



# ***System-on-Chip Applications***

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Introduction to Wireless  
Communication System





# Outline

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- **Communication Systems**
- **Mobile Phone Generations**
- **Bandwidth for Mobile Phone Generations**
- **Multiple Access**
  - FDMA
  - TDMA
  - CDMA
  - OFDM
  - OFDMA



# Mobile Phone Evolution

Mobile phone: a portable cordless phone originally for voice communication in a cellular system

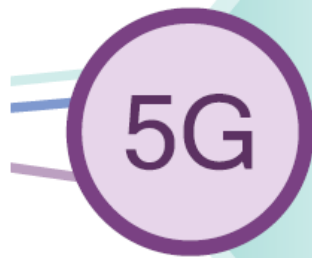
	Definition	Standard	Multiple Access
1G	Analog Voice	AMPS	FDMA
2G	Digital Voice	GSM	TDMA/CDMA
3G	Digital Data	3GPP	WCDMA
4G	Digital/Real-time multimedia	LTE/WiMAX	OFDMA
5G	Enhanced mobile	5G NR(New Radio) with LTE	OFDMA/MIMO/Beamforming

- AMPS-Advanced Mobile Phone System
- GSM-Global System for Mobile Communications
- 3GPP-3<sup>rd</sup> Generation Partnership Project
- LTE-long term evolution.
- CDMA-1.25Mhz bandwidth, WCDMA(wideband)-5MHz bandwidth

# 5G Applications

## A unifying connectivity fabric

Always-available, secure cloud access



Enhanced mobile



Mission-critical



Massive Internet

1 ms Latency

10 Gbps Peak data rate

100 Mbps Anywhere, anytime

1000 Gbps Per square km capacity

10000x Capacity vs. 2010 Capacity vs. 2010

100000x Connected devices Per square km

1000000 IoT Device density Per square km





# Cellular Revolution and Evolution

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- **1st generation: analog technology (for voice)**
  - Analog signal, AMPS system -Frequency Division Multiple Access (FDMA)
- **2nd generation: digital architecture (voice & data)**
  - Time Division Multiple Access (TDMA)
  - Spread spectrum signal
  - Frequency hopping GSM architecture
    - In Europe
  - Spread-spectrum CDMA technology
    - In US, parts of Asia
- **3rd generation: digital architecture (Multimedia)**
  - WCDMA
- **4th generation: digital architecture (faster Multimedia)**
  - OFDMA



# Cellular Revolution and Evolution

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- **5th generation: digital architecture (Enhanced Mobile Broadband)**

- OFDMA
- MIMO
- Beamforming
- Advanced Antenna Systems (AAS)

- **5G Features**

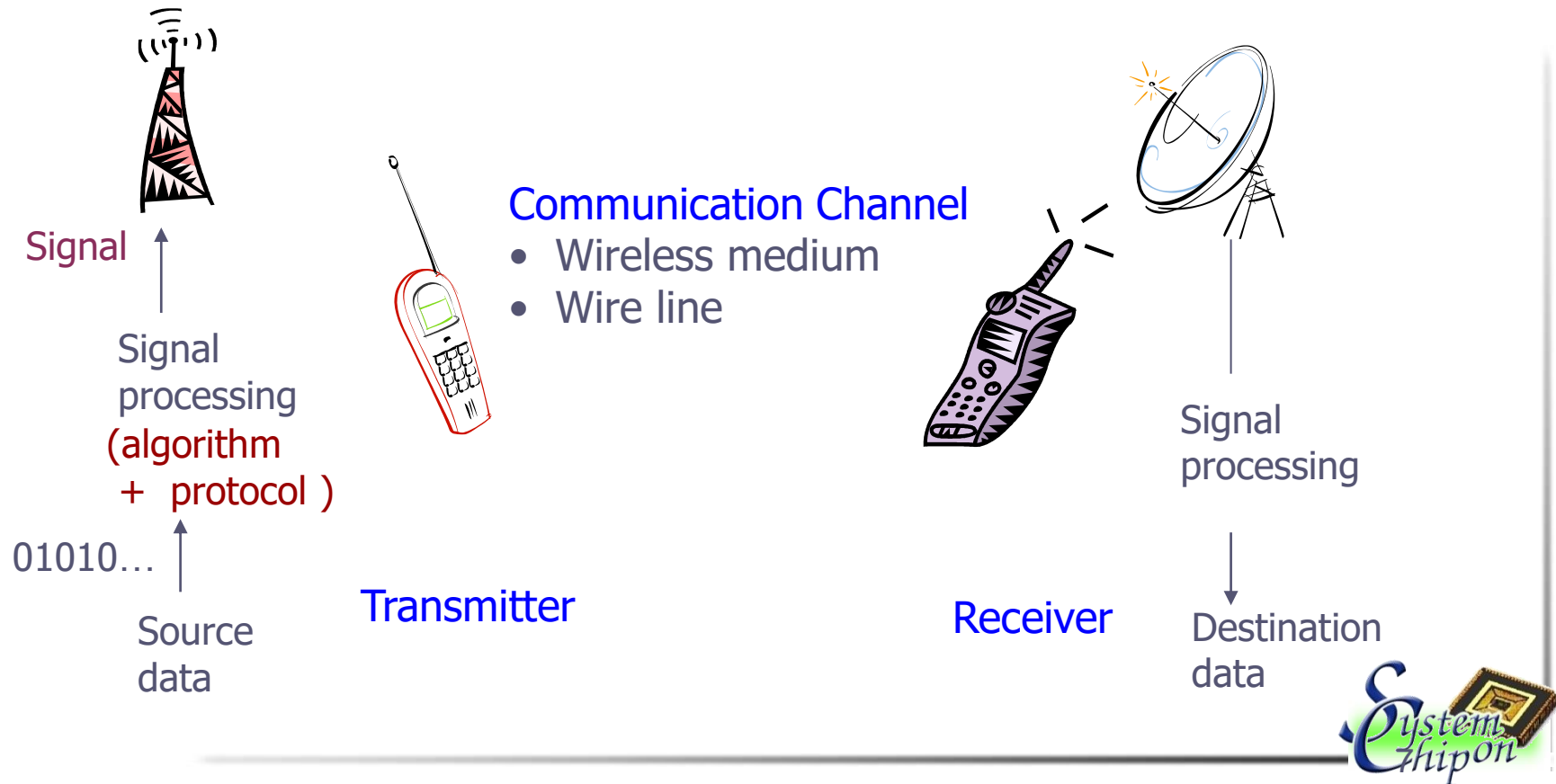
- 20 Gigabits-per-second (Gbps) peak data rates
- 100+ Megabits-per-second (Mbps) average data rates
- 10x decrease in network latency over 4G

# Communication

## A Signal Processing System

### ■ Modern communication = digital communication

- Analog RF front end, ADC/DAC, Algorithm, Protocol
- Transmitter, Channel, Receiver





# Signal Frequency Range

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**Table 6.1.** Frequency Ranges of Selected Signals

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Electrocardiogram	0.05 to 100 Hz
Audible sounds	20 Hz to 15 kHz
AM radio broadcasting	540 to 1600 kHz
HD component video signals	Dc to 25 MHz
FM radio broadcasting	88 to 108 MHz
Cellular phone	824 to 894 MHz and 1850 to 1990 MHz
Satellite television downlinks (C-band)	3.7 to 4.2 GHz
Digital satellite television	12.2 to 12.7 GHz

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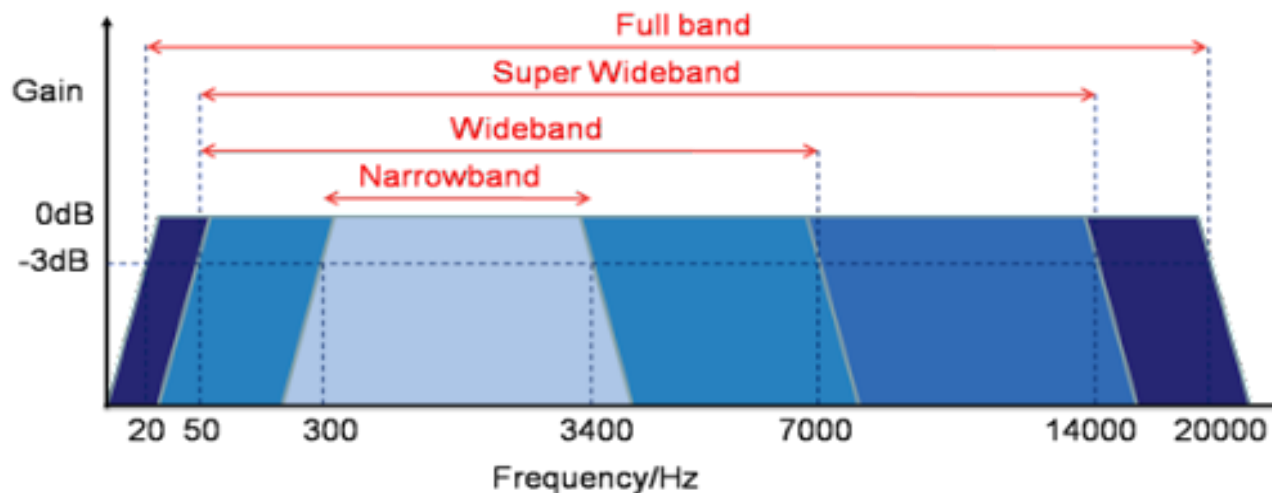
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# Bandwidth(BW)

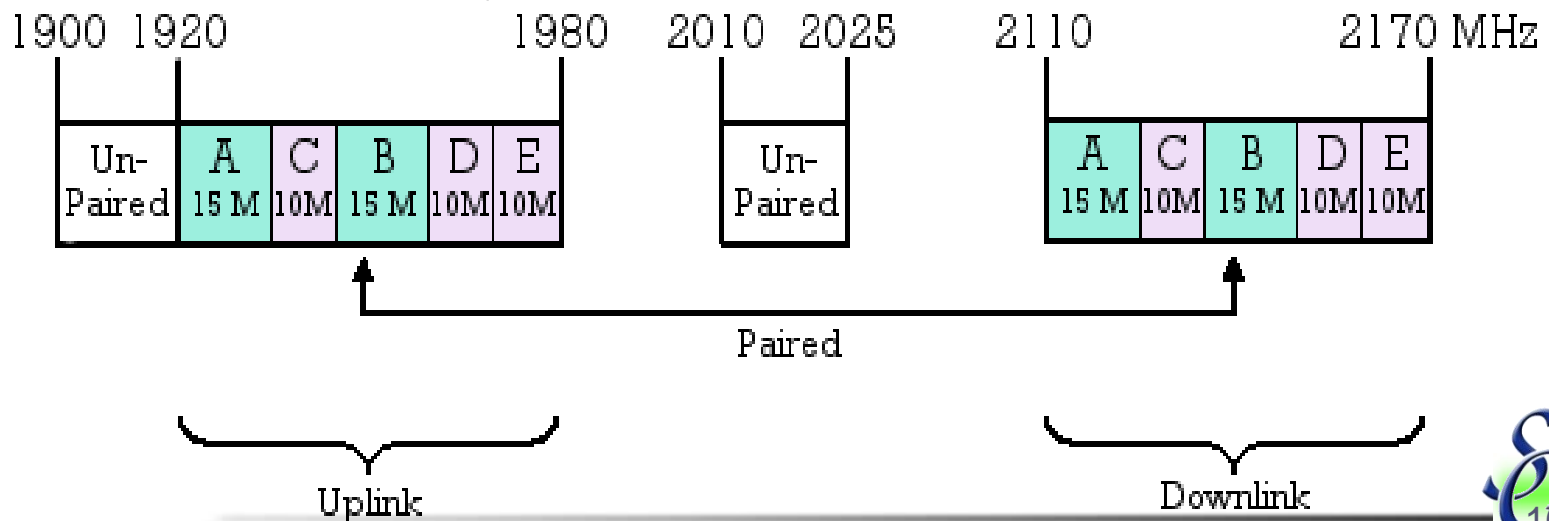
Def: diff between max and min frequency of a signal.

- BW of a voice signal: 3KHz  
a voice signal –  
min freq 0.3KHz (Hz)  
max freq 3.3KHz



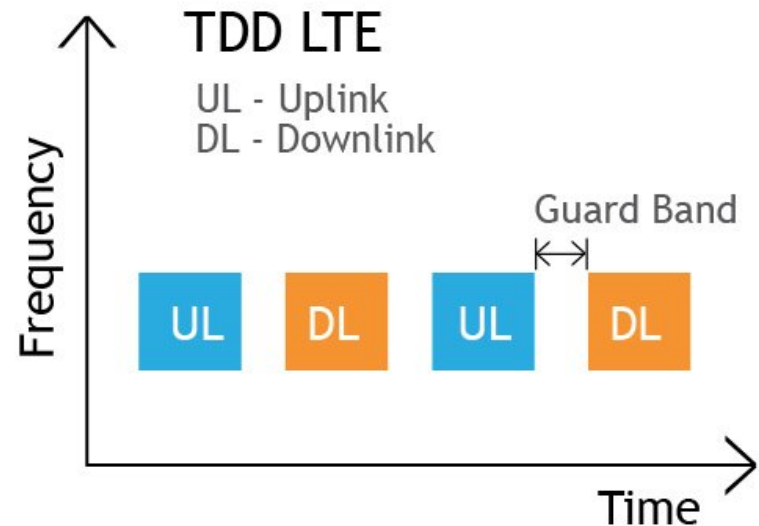
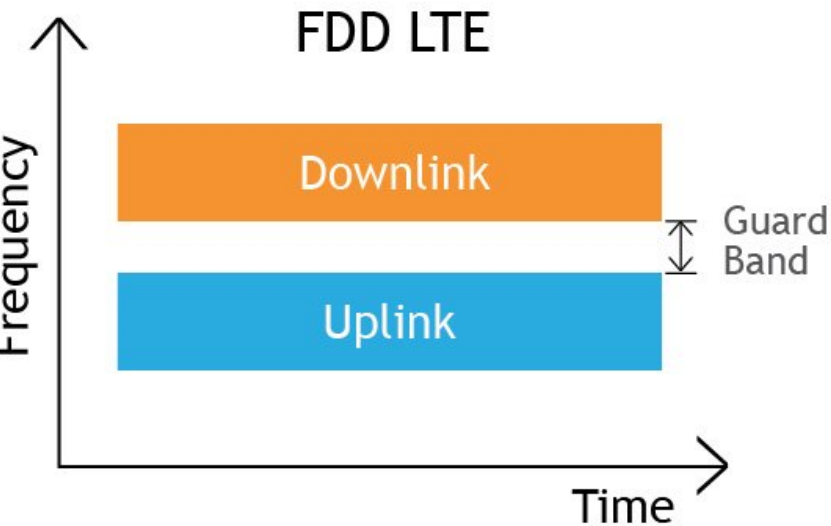
# 2G/3G Spectrum(freq band)

- USA (MHz)
  - 2G (GSM) --824-849, 869-894
  - 3G --1710–1755
- Europe (MHz)
  - 3G– 1900-1980, 2110-2170
- Paired BW: "2x15MHz"
  - Lower band– 15 MHz
  - Upper band – 15 MHz
- FDD - Frequency Division Duplex



# 4G Spectrum Paired Bandwidth(BW)

- **4G—2496MHz–2690MHz (USA)**
- Paired BW: "2x15MHz"
  - Lower band– 15 MHz
  - Upper band – 15 MHz
- TDD LTE - Time Division Duplex
- FDD LTE - Frequency Division Duplex



