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WIRELESS LABORATORY

230689 - WLAB

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**Practice 1**  
**Planning and optimization of LTE networks**  
**Laboratory work**

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## 1 Objectives

The objective of this case study is to carry out, using ATOLL, the planning and dimensioning of a LTE network in order to meet coverage and application / service performance requirements. The considered service region ranging must be included between 30 and 50  $km^2$ .

This work includes decision making on the type of infrastructure to be deployed (macrocells and / or small cells) and their locations as well as the specification of the traffic demand maps.

The sections of this report will cover :

- \* Configuration of the deployed network (sites, transmitters, antennas, frequency band, channel bandwidth, etc.).
- \* Configuration of the services and user densities (service types and parameters, user types and densities).
- \* Coverage analysis.
- \* Capacity analysis and service performance.

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## 2 Model Configuration

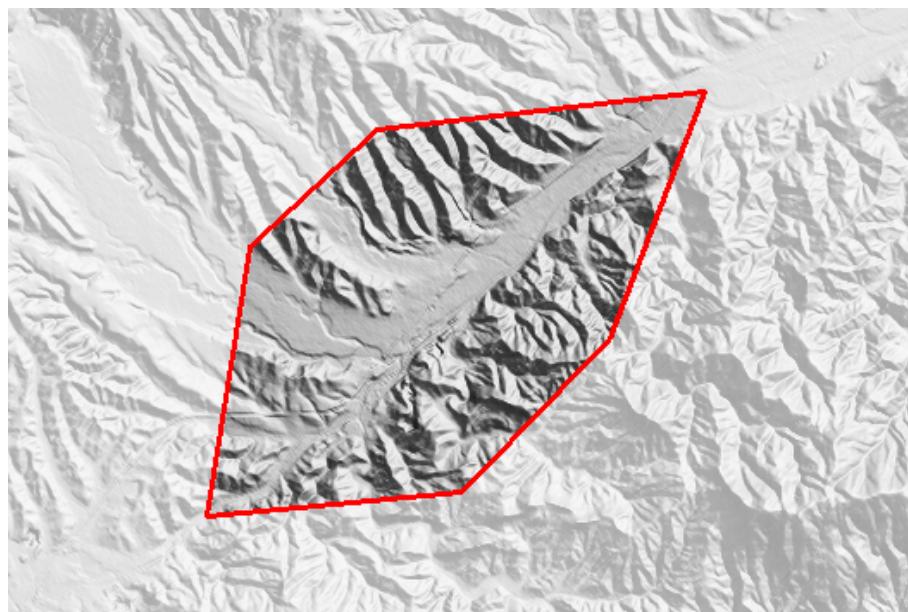
### 2.1 Covered Area

We decided to cover the district of **Sant Celoni** for this project (See Fig 1).



**Figure 1** – Area of interest - location in Spain

The covered area is findable on Fig 2. It envelopes  $31.499 \text{ km}^2$  an respect therefore the problem specifications.



**Figure 2** – Area of interest - Precise Area

## 2.2 Performance requirements

The section describes the performance requirements of our communication network.

### 2.2.1 Users

The section describes the user density and the kind of services needed on the covered area.

#### 2.2.1.1 Type of users

The map is filled by standard and business users with the **performance requirements** of Fig 3 and 4.

	Service	Terminal	Calls/hour	Duration (sec.)	UL Volume (KBytes)	DL Volume (KBytes)
	High Speed Internet	MIMO Terminal	0.05		2,000	15,000
	Video Conferencing	MIMO Terminal	0.01	600		
	VoIP	Mobile Terminal	0.2	240		
*	Mobile Internet Access	MIMO Terminal	0.1		700	4,500

**Figure 3 – Business profile requirement**

	Service	Terminal	Calls/hour	Duration (sec.)	UL Volume (KBytes)	DL Volume (KBytes)
	Mobile Internet Access	MIMO Terminal	0.1		700	4,500
*	VoIP	Mobile Terminal	0.2	240		

**Figure 4 – Standard profile requirement**

#### 2.2.1.2 Population density

St-Celoni population density is fixed to  $279 \frac{\text{people}}{\text{square meter}}$  (see [this link](#)).

#### 2.2.1.3 User Areas Definition

The area we choosed covers different types of lands (valley with the village and hills with less population). The population density has then to be arranged to match as close as possible to the reality and is depicted on figure 5.

