

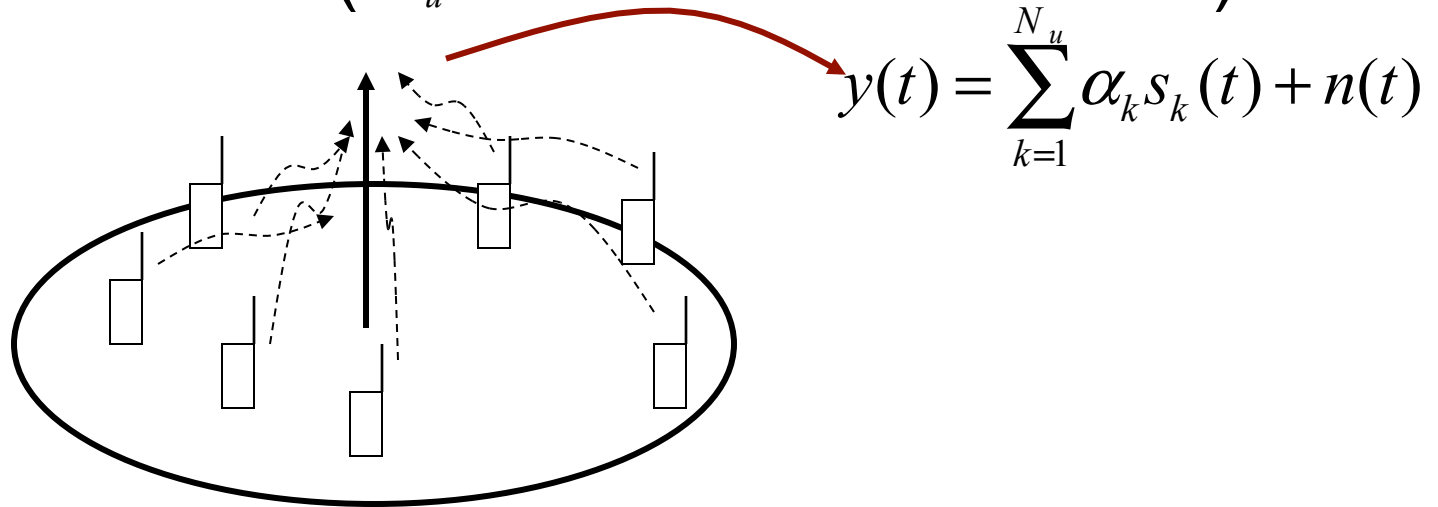
Final chapter!

Resource Partitioning in Multi-user Communications

Multi-user situation

Principle of Multiple Access - Orthogonal Resource Partitioning:

- Signal Model (N_u mobiles to base station)