# 5G Spectrum

- USA

- 5G---

- Low Band <1GHz
    - Mid Band ~6GHz
    - High Band
      - frequency above 24GHz is called mmWAVE

## Low, mid and high band spectrums for 5G

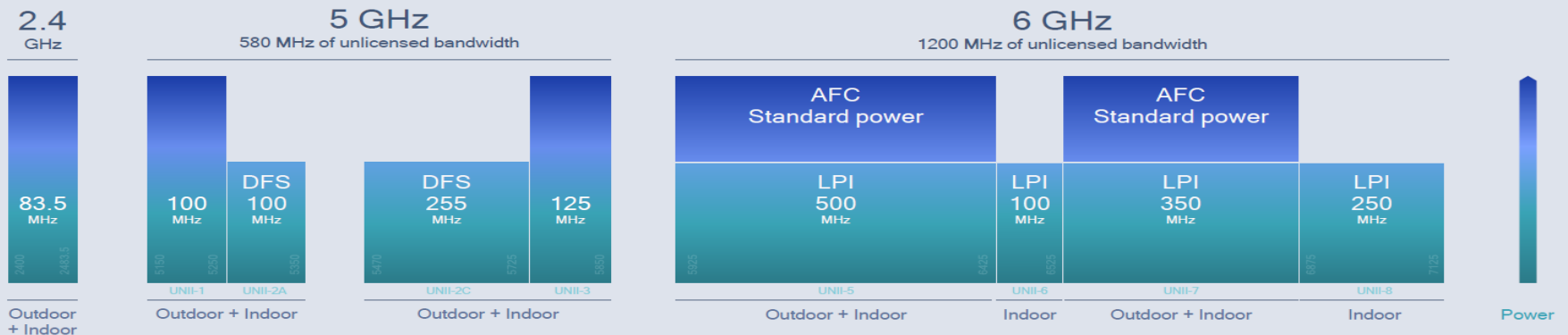


# 5G Low and Mid Band

- 5GNR
  - 5GHz DFS (Dynamic frequency selection), Wi-Fi detects Military radar signal needs to select other frequency
  - 6GHz LPI (low probability intercept) –
    - by frequency hopping
    - **DSSS (Direct Sequence Spread Spectrum)**
  - **AFC (Automated Frequency Coordination (AFC) enables unlicensed access to the 6 GHz band by coordinating shared spectrum between Standard Power Access Points and incumbent Point-to-Point microwave licensees**

## 6 GHz brings new unlicensed bandwidth for Wi-Fi and 5G

Standardized for 5G NR-U in the United States



### 1200 MHz

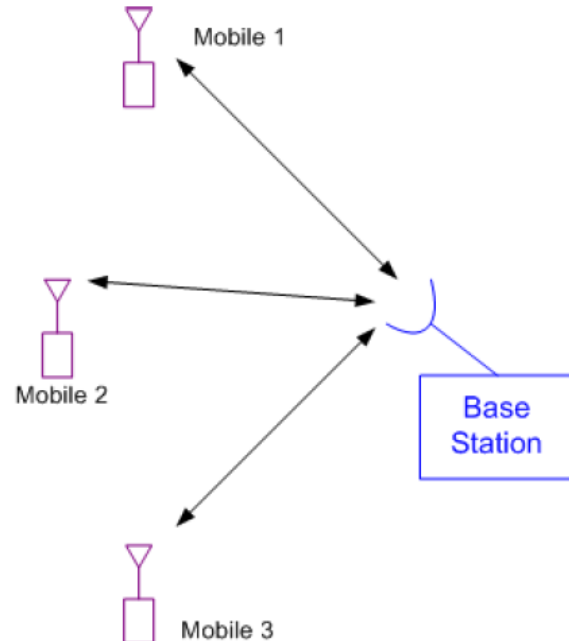


A massive amount of new unlicensed spectrum is now available in the U.S. for Wi-Fi 6E and 5G

# Multiple Access

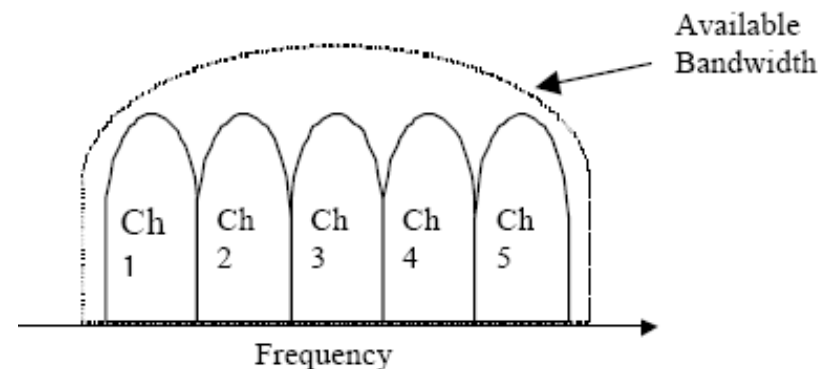
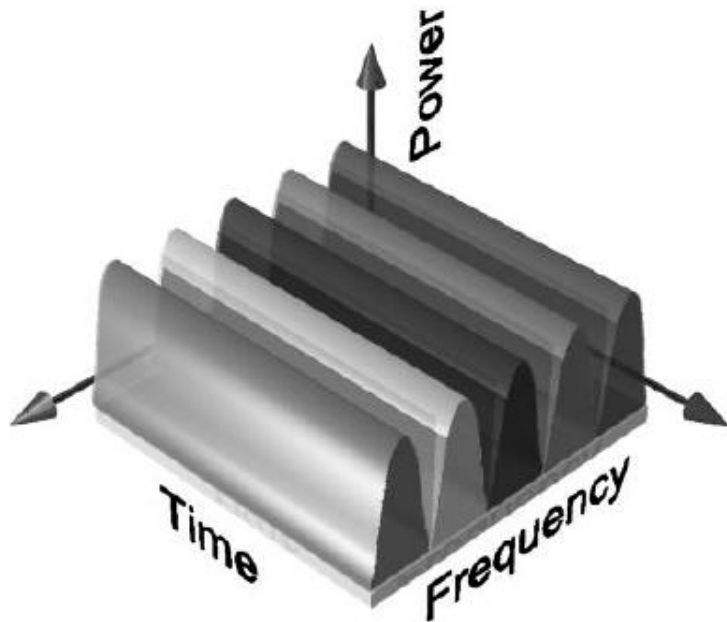
- Multiple users want to communicate in a common geographic area
- Cellular example: Many people want to talk on their cell phones.
- **Problem:**

How should we share our resources so that as many users as possible can communicate simultaneously?



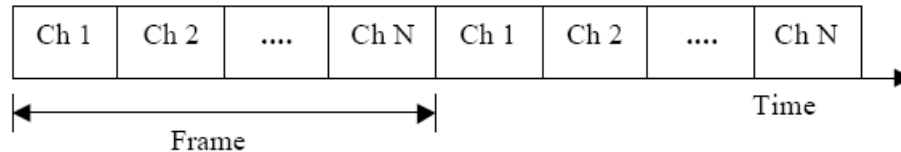
# FDMA (Frequency Division Multiple Access) Review

- Spectrum is subdivided into narrow band channels
- Each narrow band is allocated to a single user

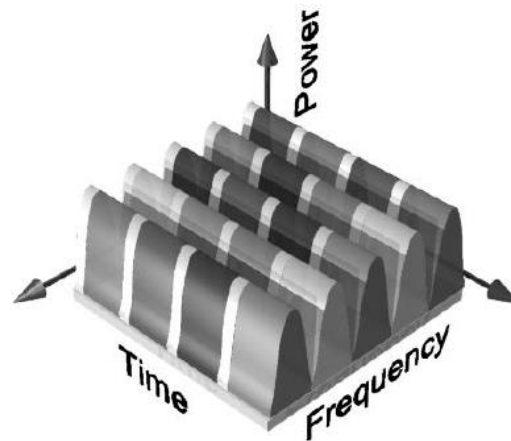


# TDMA(Time Division Multiple Access)

- Each user is allocated to a small time slot



- TDMA/FDMA hybrid

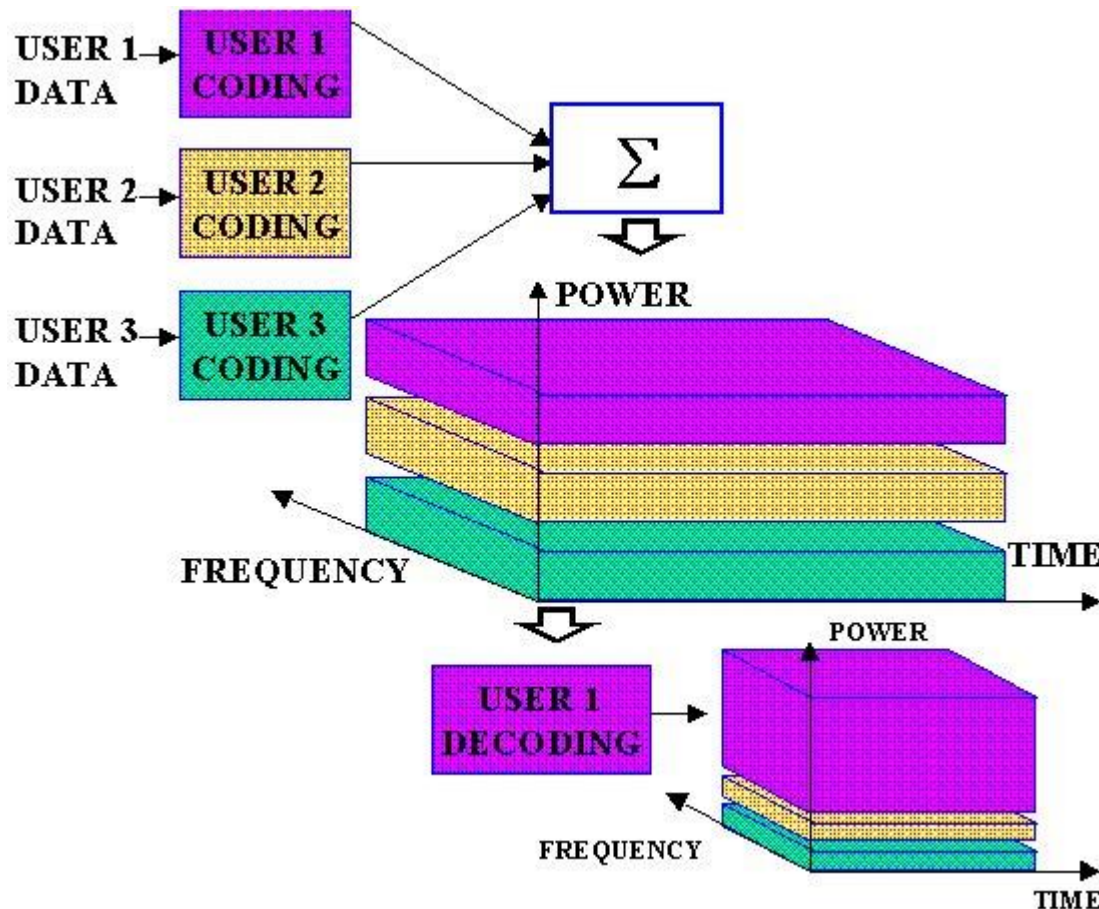


TDMA / FDMA hybrid, showing that the bandwidth is split into frequency channels and time slots



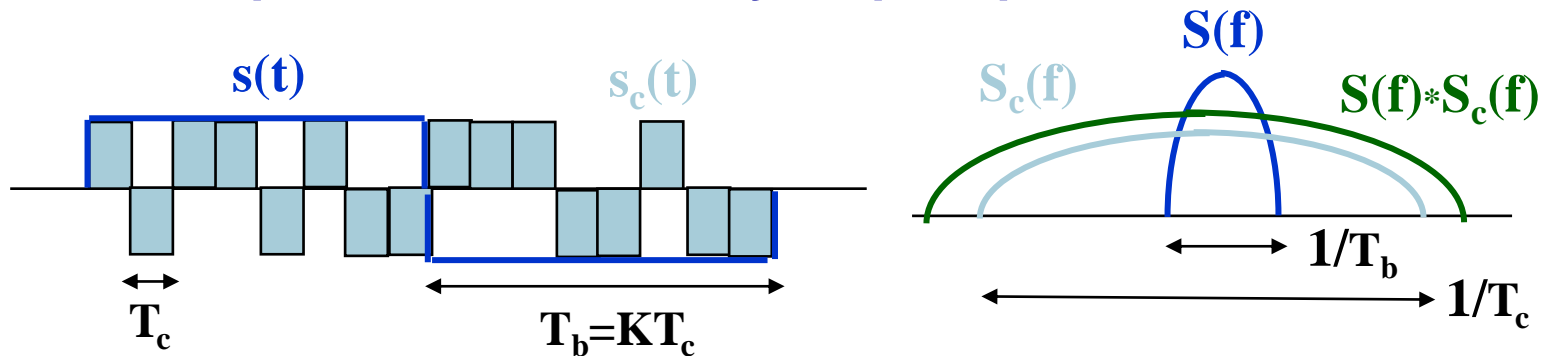
# Code-Division Multiple Access (CDMA)

- Spread Spectrum and special coding
- Use the whole frequency band and whole time slot

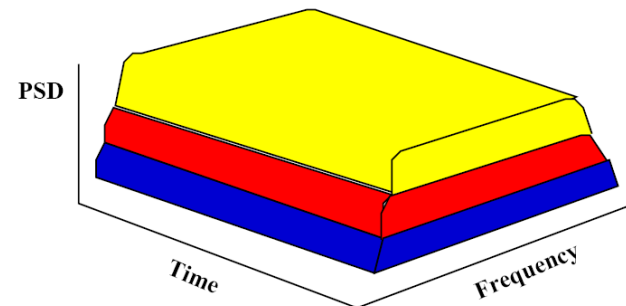


# Direct Sequence Spread Spectrum(DSSS)

- DSSS: the signal is coded over very high bandwidth to transmit the information below the noise level
- Bit sequence modulated by chip sequence



- Spreads bandwidth by large factor ( $K$ )
- Despread by multiplying by  $s_c(t)$  again ( $s_c(t)=1$ )
- Reduce ISI and narrowband interference





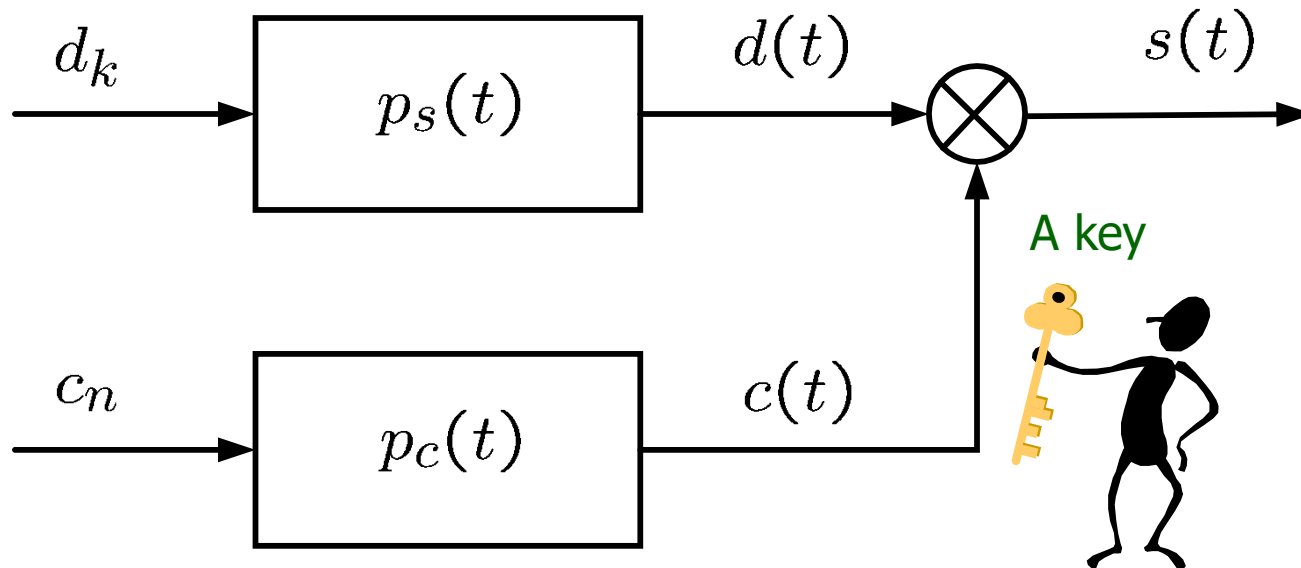
# Spread Spectrum

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- Transmission bandwidth is much larger than information bandwidth
- Bandwidth does not depend on the informational signal
- Processing gain = transmitted bandwidth / information bandwidth
- Classification
  - Direct sequence: data is scrambled by user specific pseudo noise code at the transmitter side
  - Frequency hopping: signal is spread by changing the frequency over the transmitted time of the signal