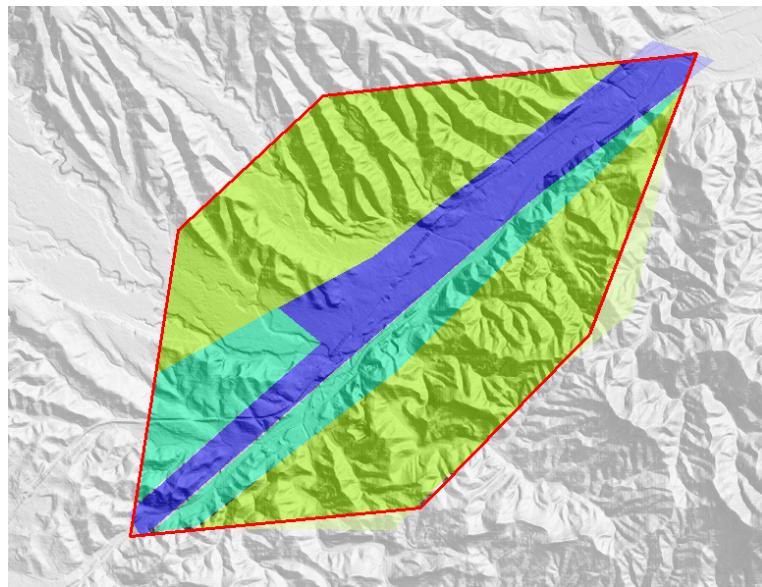
The population density is then as defined in the TAB 1.

#### 2.2.1.4 User repartition

Furthermore we decide to separate this population density between 10% of business users and 90% of standard users for urban area. For the other areas no business users are defined, leading to the result of TAB 1

Type of Area	rural	suburban	urban
population density $[\text{/km}^2]$	150	300	450
Strd User Density $[\text{/km}^2]$	150	300	405
Business User Density $[\text{/km}^2]$	0	0	45

**Table 1 – Population Density Table**



**Figure 5 – User Areas**  
Green = rural | light blue = suburban | blue = urban

### 2.2.2 Services

The service required in our case are High Speed Internet, Mobile Internet Access, MTC, Video Conferencing and VoIP. Detailed service demand is findable on Fig 6.

	Name	Type	Priority (0:lowest)	Min DL throughput demand (kbps)	Min UL throughput demand (kbps)	Max Throughput Demand (DL) (kbps)	Max Throughput Demand (UL) (kbps)	Average Requested Throughput (DL) (kbps)	Average Requested Throughput (UL) (kbps)	Min Number of PRBs (UL)	Multicarrier Support
High Speed Internet	Data		1	0	0	1,024	128	256	32	1	1
Mobile Internet Access	Data		0	64	32	128	64	64	32	1	1
MTC			0	0	0	0	0	0	0	31	0
Video Conferencing	Voice		2	64	64	64	64	64	64	1	0
VoIP	Voice		3	12.2	12.2	12.2	12.2	12.2	12.2	1	0

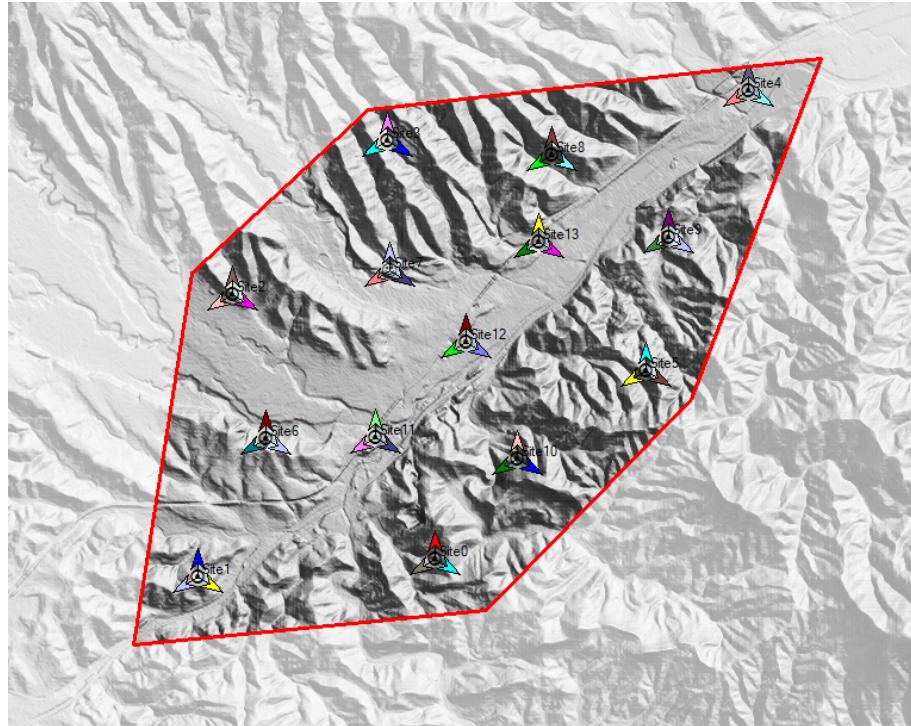
**Figure 6 – Services Definition**

Seeing the topology of the area of St Celoni, we target to reach 90 % of validation for this services demand.

