned}$$

► We have two types of CDMA

► (i) Deterministic CDMA:  $\langle c_j(t) c_k(t) \rangle = \frac{1}{N} \sum_t c_k(t) c_j(t) = 0$   
⊕ PN codes have zero cross-correlation.

► (ii) Random CDMA:

⊕ PN codes have small cross-correlation.

$$\begin{aligned}
 \langle c_j(t) c_k(t) \rangle &= \frac{1}{N} \sum_t c_k(t) c_j(t) \\
 &\leq \sqrt{\frac{2 \log \log N}{N}} \text{ a.s.}
 \end{aligned}$$

- know  $c(t)$
- know timing

$$T(t) = \sum_{i=1}^k \alpha_i s_i(t) c_i(t) + n(t)$$

$$w_k(t) = \frac{T(t) c_k(t)}{T(t) c_k(t)}$$

$$= \alpha_k s_k(t) + \sum_{j \neq k} \alpha_j s_j \overline{c_j(t) c_k(t)} + \text{noise}$$

multiuser interference

$$R_{jk} = 0 \text{ if } j \neq k$$

$\Rightarrow$  Deterministic CDMA

$$\begin{array}{r}
 c_1(t) = + - + - \\
 c_2(t) = + + - - \\
 \hline
 \frac{1}{4} + - - + \\
 = 0
 \end{array}$$

$\langle c_1, c_2 \rangle = 0$   
 $\Rightarrow$  orthogonal sequence.

# of orthogonal set  $\leq$  SF  
 # of users (O-CDMA)  $\leq$  SF

Requires Synchronous Dispersing

use D-CDMA on up-link  
use D-CDMA on down-link

use Random CDM/H

$$(j(t), k(t-1)) = \text{small}$$

plenty <sup>!!</sup> combinations!

Random code:  $\frac{c(j(t), k(t-1))}{s_i} \leq O\left(\sqrt{\frac{2 \log M}{s_i}}\right)$

① Not code-limited !!!

② Asynchronous dispersing (no need of offset!)  
(Uplink!)

不-定有  $2^{200}$  spreading sequences  $\Rightarrow 1000$  users

bottom neck?

multiuser interference > !!!

How much interference you can tolerate!

# Deterministic CDMA

- Capacity = # of PN codes in the set.  
→ Code limited.
- Define “**spreading factor**” as the number of chips per modulation symbol.
- Cardinality of orthogonal PN code set = “**spreading factor**”.
- Necessary condition
  - synchronization between codes.
  - only feasible in the forward link direction.