# Spreading

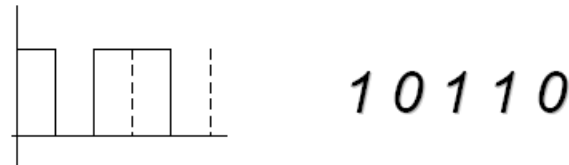
At receiver: data is descrambled by the same key ( specific pseudo noise code)  
at the transmitter side



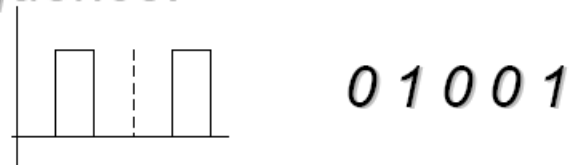
$$s(t) = d(t)c(t)$$

# Example

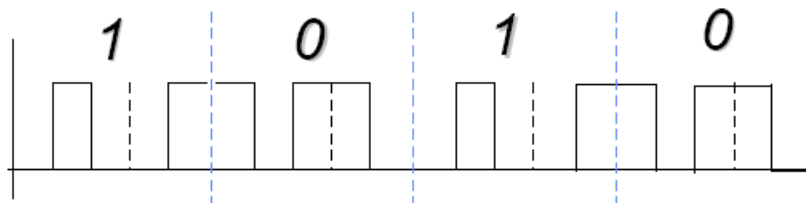
To transmit a 0 the station use a unique “chip sequence”:



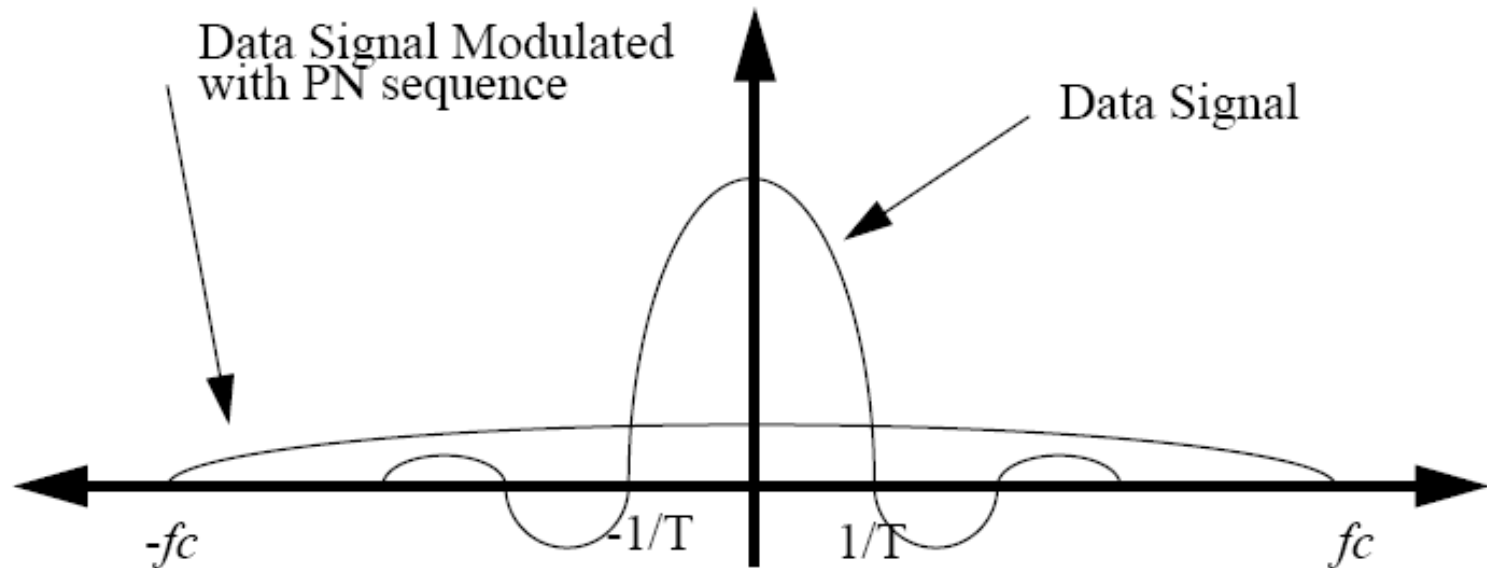
To transmit a 1 the station use the one's complement of its chip sequence:



Therefore if data is 1010 it will transmit:

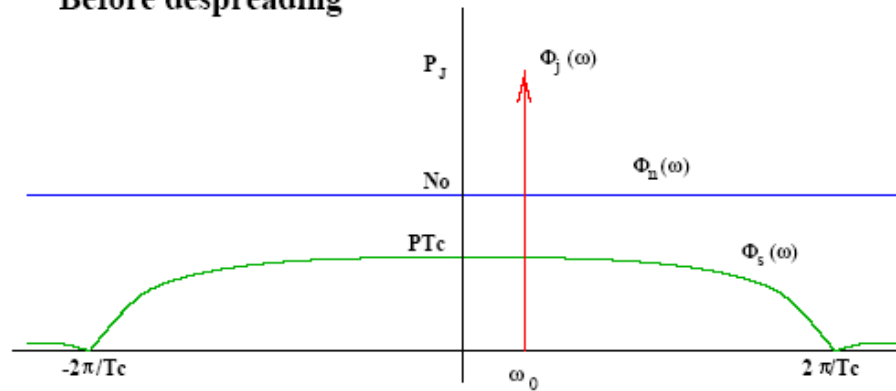


# Spread in Frequency Domain

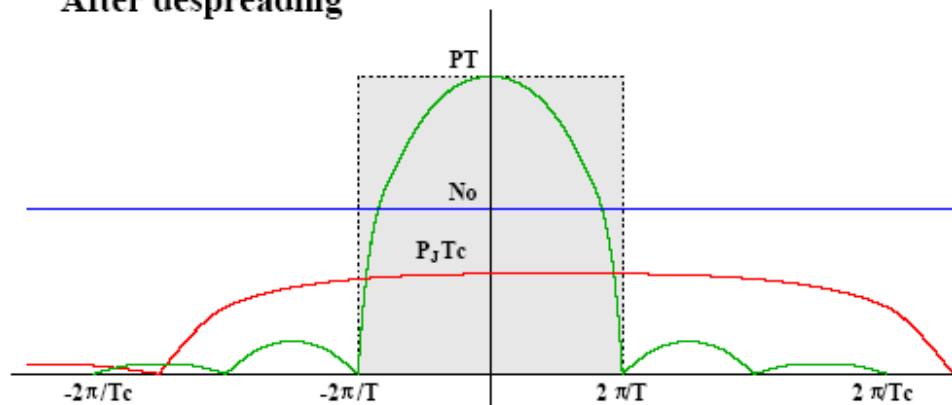


# Despreading in Spectrum Domain

Before despreading



After despreading

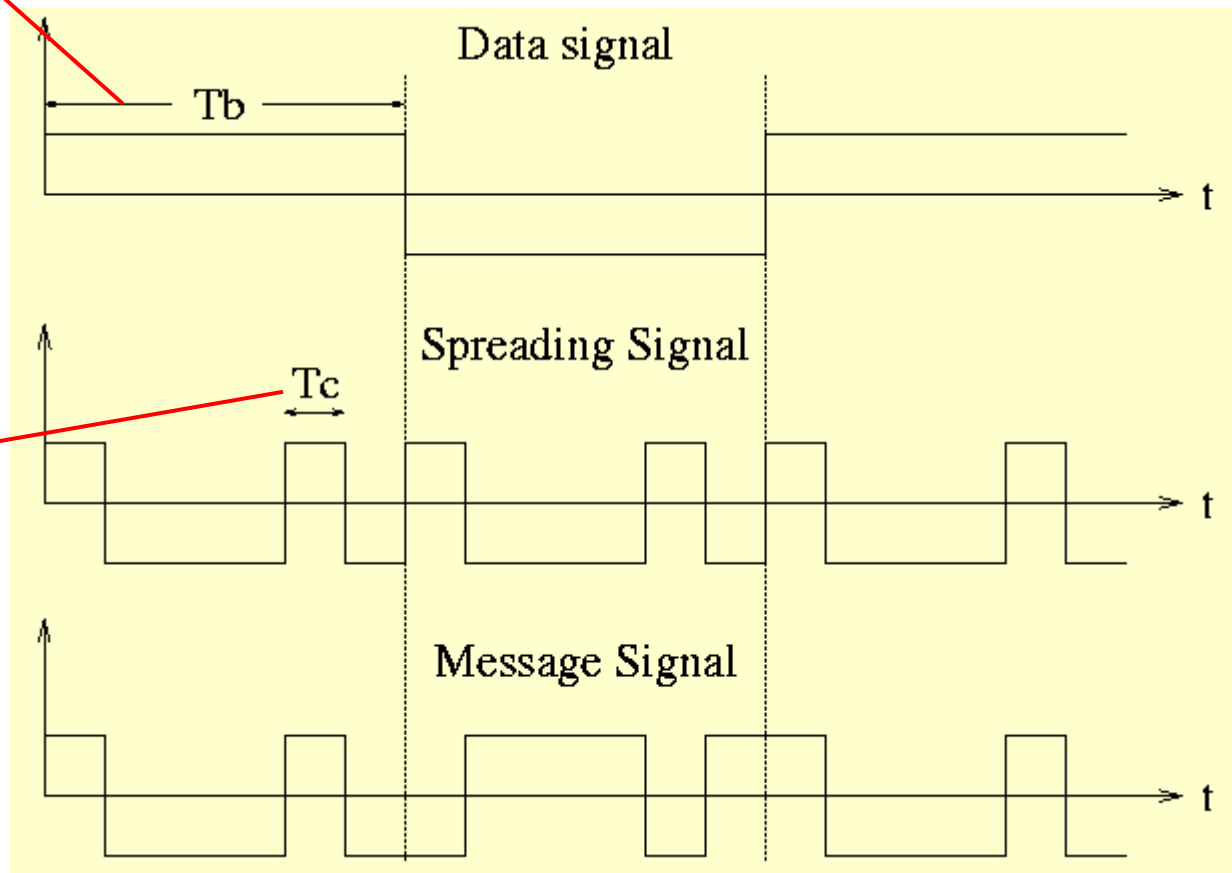


# Processing Gain (Spreading Factor)

Period of  
one data bit

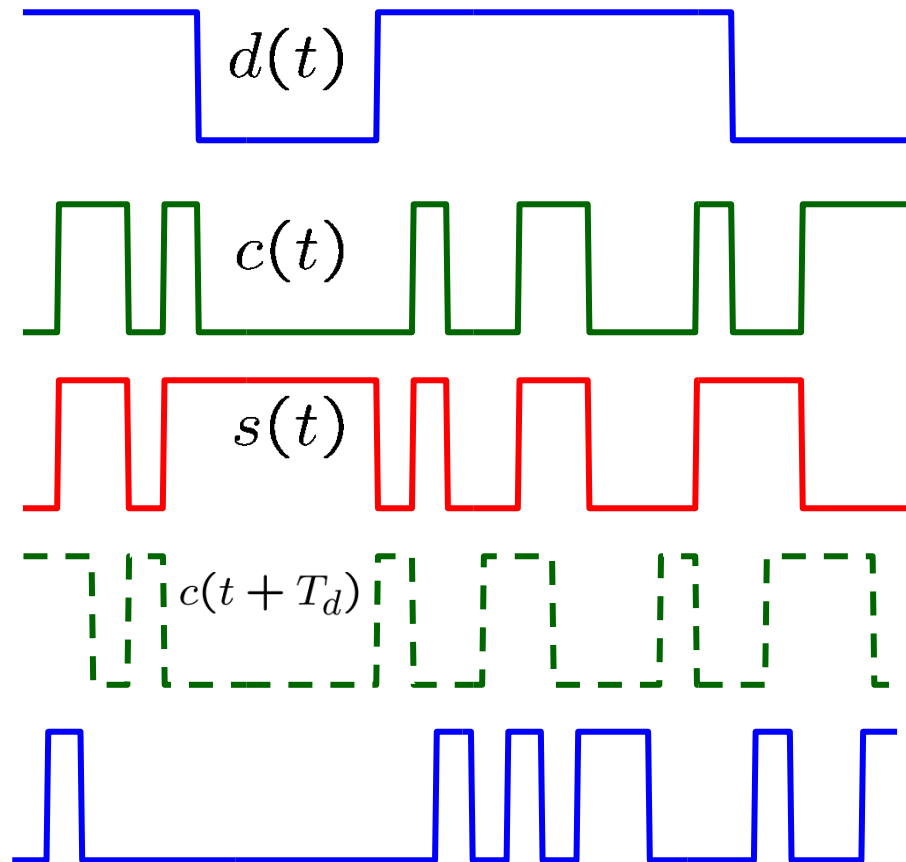
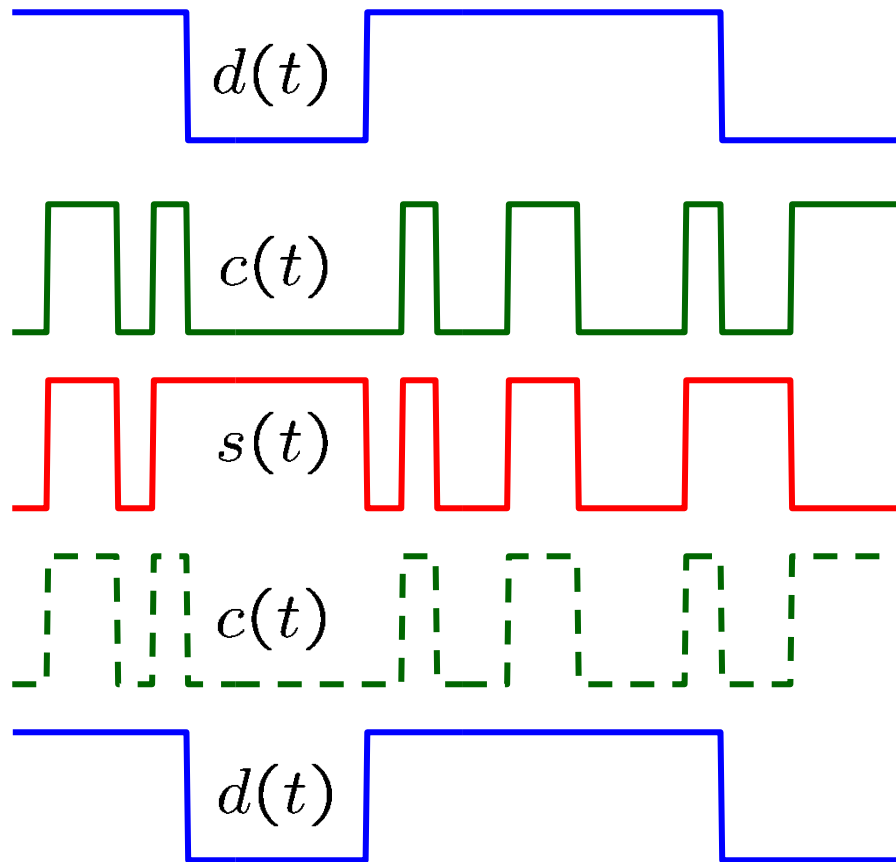
$$PG = SF = T_b / T_c$$