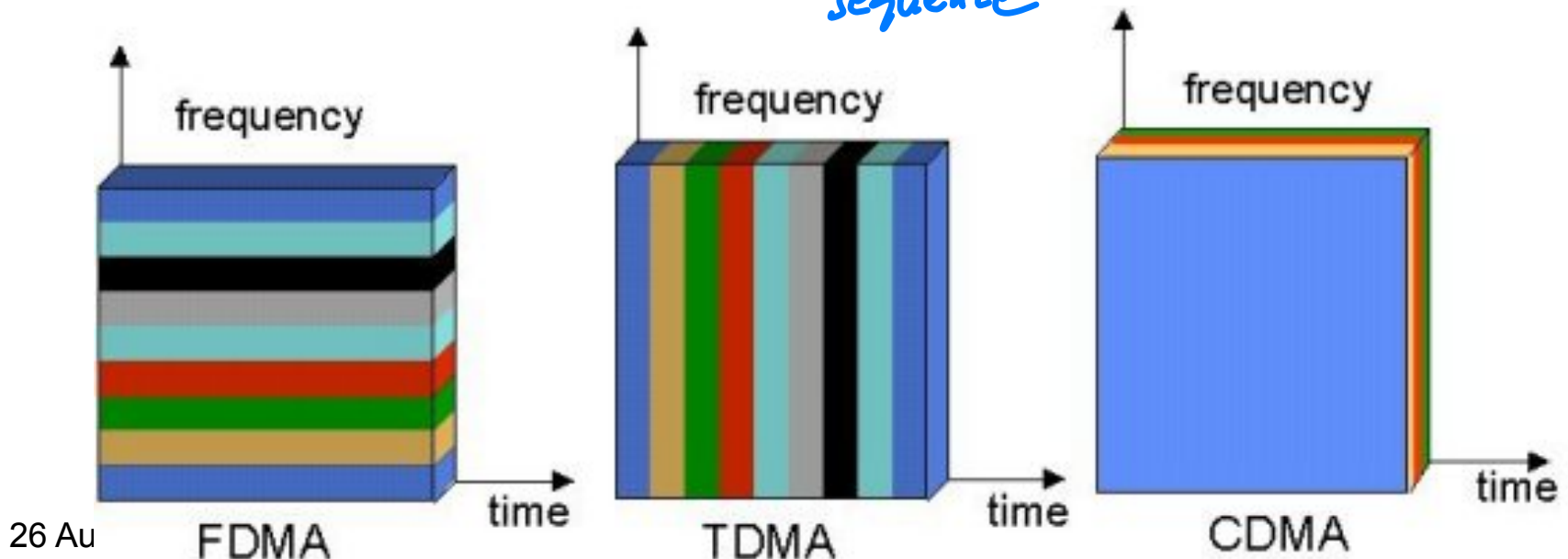


- Base Station \rightarrow separates signals from K users from observing $y(t)$ only.
- Needs some kinds of coordination among the K users for easy signal separations.

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:

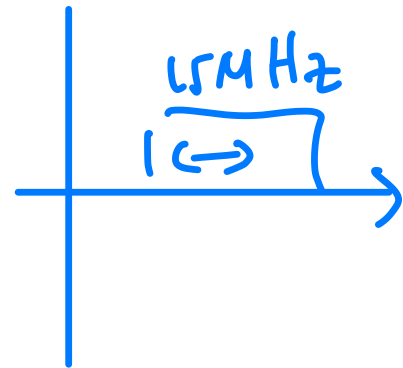
- All users use the same allocated spectrum W .
- Each user takes turn to use the BW.
- Channels == Time Slots.
- No interference of signals between different users → **Orthogonal channels**.

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



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

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

$$R_b = (\log_2 M)^{\frac{1}{2}} \frac{1}{T_s}$$

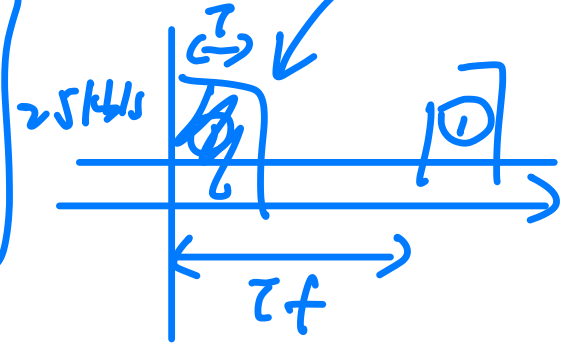
\uparrow
25 kbps

QPS: Binary
Mod (1 bit/symbol)