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### 2.3 Radio Network Equipment definition

We first decided to place 13 sites on the map, each made of 3 transmitters. The antennas operate at 30 [m] with the beamforming parameters set to 60deg 16dBi 2Tilt 2600MHz. The transmitters position is represented in figure 7.



**Figure 7 – Map with Transmitters**

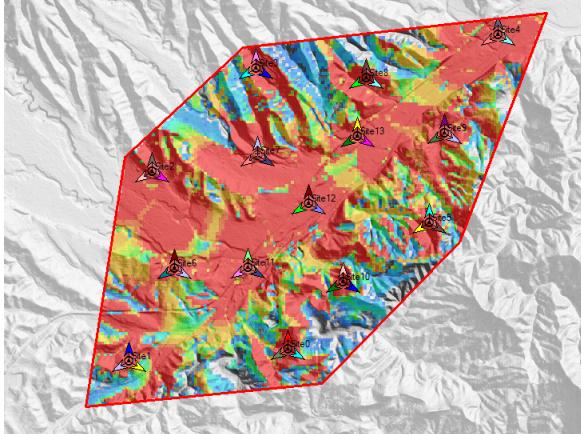
The goal of the previous sections will then to check this disposition and make it evolve such that the requirements are full-filled if it is not the case.

### 3 Model Performances

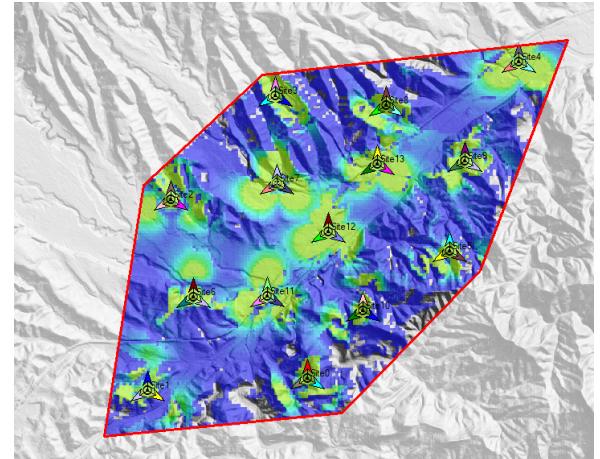
#### 3.1 Coverage Prediction

This section is focused on the performances of the previously defined model.

Based on the defined parameters, we get the following **Throughput coverage predictions for the High Speed internet :**



**Figure 8 – Downlink Prediction Coverage**



**Figure 9 – Uplink Prediction Coverage**

With the following legend :