Period of  
one chip





# Mistiming





# CDMA Example

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- **User A code =  $\langle 1, -1, -1, 1, -1, 1 \rangle$** 
  - To send a 1 bit =  $\langle 1, -1, -1, 1, -1, 1 \rangle$
  - To send a 0 bit =  $\langle -1, 1, 1, -1, 1, -1 \rangle$
- **User B code =  $\langle 1, 1, -1, -1, 1, 1 \rangle$** 
  - To send a 1 bit =  $\langle 1, 1, -1, -1, 1, 1 \rangle$
- **Receiver receiving with A's code**
  - (A's code) x (received chip pattern)
    - User A '1' bit: 6  $\rightarrow$  1
    - User A '0' bit: -6  $\rightarrow$  0
    - User B '1' bit: 0  $\rightarrow$  unwanted signal ignored



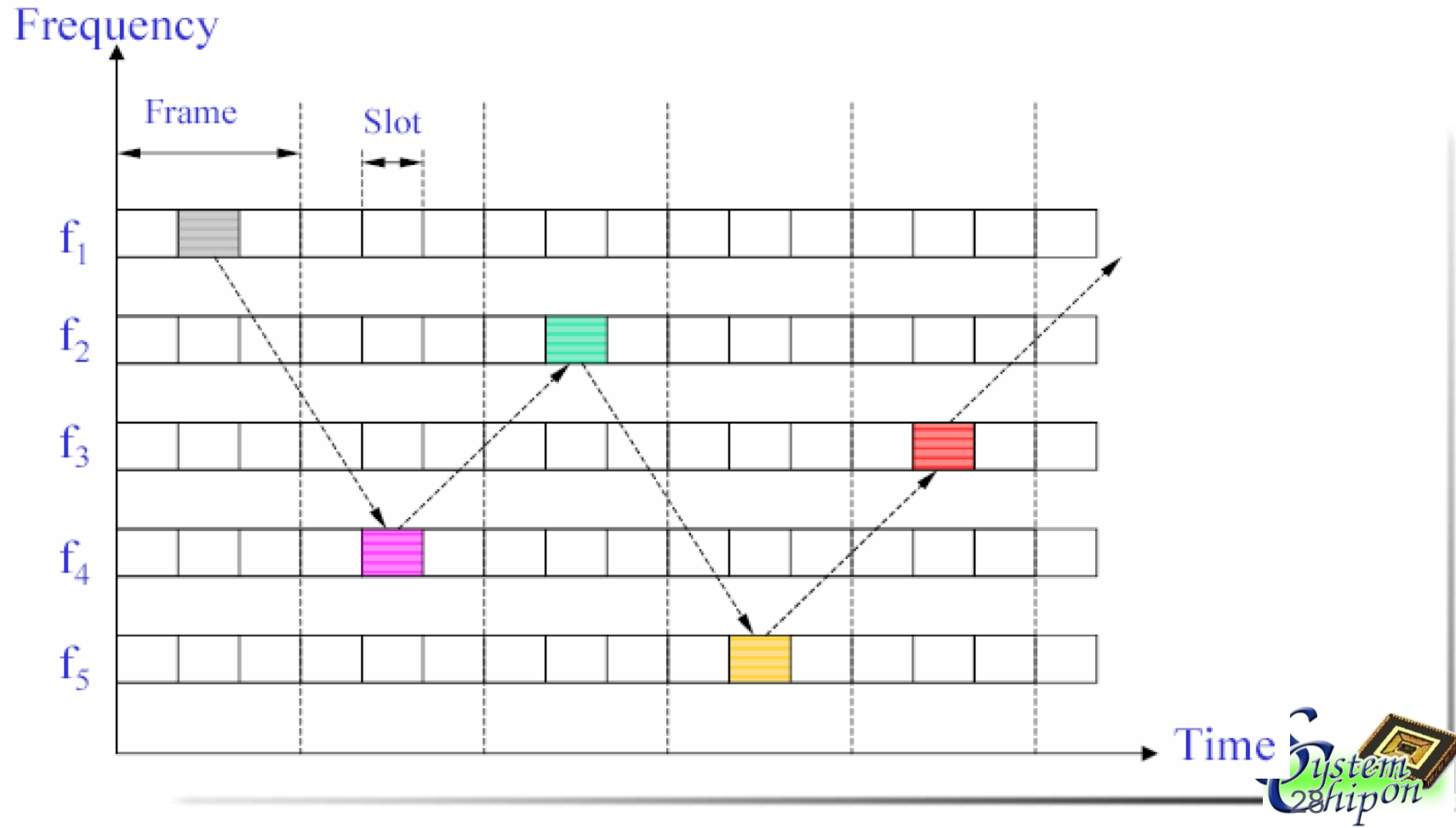
# Advantages of CDMA

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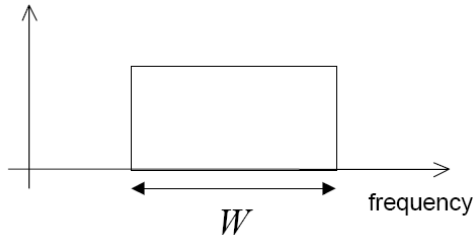
- Low power spectral density
- Interference limited operation
- Privacy due to unknown random codes
- Reduction of multi-path effects
- Random access possibilities

# Frequency Hopping

- Frequency hopping: signal is spread by changing the frequency over the transmitted time of the signal under pseudo random code

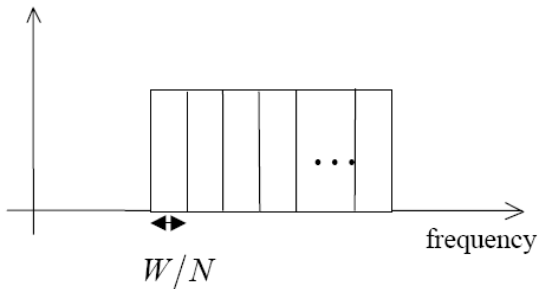


# Multicarrier System (1)



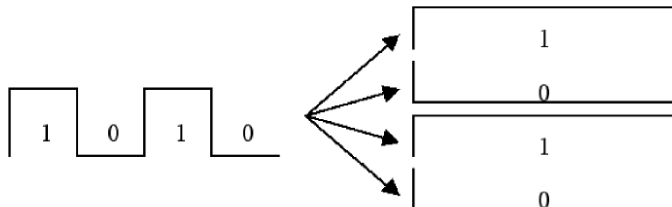
## ■ Single carrier system

- Single representing each bit uses all of the available spectrum



## ■ Multicarrier system

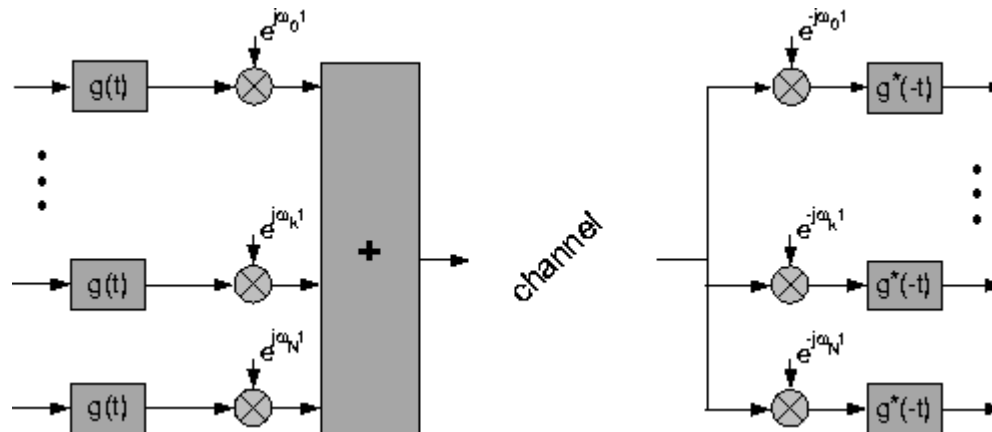
- Available spectrum divided into many narrow bands
- Data is divided into parallel data streams each transmitted on a separate band



# Multicarrier System (2)

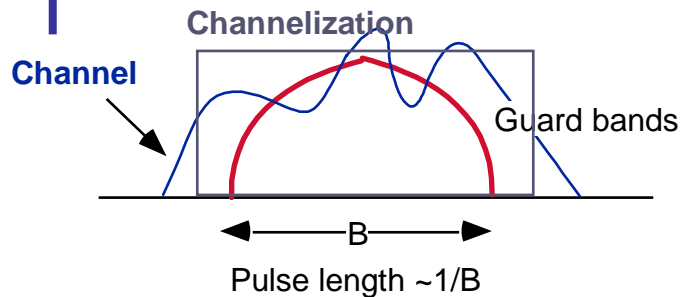


Conventional system

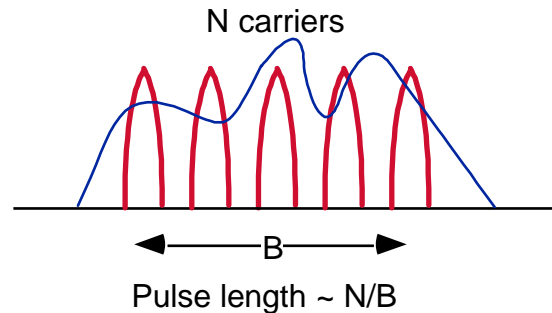


Multicarrier system

# Multicarrier System (3)



- Data are transmitted over **only one carrier**



Similar to  
FDM technique

- Data are shared among **several carriers** and simultaneously transmitted

## Drawbacks

- Selective Fading
- Very short pulses
- ISI is comparatively long
- EQs are then very long
- Poor spectral efficiency because of band guards

## Advantages

- Flat Fading per carrier
- N long pulses
- ISI is comparatively short
- N short EQs needed
- Poor spectral efficiency because of band guards

## Furthermore

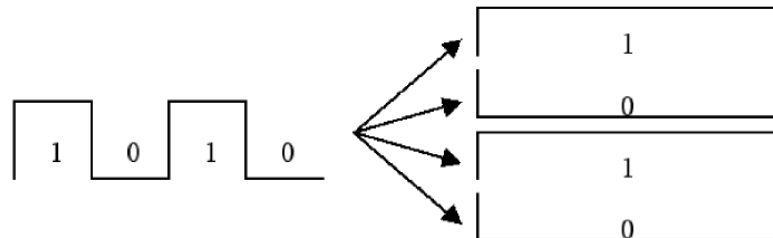
- It is easy to exploit Frequency diversity
- It allows to deploy 2D coding techniques
- Dynamic signalling

# So, the idea of Multicarrier Approach

- The basic concept here...

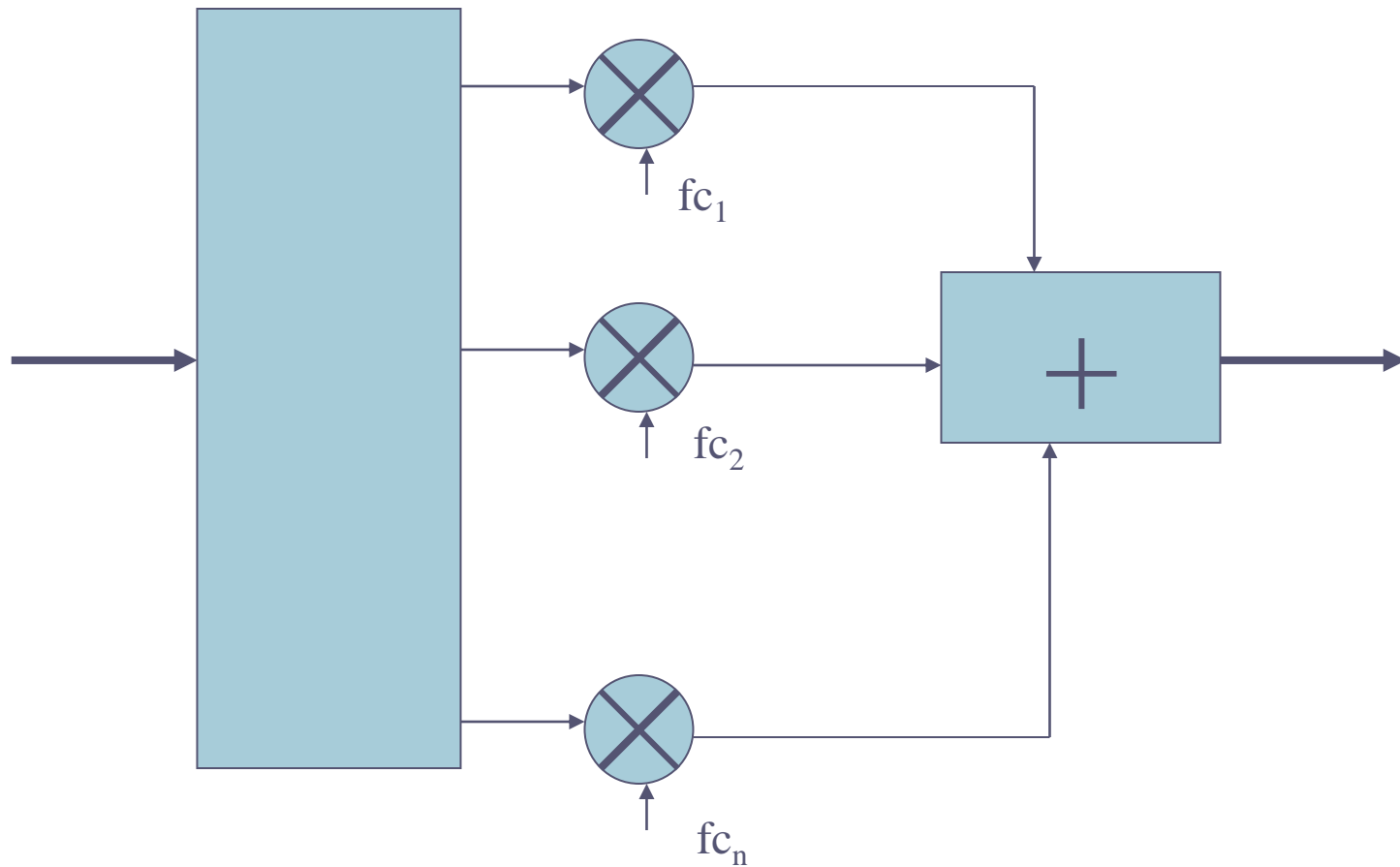
to transmit the serial data stream on different carriers after breaking it into a group of low rate parallel streams.