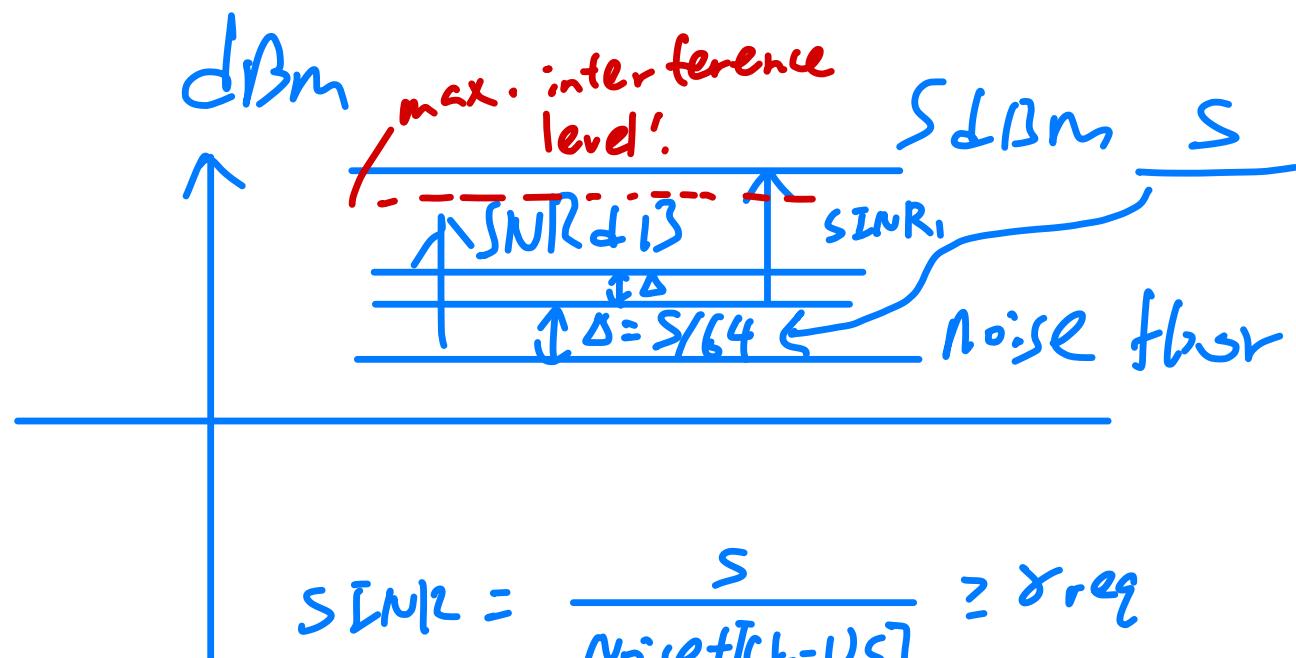
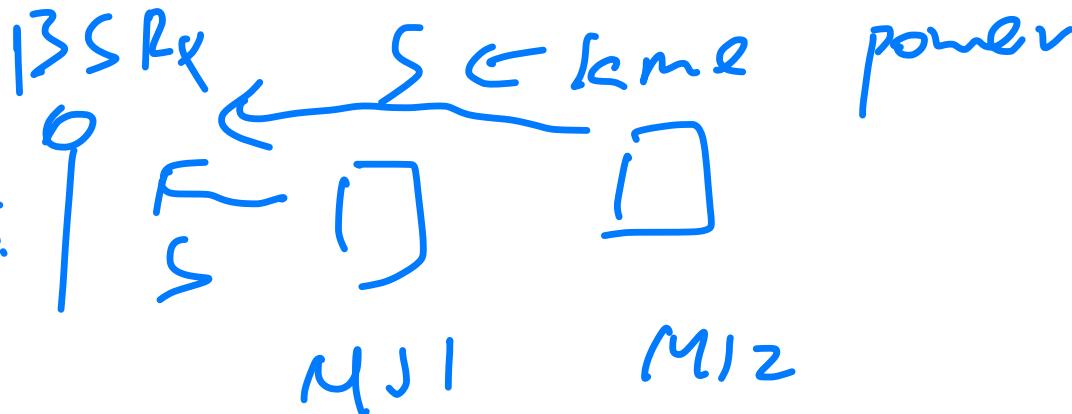
# Random CDMA.

- Channels are not orthogonal!!!
- Yet, the effective interference of the other user is reduced by a factor called “processing gain”.

$$\text{Processing Gain} = \frac{T_b}{T_c}$$

- The capacity is not limited by the size of PN code set
- **Interference limited.**
- Used in the reverse link.

Assume that  
every user transmits  
same power !!!



$$SINR = \frac{S}{\text{Noise} + \frac{S_{k-1}}{S_F}} \geq \gamma_{req}$$

$$k \leq \frac{SF}{\gamma_{req}} \quad (noise \text{ small!})$$

# Random CDMA

- Random CDMA suffers from the near-far problem.
  - a user transmitting a very large power (or very near to the base station) will cause unacceptable interference level to the other users (because of the non-orthogonality property).  
*if one user transmit power very big => not work!*
  - Power control scheme is needed to carefully control the transmitted power of each user.
  - The optimal situation is when the received signal powers from all users are equal.

TD-SCDMA  
↓  
TD-SCDMA

Another coordination method

WIFI

listen before talk, make sure that  
no people transmitting through the  
channel!