Peak RLC Allocated Bandwidth Throughput (UL) (kbps) >=49,000
Peak RLC Allocated Bandwidth Throughput (UL) (kbps) >=48,000
Peak RLC Allocated Bandwidth Throughput (UL) (kbps) >=47,000
Peak RLC Allocated Bandwidth Throughput (UL) (kbps) >=46,000
Peak RLC Allocated Bandwidth Throughput (UL) (kbps) >=45,000
Peak RLC Allocated Bandwidth Throughput (UL) (kbps) >=44,000
Peak RLC Allocated Bandwidth Throughput (UL) (kbps) >=43,000
Peak RLC Allocated Bandwidth Throughput (UL) (kbps) >=42,000
Peak RLC Allocated Bandwidth Throughput (UL) (kbps) >=41,000
Peak RLC Allocated Bandwidth Throughput (UL) (kbps) >=40,000
Peak RLC Allocated Bandwidth Throughput (UL) (kbps) >=39,000
Peak RLC Allocated Bandwidth Throughput (UL) (kbps) >=38,000
Peak RLC Allocated Bandwidth Throughput (UL) (kbps) >=37,000
Peak RLC Allocated Bandwidth Throughput (UL) (kbps) >=36,000
Peak RLC Allocated Bandwidth Throughput (UL) (kbps) >=35,000
Peak RLC Allocated Bandwidth Throughput (UL) (kbps) >=34,000
Peak RLC Allocated Bandwidth Throughput (UL) (kbps) >=33,000
Peak RLC Allocated Bandwidth Throughput (UL) (kbps) >=32,000
Peak RLC Allocated Bandwidth Throughput (UL) (kbps) >=31,000
Peak RLC Allocated Bandwidth Throughput (UL) (kbps) >=30,000
Peak RLC Allocated Bandwidth Throughput (UL) (kbps) >=29,000
Peak RLC Allocated Bandwidth Throughput (UL) (kbps) >=28,000
Peak RLC Allocated Bandwidth Throughput (UL) (kbps) >=27,000
Peak RLC Allocated Bandwidth Throughput (UL) (kbps) >=26,000
Peak RLC Allocated Bandwidth Throughput (UL) (kbps) >=25,000
Peak RLC Allocated Bandwidth Throughput (UL) (kbps) >=24,000
Peak RLC Allocated Bandwidth Throughput (UL) (kbps) >=23,000
Peak RLC Allocated Bandwidth Throughput (UL) (kbps) >=22,000
Peak RLC Allocated Bandwidth Throughput (UL) (kbps) >=21,000
Peak RLC Allocated Bandwidth Throughput (UL) (kbps) >=20,000
Peak RLC Allocated Bandwidth Throughput (UL) (kbps) >=19,000
Peak RLC Allocated Bandwidth Throughput (UL) (kbps) >=18,000
Peak RLC Allocated Bandwidth Throughput (UL) (kbps) >=17,000
Peak RLC Allocated Bandwidth Throughput (UL) (kbps) >=16,000
Peak RLC Allocated Bandwidth Throughput (UL) (kbps) >=15,000
Peak RLC Allocated Bandwidth Throughput (UL) (kbps) >=14,000
Peak RLC Allocated Bandwidth Throughput (UL) (kbps) >=13,000
Peak RLC Allocated Bandwidth Throughput (UL) (kbps) >=12,000
Peak RLC Allocated Bandwidth Throughput (UL) (kbps) >=11,000
Peak RLC Allocated Bandwidth Throughput (UL) (kbps) >=10,000
Peak RLC Allocated Bandwidth Throughput (UL) (kbps) >=9,000
Peak RLC Allocated Bandwidth Throughput (UL) (kbps) >=8,000
Peak RLC Allocated Bandwidth Throughput (UL) (kbps) >=7,000
Peak RLC Allocated Bandwidth Throughput (UL) (kbps) >=6,000
Peak RLC Allocated Bandwidth Throughput (UL) (kbps) >=5,000
Peak RLC Allocated Bandwidth Throughput (UL) (kbps) >=4,000
Peak RLC Allocated Bandwidth Throughput (UL) (kbps) >=3,000
Peak RLC Allocated Bandwidth Throughput (UL) (kbps) >=2,000
Peak RLC Allocated Bandwidth Throughput (UL) (kbps) >=1,000
Peak RLC Allocated Bandwidth Throughput (UL) (kbps) >=0

**Figure 10 – Coverage Prediction Legend**

Although the coverage as first seen looks good in DL but not in UL, this could be explained as the service requirement for the service (High Speed Internet) is low in UL (less than 128 kbps). We will then launch a simulation to see if the transmitter disposition or characteristics need to be reevaluated.

## 3.2 Simulation

### 3.2.1 Results

The simulation 1 demonstrates pretty good results with 92.8 % of the users connected. The demand and results are shown below : We can then launch more predictions to validate this simulation.