- Thus, increasing the time period of the symbols.
- This is FDM

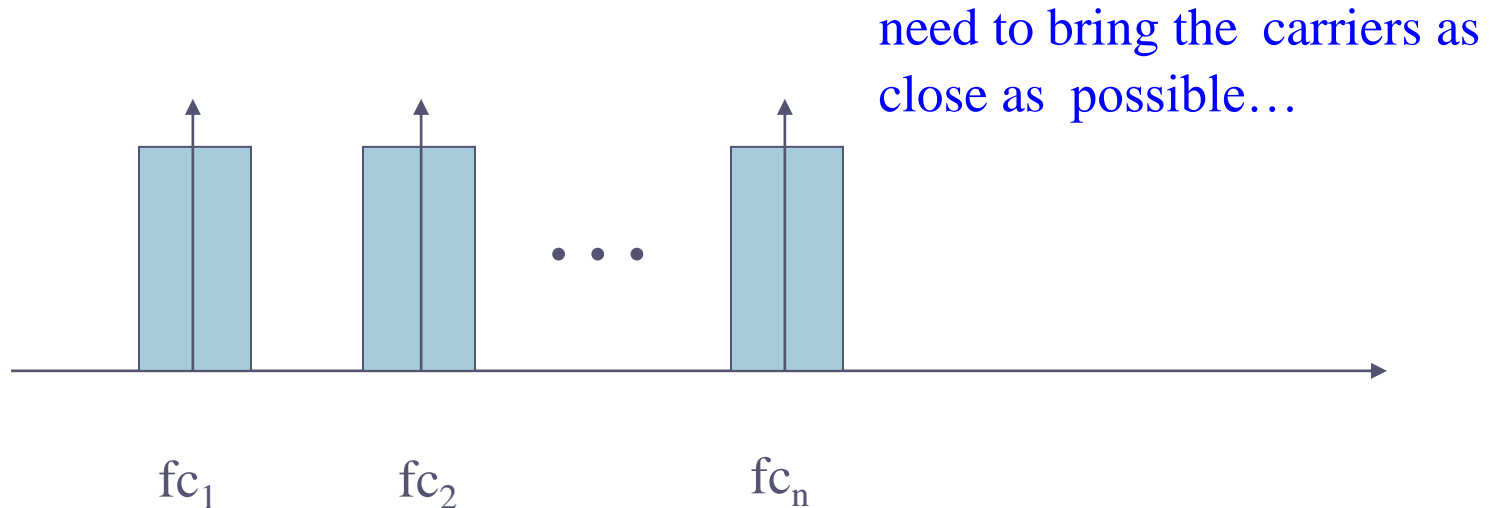




# The Implementation of FDM



# FDM Spectra



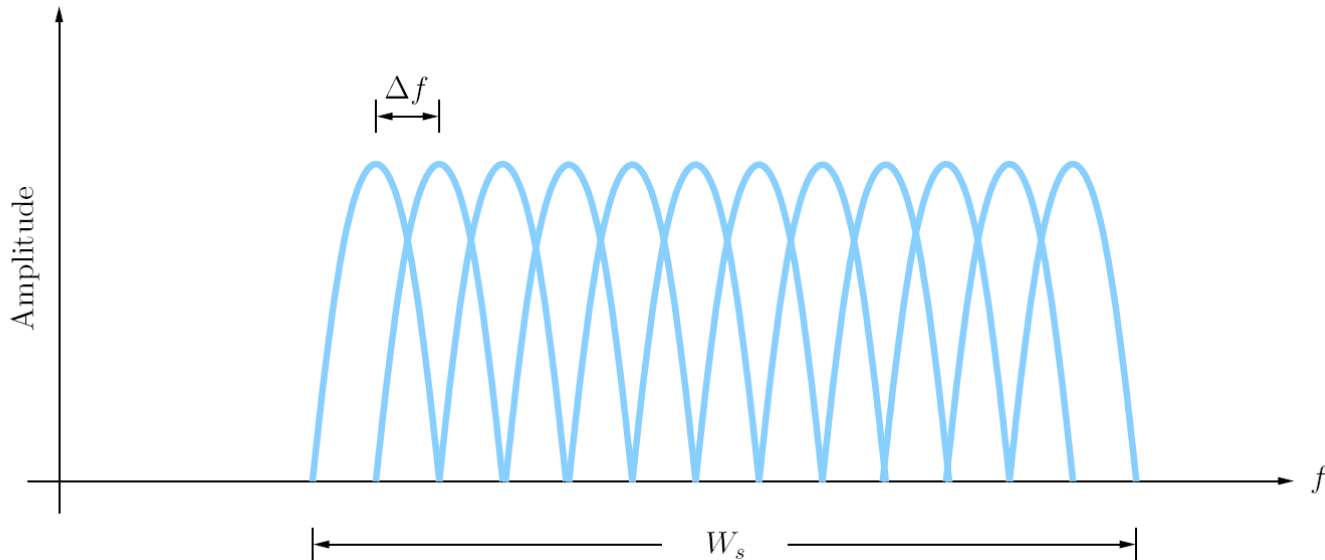
- Bandwidth efficiency ?
- Guard Band essential !

To improve the **spectral efficiency**:

Eliminate band guards between carriers

To use **orthogonal carriers** (allowing overlapping)

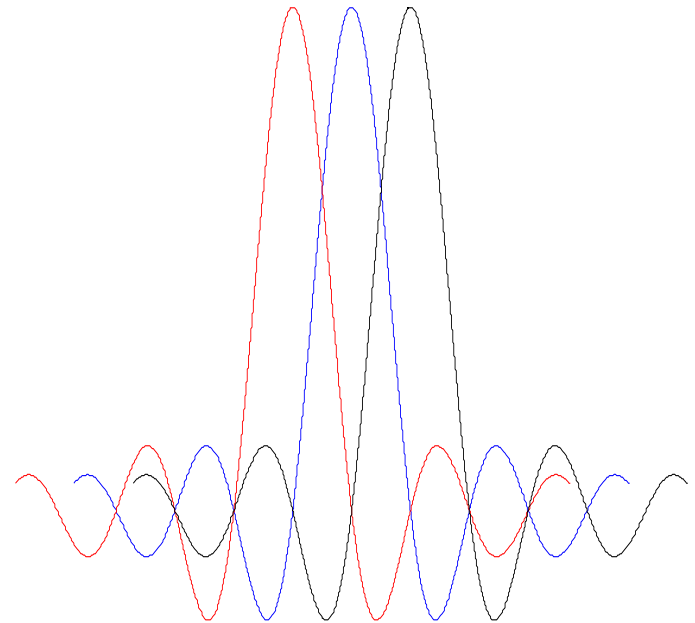
# OFDM Spectra



- No guard band between the different narrowbands is needed
- A very flexible scheme (frequency and time dimension)
  - Can be easily adapted to the multipath fading channel

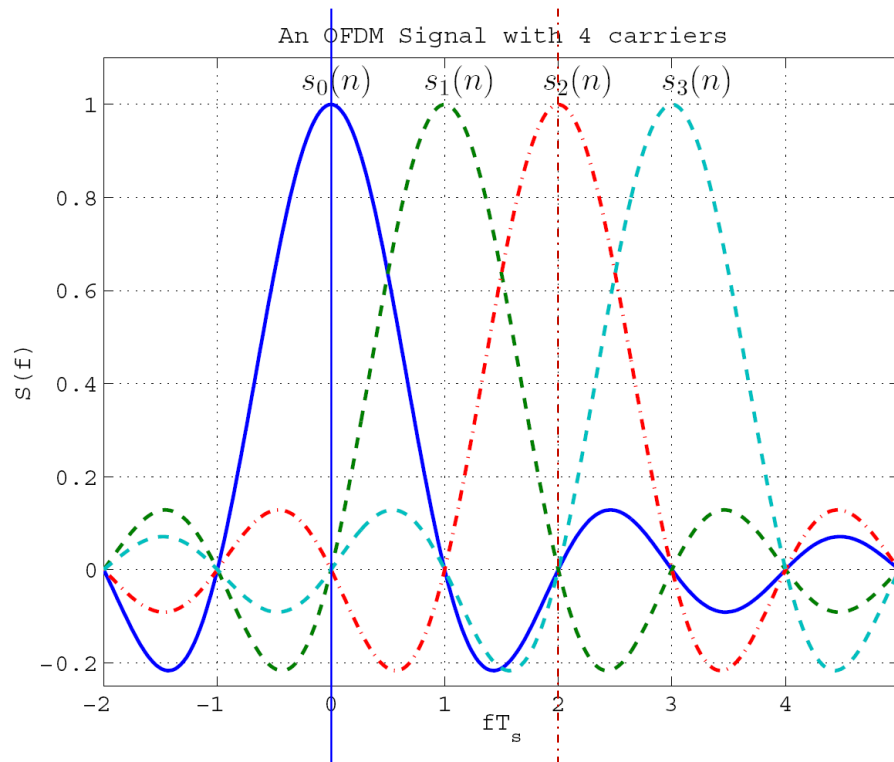
# Orthogonality, The Best Way

- Sub carriers overlap
- But the peaks of sub carriers at the nulls of the adjacent ones.
- Received signal sampled at these peaks-so no inter carrier interference
- This is OFDM



**OFDM Spectra**

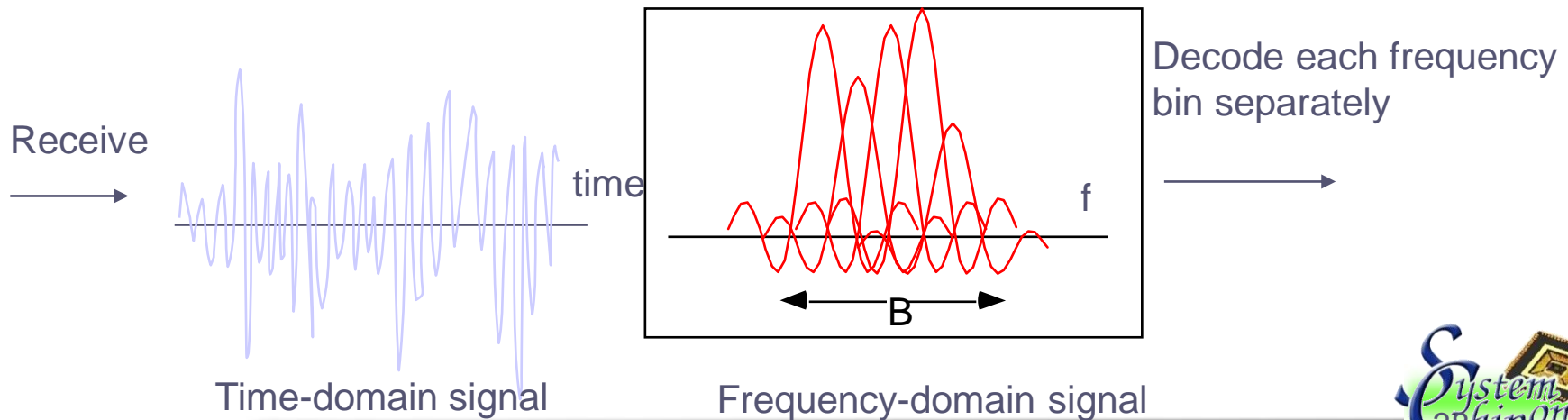
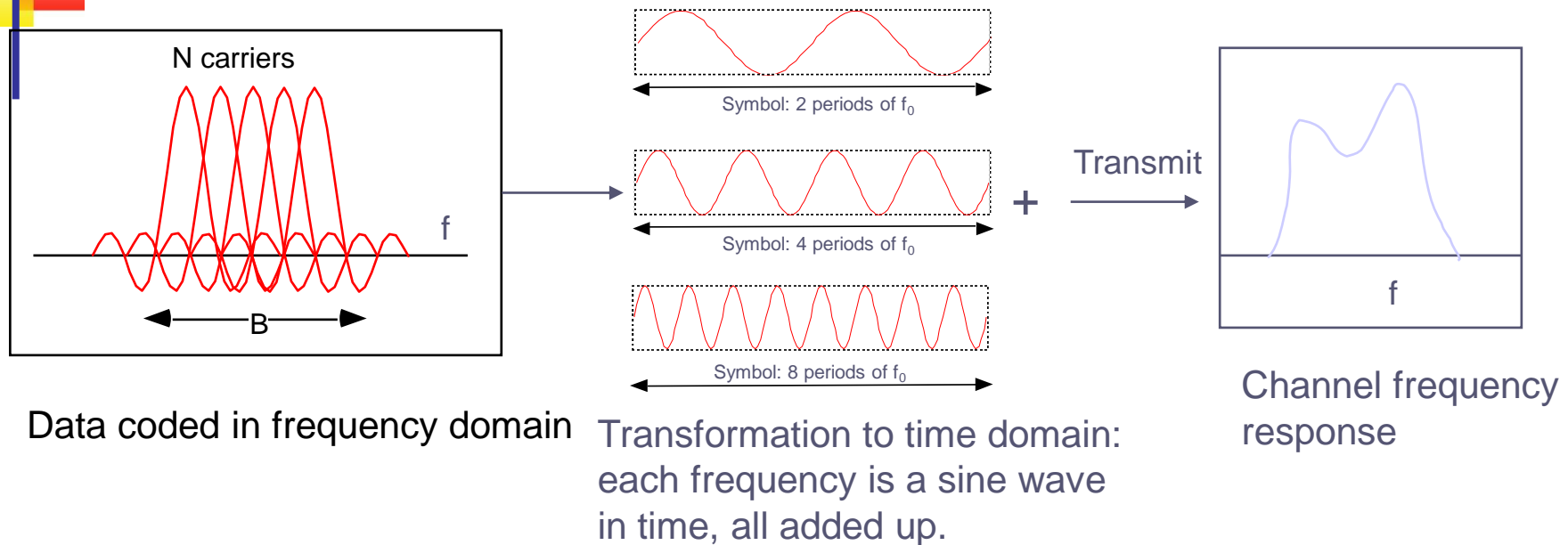
# Orthogonal ?