- $R_b = 25 \text{ kbps}$
bit rate per user

TDMA

$R_b = 15 \text{ Mbps}$



$$N_{\text{TDMA}} = \frac{T_f}{T}$$

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

$$25 \text{ kbps} = \frac{R_b T}{T_f}$$

$$\frac{25 \text{ kbps}}{\frac{T_f}{T}} = \frac{15 \text{ M}}{T_f}$$

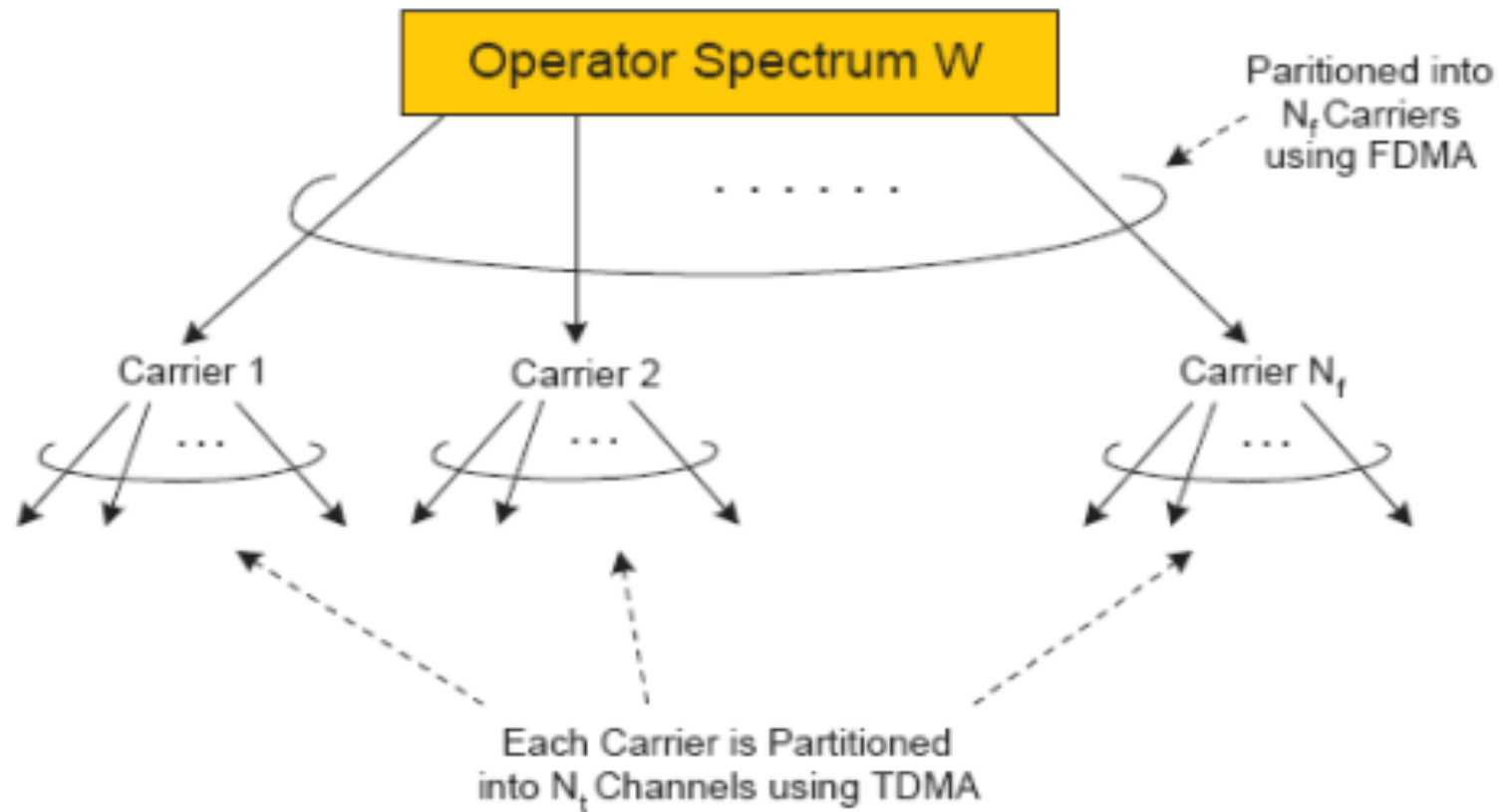
$$\frac{T_f}{T} = 600$$

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
- TDMA *Air conditioning, very hot!!!*
 - Requires single transceiver in the base station → smaller size
 - Physical transmission peak rate is very high → may need equalizer at the receiver. *only one radio!* *exponential complexity*
- Hybrid Design *(2G)*
 - 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

~~FDMA~~

(1111) ← carrier

~~200 kHz~~ ~~TDMA~~

ts₀

...