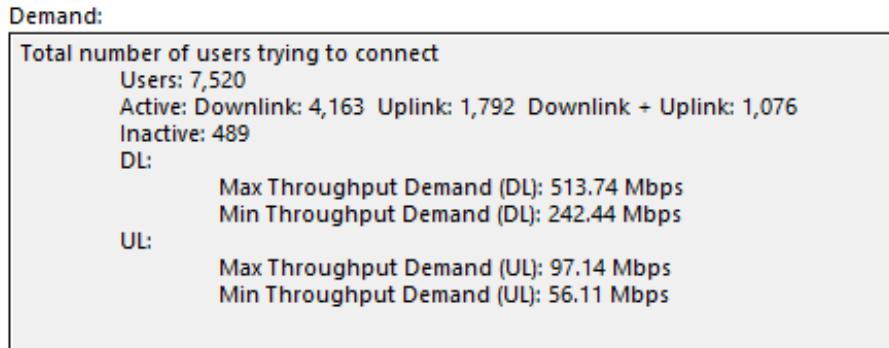


Figure 11 – Simulation Demand

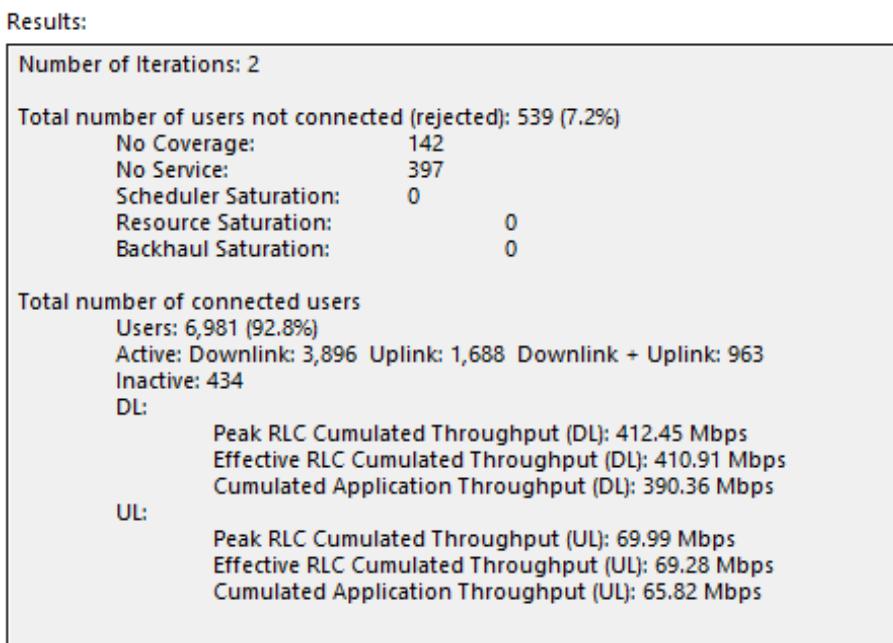
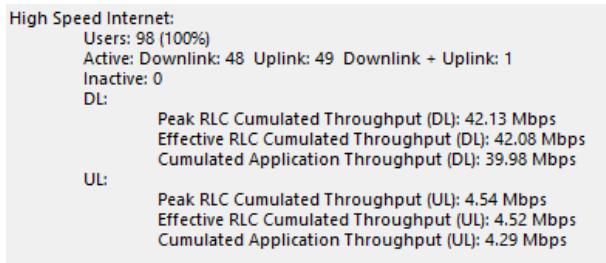


Figure 12 – Simulation Results

To go more into details, let's look at the High Speed Internet throughput informations that were discussed above in the prediction : We see that both in UL and DL the figures are good enough for our requirements.

The percentage of connected users of 92.8 % is quite good, seeing the topology of the area that we selected. The communication network matches then our requirements.



**Figure 13 – HSI throughput**

### 3.2.2 network Improvement

Transmitter	Traffic Load (DL) (%)	Traffic Load (UL) (%)
Site0_1	9.54	2.81
Site0_2	15.12	4.2
Site0_3	25.18	5.94
Site1_1	56.57	13.89
Site1_2	42.08	10.49
Site1_3	27	7.26
Site10_1	22.08	5.94
Site10_2	1.52	0.88
Site10_3	11.28	5.77
Site11_1	51.52	13.14
Site11_2	18.36	4.8
Site11_3	44.46	13.09
Site12_1	35.61	8.44
Site12_2	24.84	7.52
Site12_3	39.13	10.59
Site13_1	17.41	3.83
Site13_2	40.27	13.24
Site13_3	27.53	7.27
Site2_1	7.66	2.1
Site2_2	19.33	3.46
Site2_3	11.35	3.17
Site3_1	2.36	0.98
Site3_2	10.41	3.49
Site3_3	4.17	0.17
Site4_1	11.57	1.82
Site4_2	31.96	7.67
Site4_3	74.4	17.57
Site5_1	26.97	5.79
Site5_2	7.32	1.72
Site5_3	14.68	4.64
Site6_1	24.97	7.15
Site6_2	12.03	1.57
Site6_3	11.89	1.9
Site7_1	16.73	5.65
Site7_2	25.08	4.14
Site7_3	18.05	3.92
Site8_1	7.44	4.06
Site8_2	26.92	7.01
Site8_3	5.9	2.21
Site9_1	18.75	6.06
Site9_2	10.09	2.91
Site9_3	10.55	2.31

**Figure 14 – Cell average Trafic load**

Doing it we get the following simulation results statistics : We can then launch more predictions to validate this simulation with the 4 antenna deactivated (See Fig 16).