- Note that the symbol is just sampling at  $f=k/T$

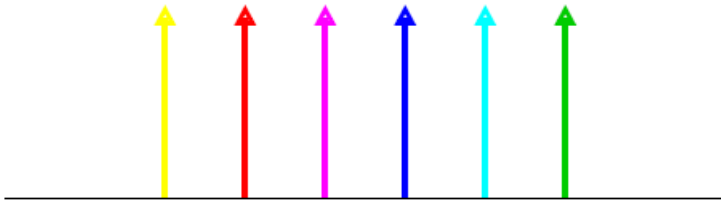
$$X\left(\frac{k}{T}, nT\right) = s_k(n), \quad k = 0, 1, \dots, N-1$$

# Orthogonal Frequency Division Modulation (OFDM)

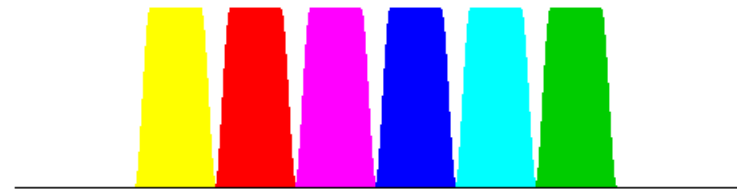


# Multi-carrier Modulation Systems

Subcarriers



Fraction Spaced Multicarrier Modulation

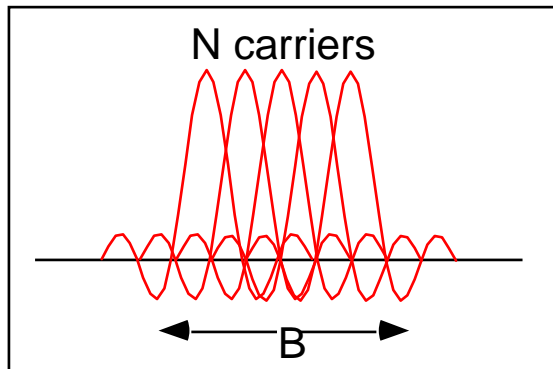


FDM

OFDM with rectangular pulses

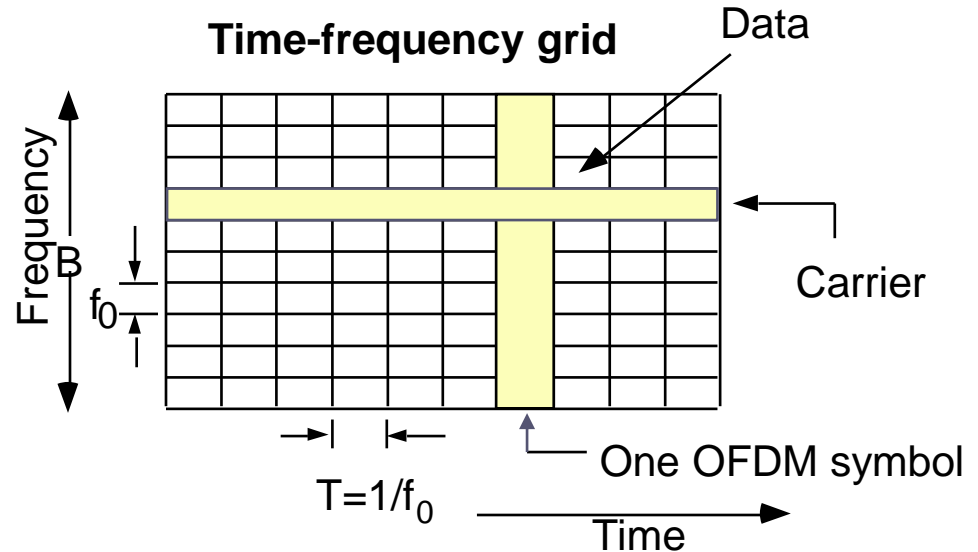


# OFDM Features



## Features

- No intercarrier guard bands
- Controlled overlapping of bands
- Maximum spectral efficiency (Nyquist rate)
- Easy implementation using IFFTs
- Very sensitive to freq. synchronization

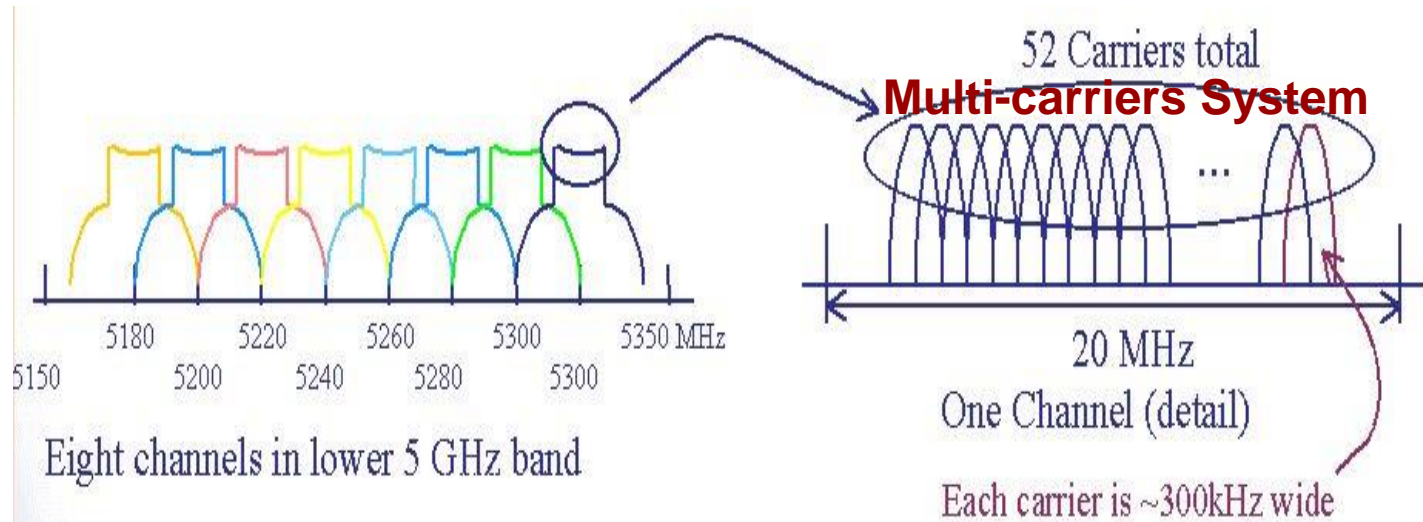


Intercarrier Separation =  
 $\frac{1}{\text{(symbol duration)}}$

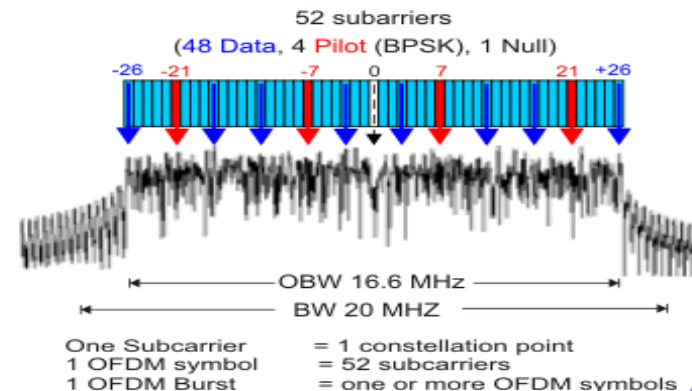


# OFDM(Orthogonal Frequency Division Multiplexing)

- 802.11a Spectrum and Allocation(original wireless area network)



802.11a OFDM PHY Parameters	
BW	20 MHz
OBW	16.6 MHz
Subcarrier Spacing	312.5 KHz (20MHz/64 Pt FFT)
Information Rate	6/9/12/18/24/36/48/54 Mbits/s
Modulation	BPSK, QPSK, 16QAM, 64QAM
Coding Rate	1/2, 2/3, 3/4
Total Subcarriers	52 (Freq Index -26 to +26)
Data Subcarriers	48
Pilot Subcarriers*	4 (-21, -7, +7, +21)
DC Subcarrier	Null (0 subcarrier)



802.11a OFDM Physical Parameters

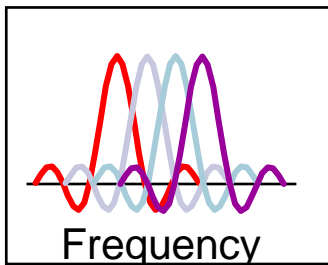
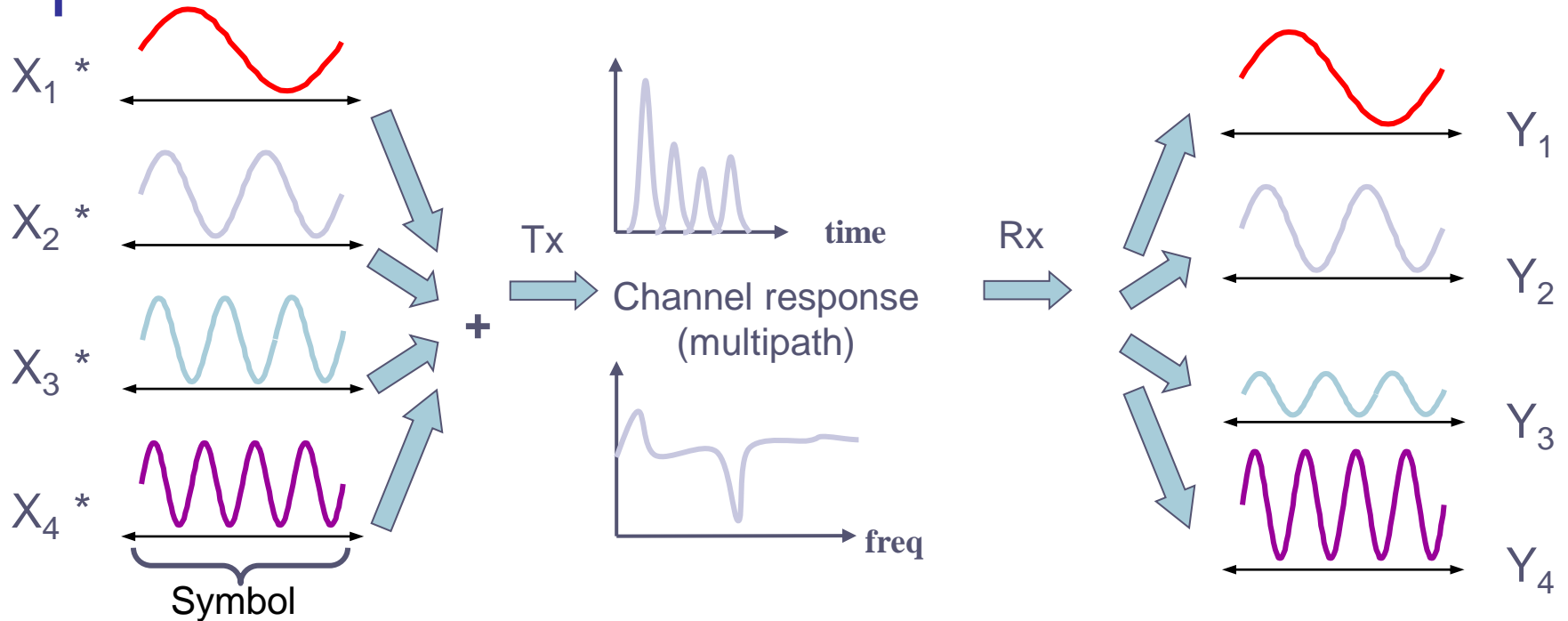


# OFDM System

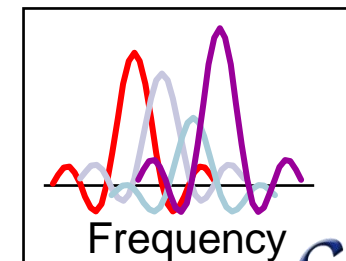
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- Multicarrier, or multitone modulation
- On the wired side, it is used for variant digital subscriber line (DSL) systems.
- On the wireless side, it is the basis for several television and radio broadcast applications, as well as digital local area network

# OFDM Modulation

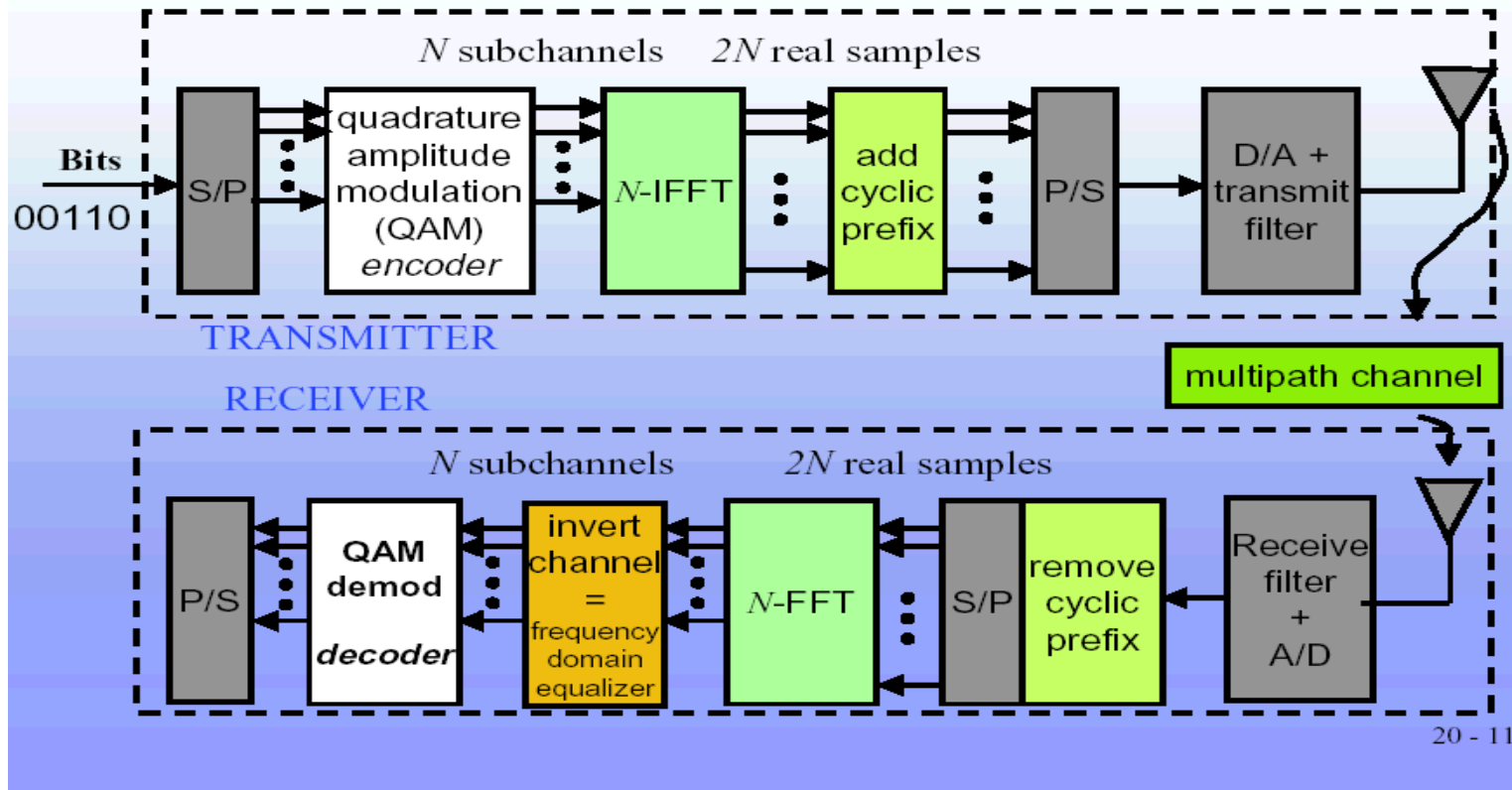


- Different data per tone
- Multipath just scales tones
- Tones remain orthogonal even with multipath



# OFDM Implementation

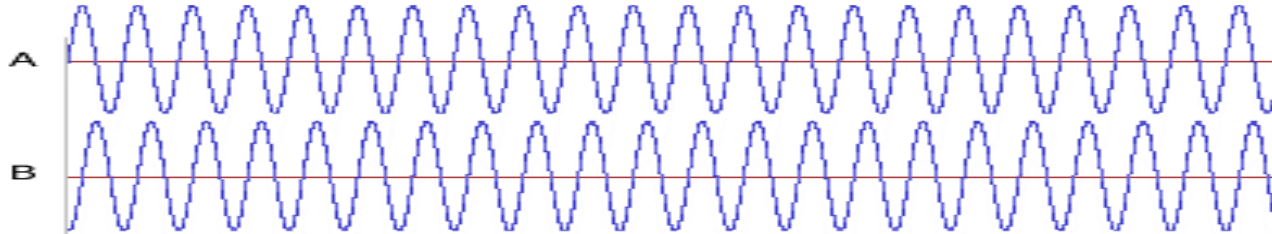
## An OFDM Modem



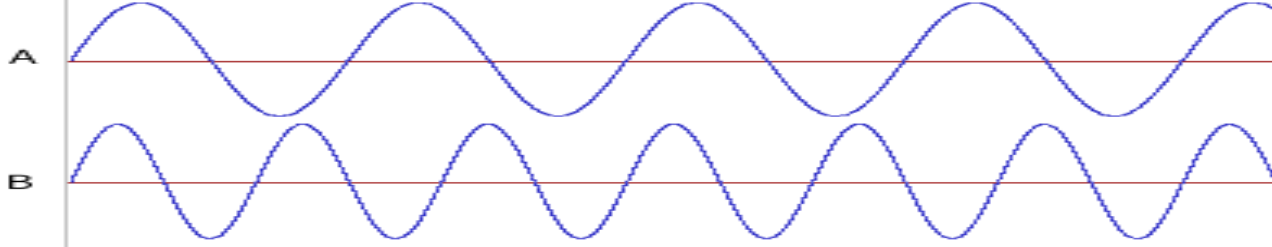
# QAM(Quadrature amplitude modulation)