ts₇

8 time slots

$B_{W_{ex}} = 200 \text{ kHz}$

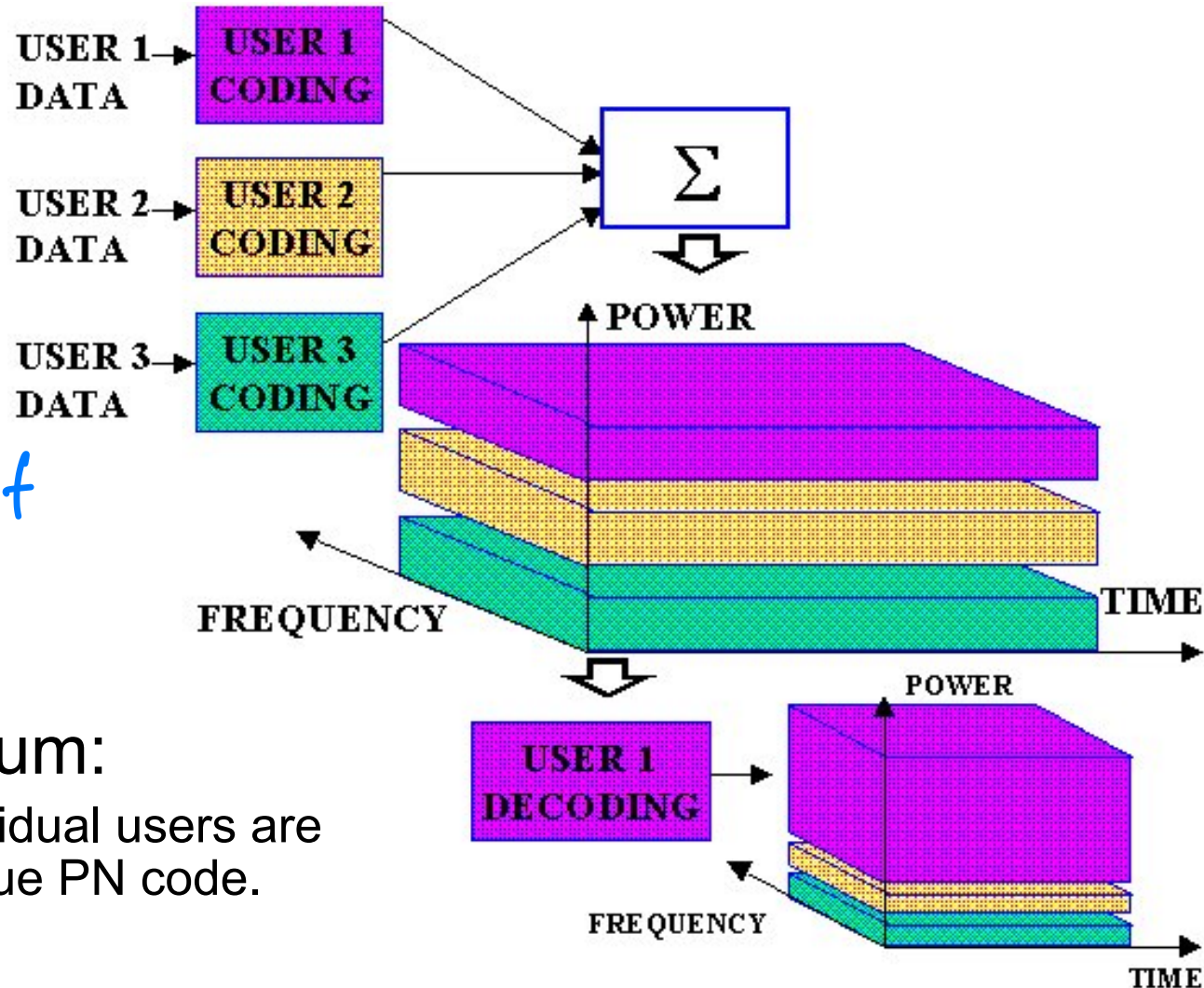
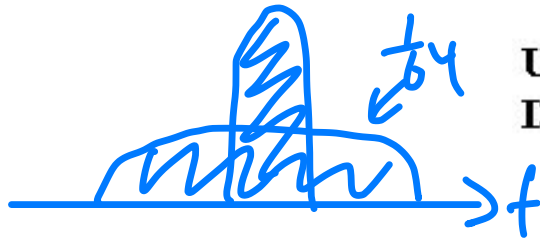
of radios = 75

$B_L \approx 100 \text{ kHz}$

$L = 2$

ISI due to
freq. selective
fading!

CDMA: $\leq T = \frac{1}{64}$



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: $\langle c_j(t) c_k(t) \rangle = \frac{1}{N} \sum_t c_k(t) c_j(t) = 0$
 where $N = \frac{T_s}{T_c}$
 ⊕ 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

$$Y(t) = \sum_{i=1}^K \alpha_i S_i(t) c_i(t) + n(t)$$

$$w_k(t) = \overline{Y(t)/c_k(t)}$$

$$= \alpha_k s_b(t) + \underbrace{\sum_{j \neq k} \alpha_j s_j \overline{c_j(t) c_k(t)}}_{\text{multiuser interference}} + \text{noise}$$

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

\Rightarrow Deterministic CDMA

$$\begin{aligned}
 C_1(t) &= + - + - \\
 C_2(t) &= + + - -
 \end{aligned}$$

$$\begin{aligned}
 &\frac{1}{4} \quad + \quad - \quad - \quad + \\
 &= 0
 \end{aligned}$$

$$\langle C_1, C_2 \rangle = 0$$

\Rightarrow orthogonal sequence.

of orthogonal set $\leq SF$

of users (O-CDMA) $\leq SF$

Requires Synchronous Dispersing

not use D-CDMA on up-link
use D-CDMA on down-link

Use Random CDMA

$$C_j(t) C_k(t-\tau) = 0 \text{ or } 1$$

plenty combinations!