A pist to improve the network could be to look at the cells trafic and delete the cell that are used with lower than 5 % of traffic load in DL and UL.

For example looking at the Cell average activity (Fig 14) we see that the sites

- site10\_2
- site3\_1
- site3\_3
- site8\_3

could be deleted.

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#### Results:

Number of Iterations: 2

Total number of users not connected (rejected): 558 (7.3%)

No Coverage: 167

No Service: 391

Scheduler Saturation: 0

Resource Saturation: 0

Backhaul Saturation: 0

Total number of connected users

Users: 7,084 (92.7%)

Active: Downlink: 3,981 Uplink: 1,666 Downlink + Uplink: 988

Inactive: 449

DL:

Peak RLC Cumulated Throughput (DL): 429.44 Mbps

Effective RLC Cumulated Throughput (DL): 427.92 Mbps

Cumulated Application Throughput (DL): 406.51 Mbps

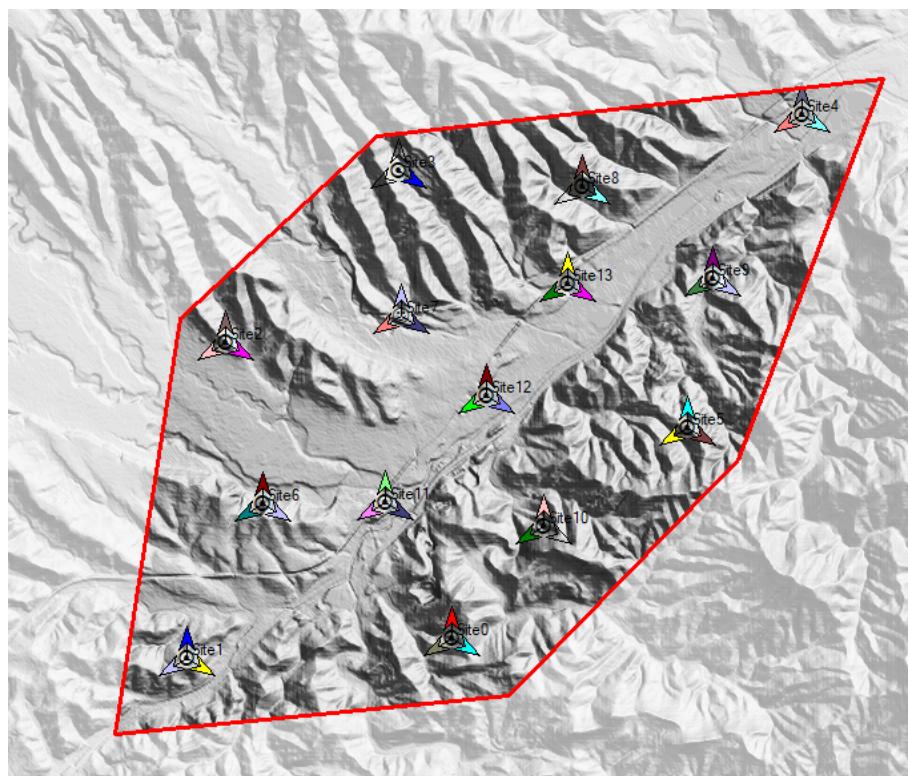
UL:

Peak RLC Cumulated Throughput (UL): 69.65 Mbps

Effective RLC Cumulated Throughput (UL): 69 Mbps

Cumulated Application Throughput (UL): 65.55 Mbps

**Figure 15** – Simulation Results with improved model

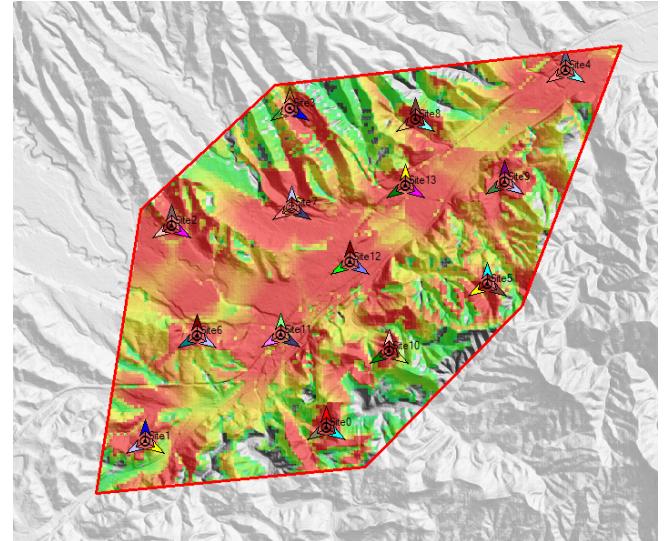
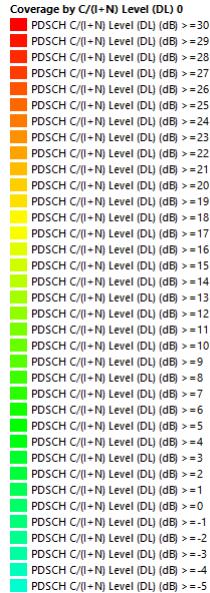