## ANALOG QAM

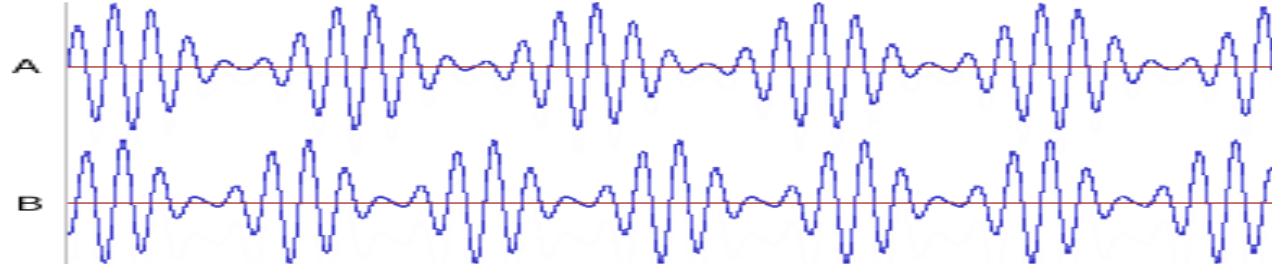
Two Carriers ( $90^\circ$  out of phase with each other)



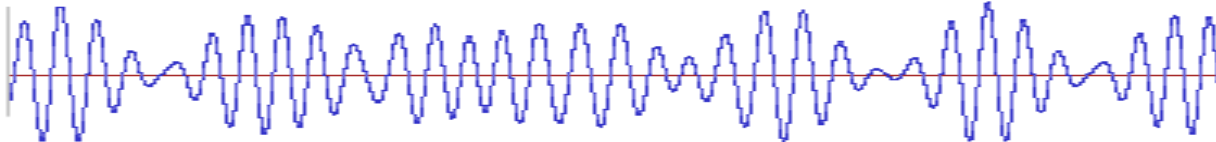
Modulating Waves



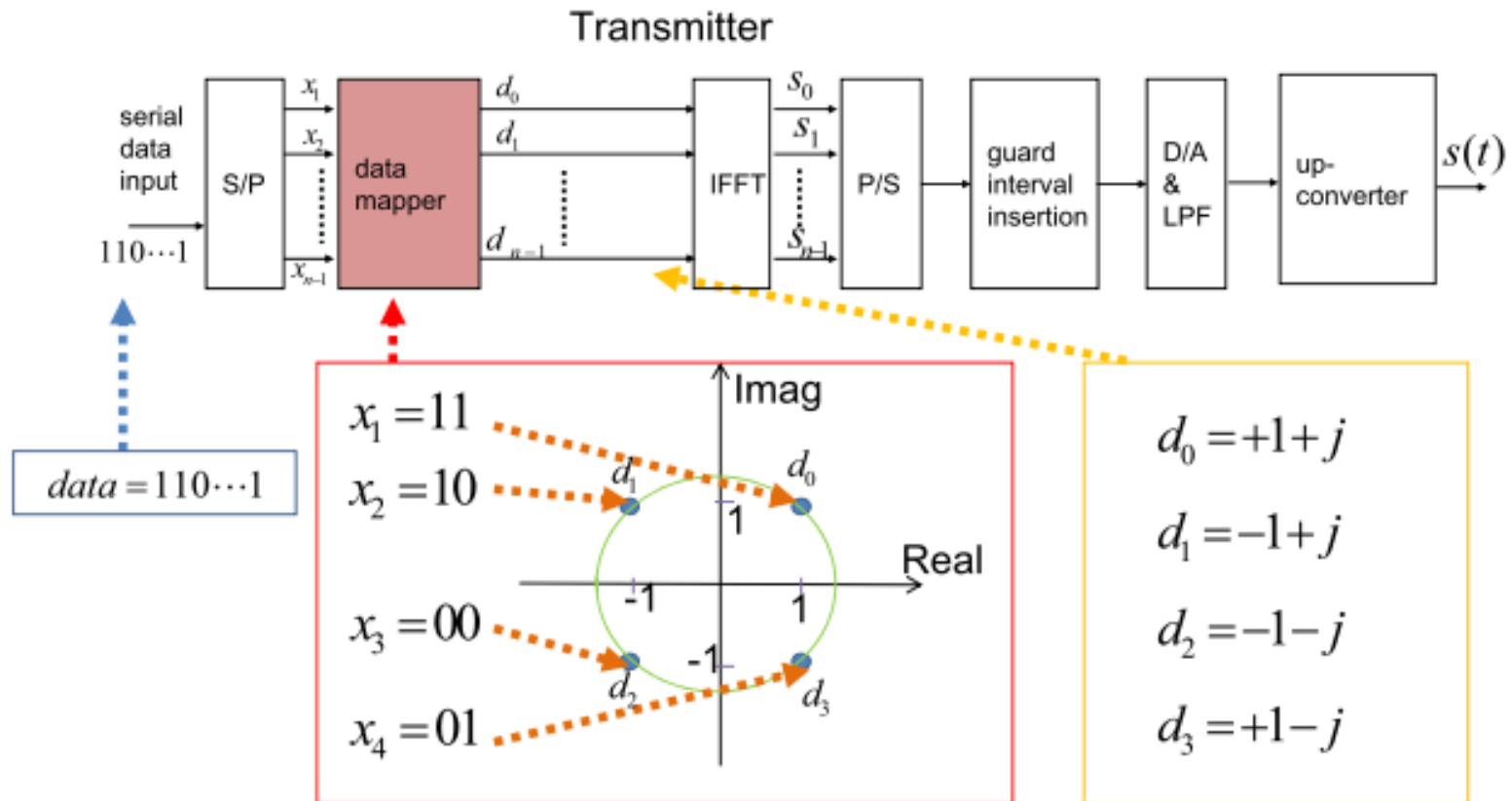
Modulated Results



Combined for Transmission

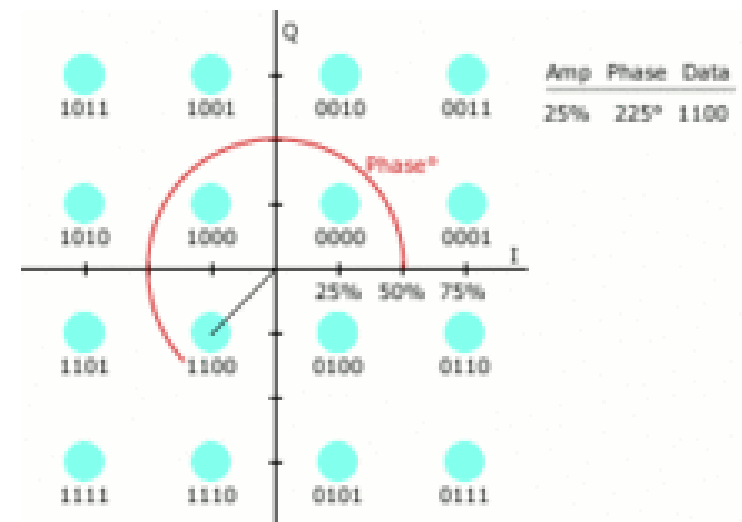


# Data mapping (Digital QAM)

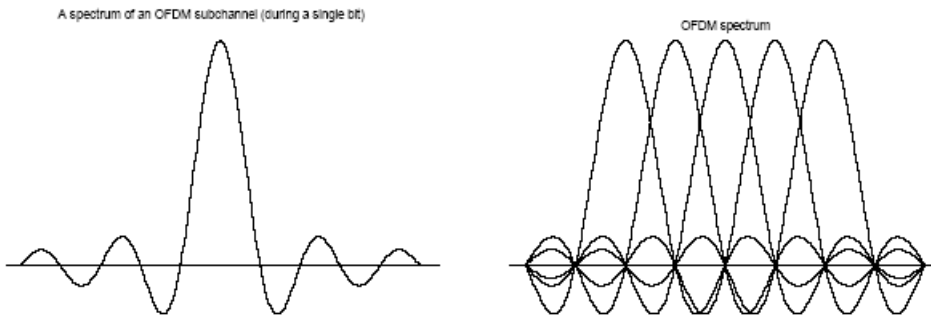
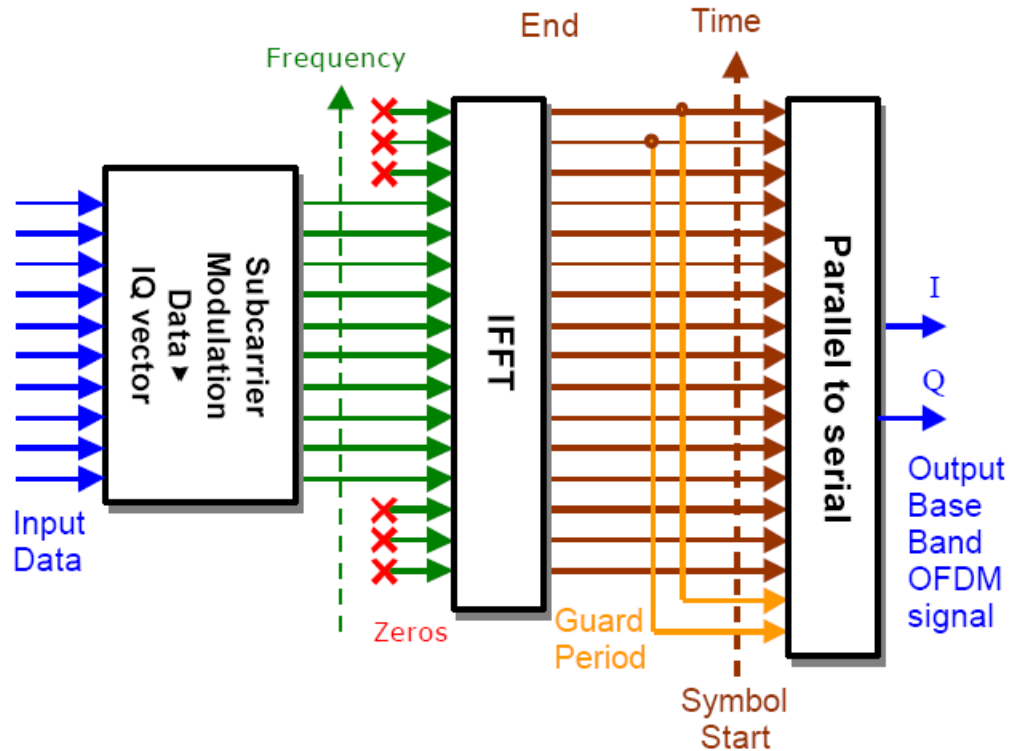


# Data mapping (Digital QAM)

- The number of points corresponding to the number of bits per symbol.
- QAM constellations consist of points arranged in a square such as 16QAM, 64QAM, 256 QAM
- Higher-order constellation, it is possible to transmit more **bits** per **symbol**
- Higher-order constellation, points are closer, less reliable to noise



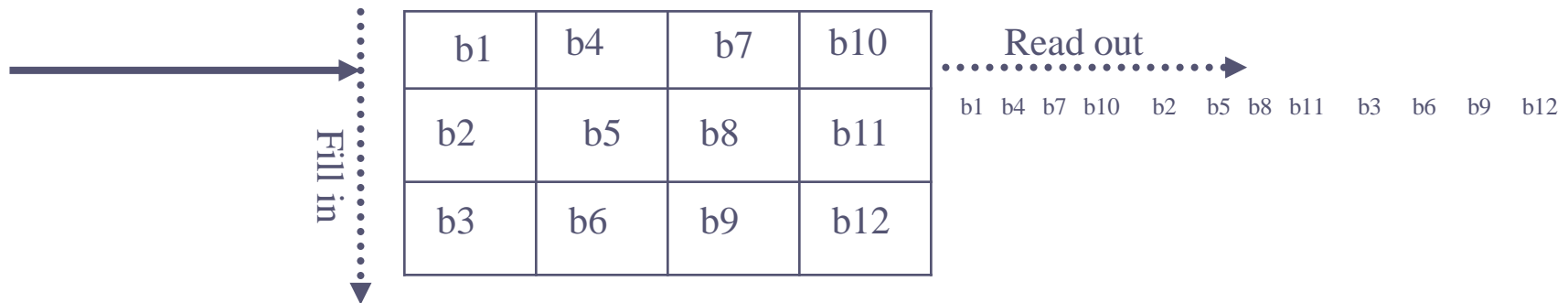
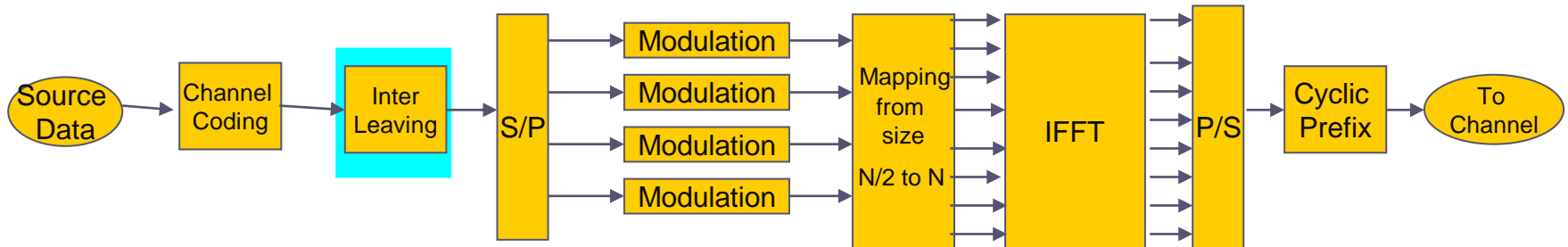
# FFT, Key Function in OFDM