Random code: $\overline{C_j(t) C_k(t-\tau)} \leq O\left(\sqrt{\frac{2 \log F}{5 \tau}}\right)$

① Not code-limited !!!

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

不-這有 2000 spreading sequences \Rightarrow 2000 users

bottom neck?

multiuser interference \Rightarrow !!!

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.

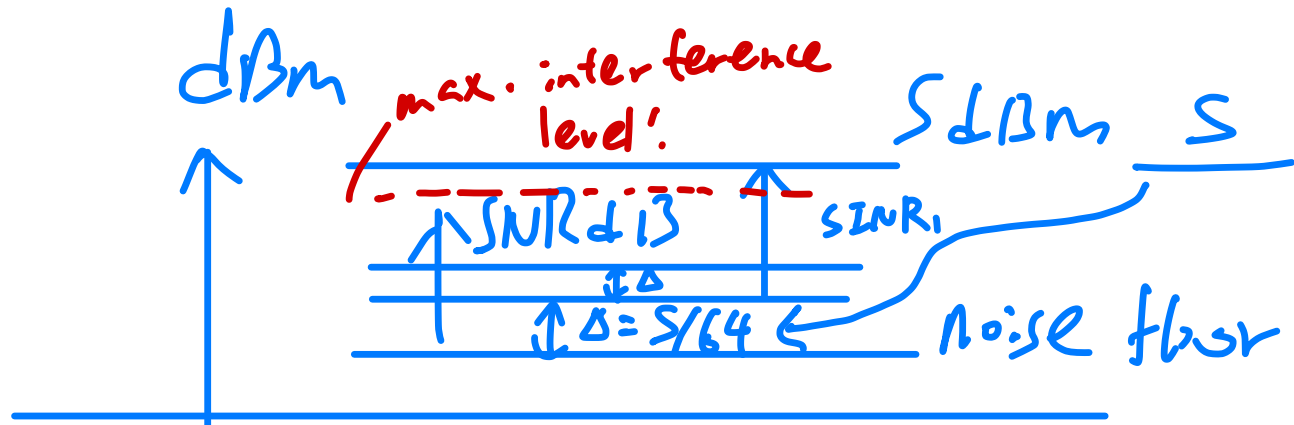
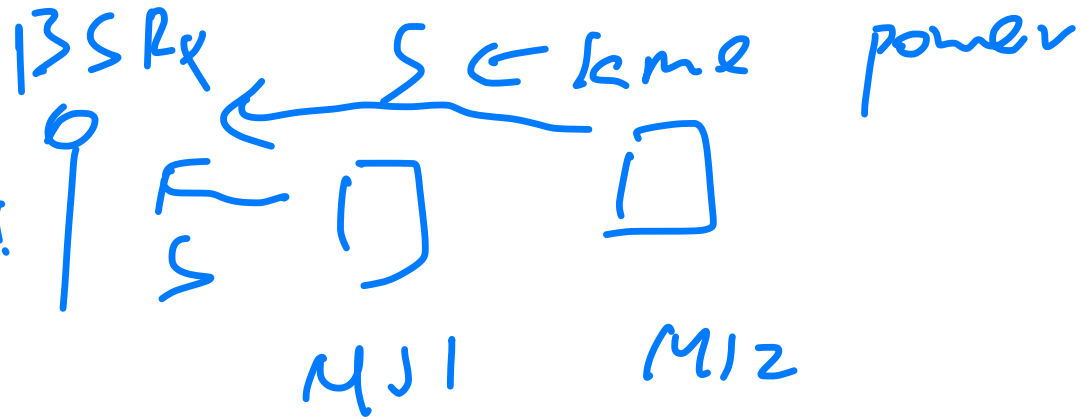
▶ Channels are not orthogonal!!!

▶ Yet, the effective interference of the other users 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 !!!



$$SINR2 = \frac{S}{\text{Noise} \left[\frac{(k-1)S}{SF} \right]} \geq \gamma_{req}$$

$$= \frac{SF}{k-1 \rightarrow k} \quad (\text{noise small!})$$

$$k \leq \frac{SF}{\gamma_{req}}$$

Random CDMA

- Random CDMA suffers from the near-far problem.
if one user transmit power very big \Rightarrow not work!
 - 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).
 - 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.

OFDM
↓
OFDMA

Another coordination method

WIFI

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