**Figure 16** – Improved Network with deactivated antennas

### 3.3 Further predictions

All the following predictions are made for downlink as the uplink results are very close and evolve in the same way.

### 3.3.1 Coverage Prediction C/I+N

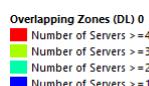


**Figure 18 – Coverage Prediction C/I+N**

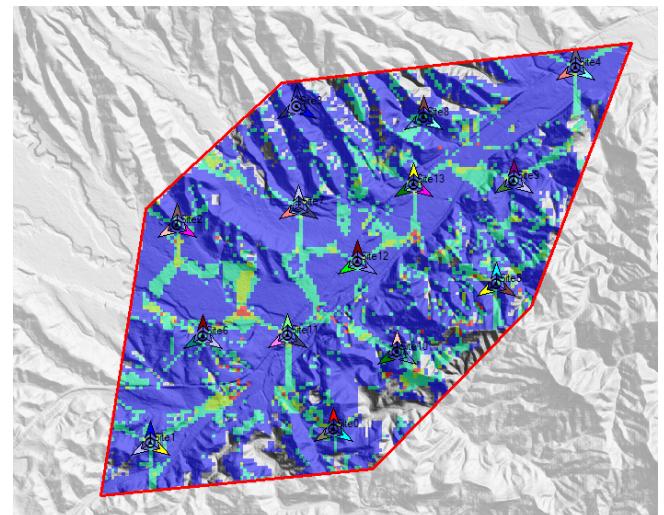
**Figure 17 – Coverage Prediction C/I+N Legend**

We notice that, taking the simulation into account, the Coverage prediction taking into account noise and cell interference is still very good.

### 3.3.2 Overlapping zones



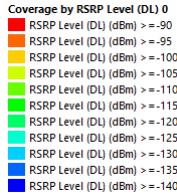
**Figure 19 – Overlapping zones Legend**



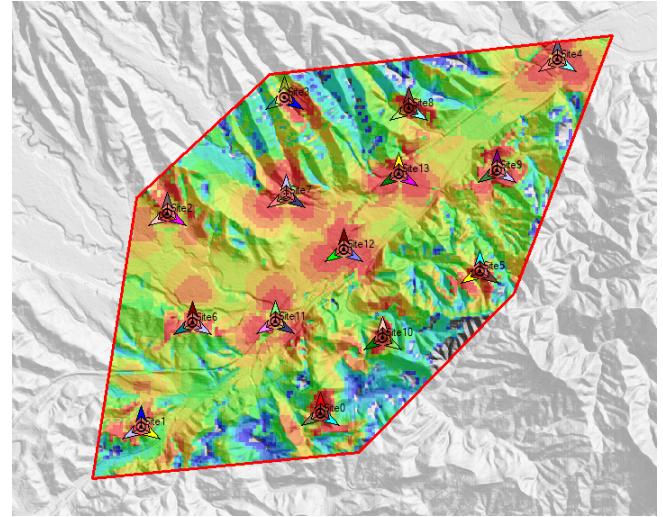
**Figure 20 – Overlapping zones**

We notice that there is very few overlapping, leading to a transmitter location and direction close to optimum in term of Overlapping.

### 3.3.3 Coverage by RSRP Level



**Figure 21** – Coverage by RSRP Level Legend



**Figure 22** – Coverage by RSRP Level zones

We notice that, taking the simulation into account, the Coverage prediction taking into account the RSRP (the Reference Signal Received Power is a measurement of the received power level in an LTE cell network) is almost on all the area over -120 dBm.

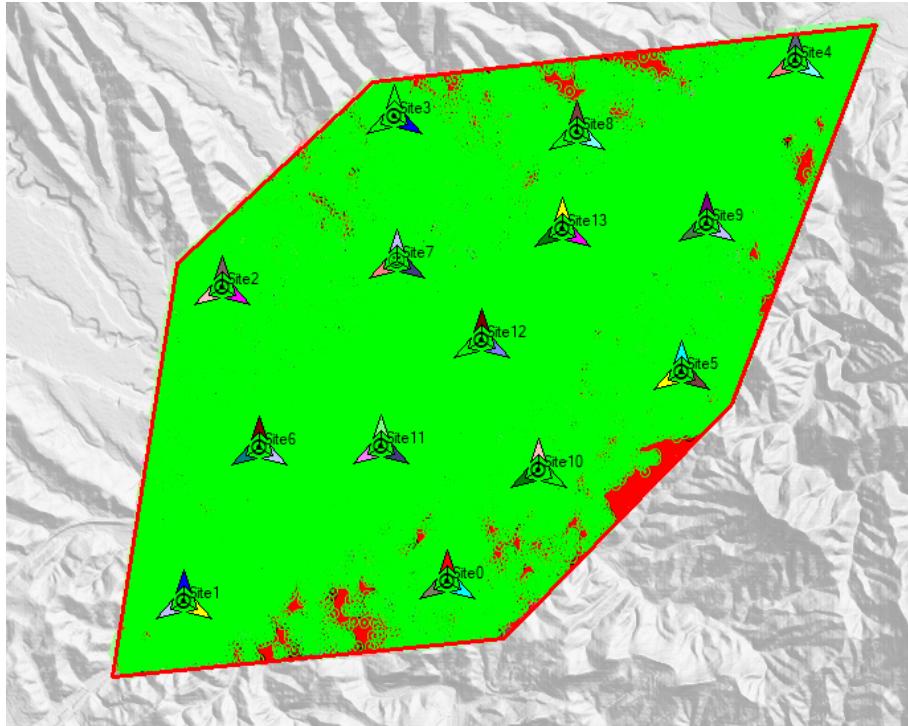
### 3.4 Conclusion

After this predictions, simulations and model imprevement, we can conclude that there is no more need of an enhancement of the transmitters features or locations as the services requirements are fulfilled.

## 4 Limit of the model

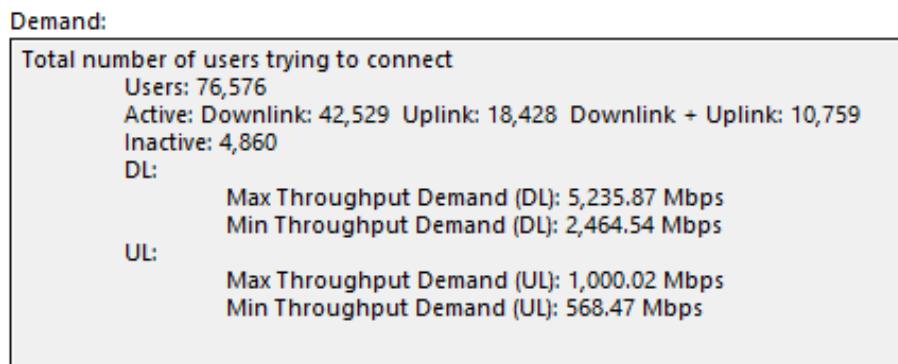
In this bonus section we will increase the population density by a factor 10 to simulate a day of big occupation in Sant-Celoni, as example the day of market in St Celoni (*this link*). We will then see to what value the mean percentage of connected users goes.

The simulation map is on Fig 23



**Figure 23** – Simulation Results with x10 people compared to defined user density

As shown on the Fig 25, the mean percentage of connected users falls to 71.4 % for around 75000 people, we then have a still good coverage unless this strong increase of population density.



**Figure 24** – x10 users - Demand

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**Results:**

**Number of Iterations: 2**

**Total number of users not connected (rejected): 21,911 (28.6%)**

No Coverage:	1,520
No Service:	4,140
Scheduler Saturation:	0
Resource Saturation:	16,251
Backhaul Saturation:	0

**Total number of connected users**

Users: 54,665 (71.4%)

Active: Downlink: 24,280 Uplink: 16,396 Downlink + Uplink: 9,613

Inactive: 4,376

**DL:**

Peak RLC Cumulated Throughput (DL):	1,439.92 Mbps
Effective RLC Cumulated Throughput (DL):	1,430.79 Mbps
Cumulated Application Throughput (DL):	1,359.3 Mbps

**UL:**

Peak RLC Cumulated Throughput (UL):	629.19 Mbps
Effective RLC Cumulated Throughput (UL):	622.46 Mbps
Cumulated Application Throughput (UL):	591.34 Mbps

**Figure 25 – x10 users - Results**