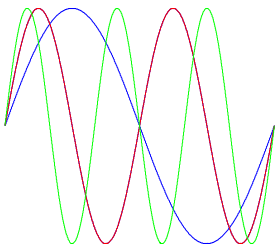
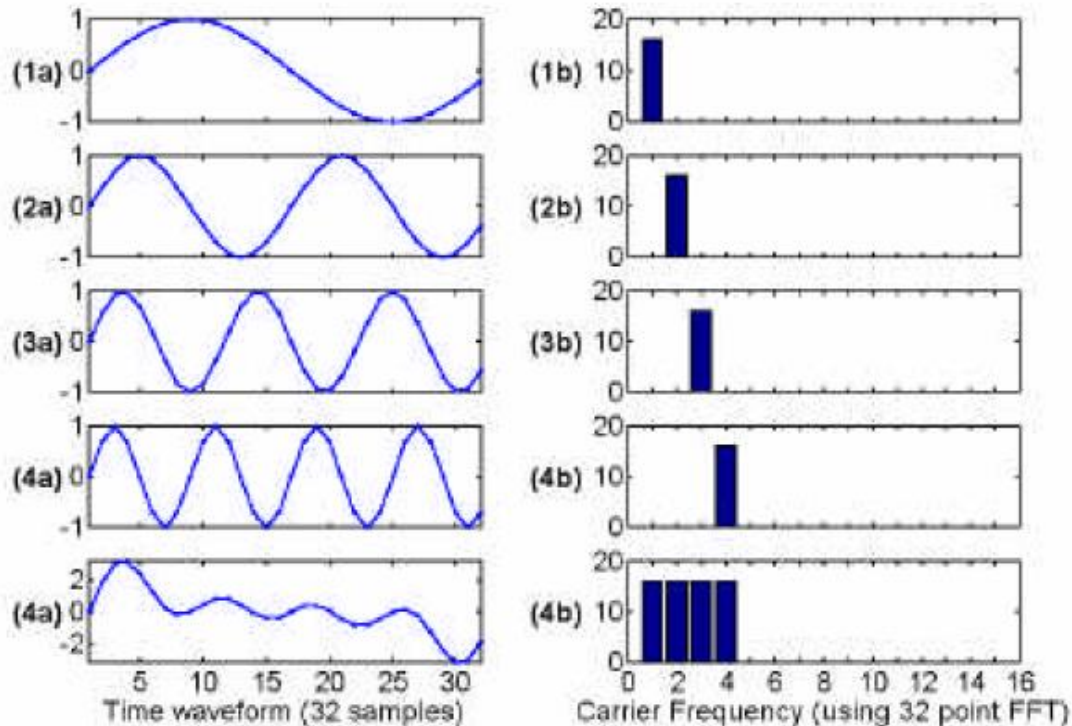


# Interleaving

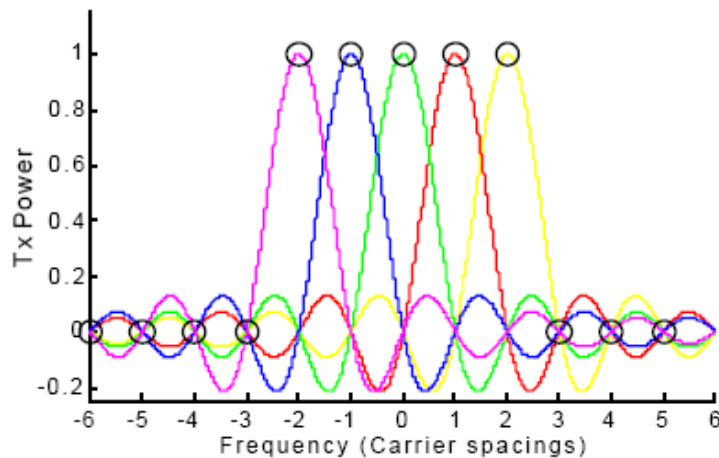
Interleaving is used on OFDM is to spread the errors out in the bit-stream that is presented to the error correction decoder



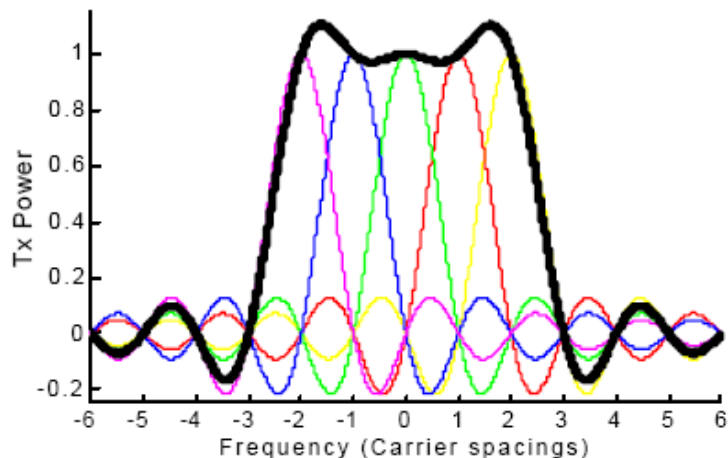
# Time Domain Construction of OFDM Signal



# Frequency Response of the Subcarriers in 5-tone OFDM signal

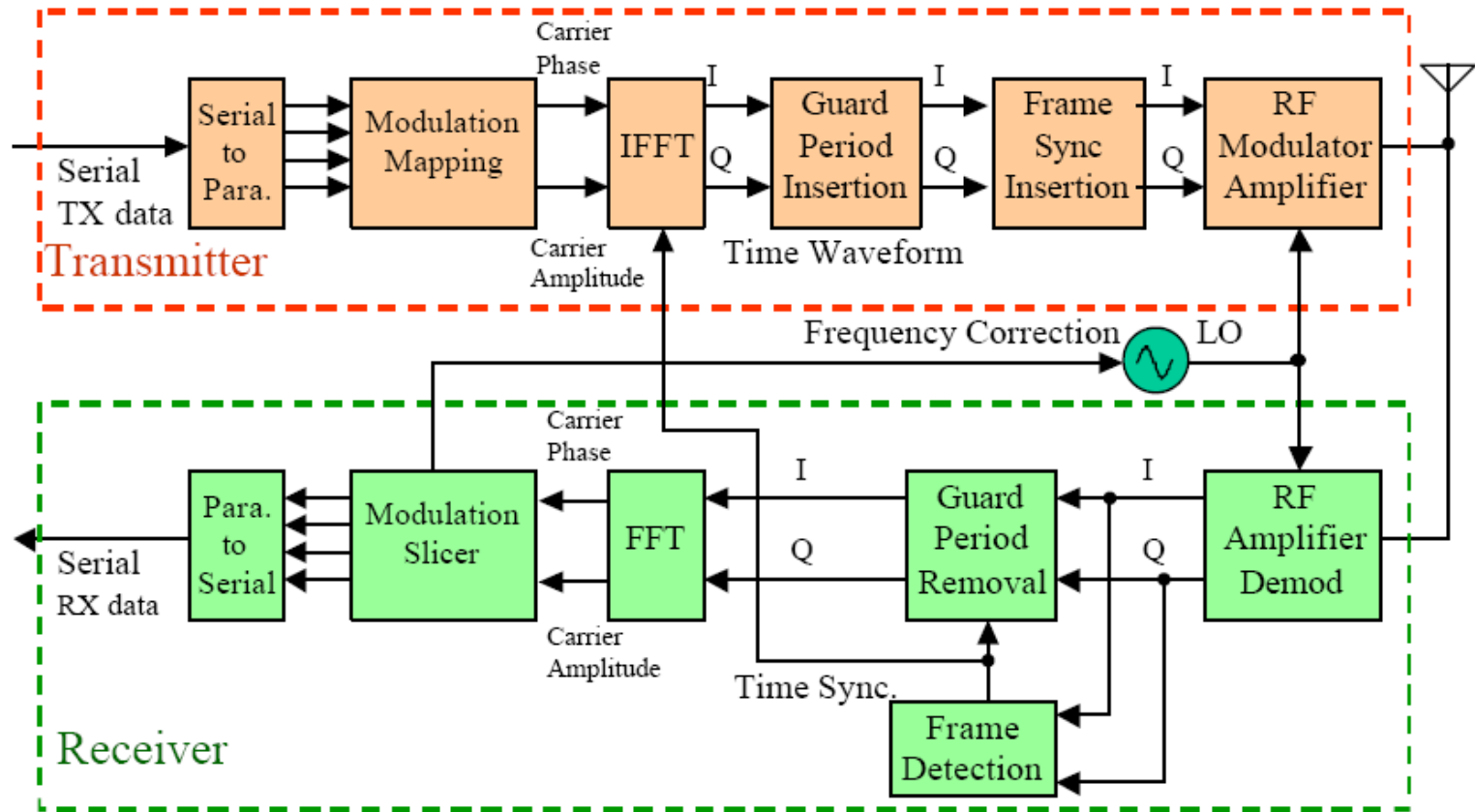


(a)



(b)

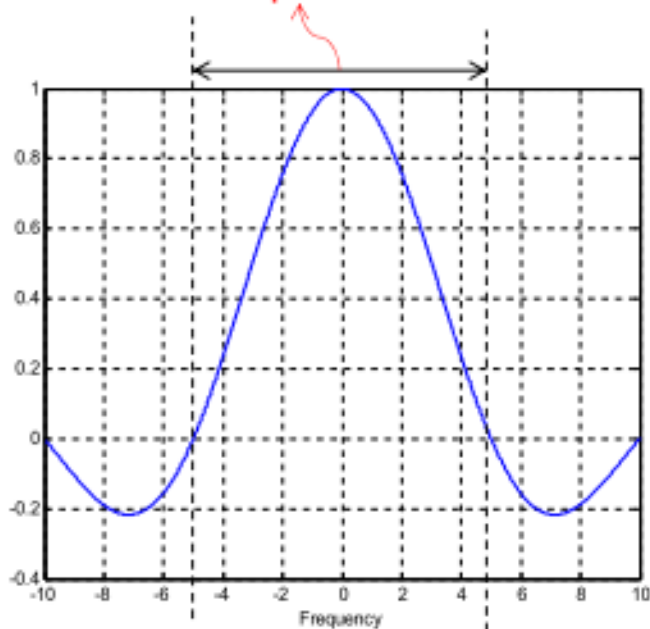
# Block Diagram of a Basic OFDM transceiver



# Adversarial frequency selective channel

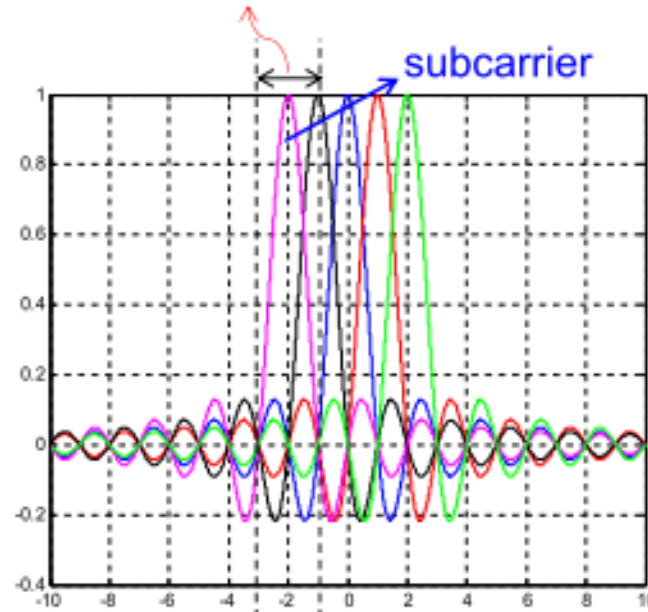
## Single carrier system

channel response is wide



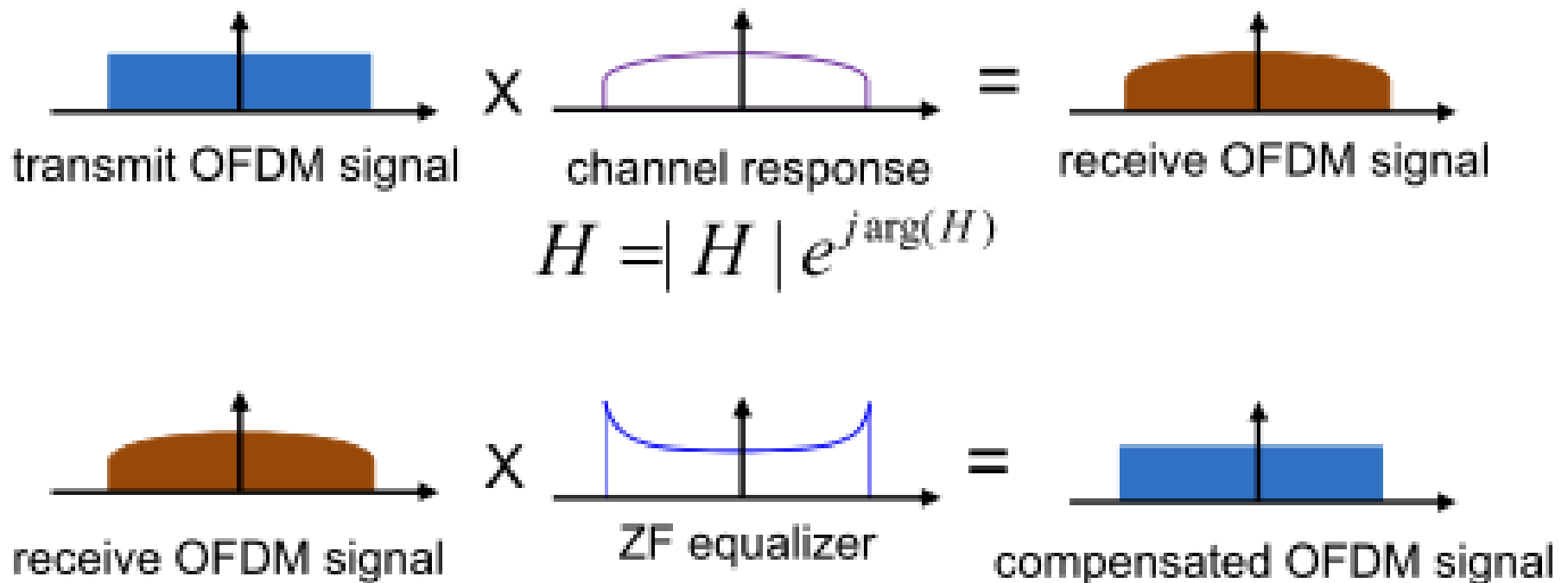
## OFDM system

Channel response is narrow.  
OFDM equalizers are usually easier design.





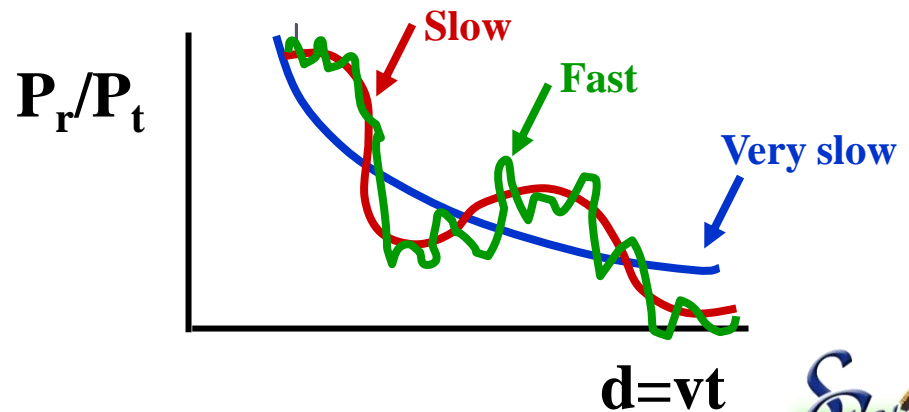
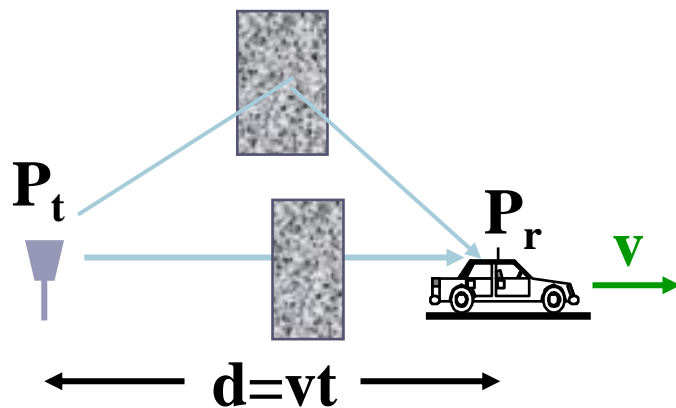
# Equalizer



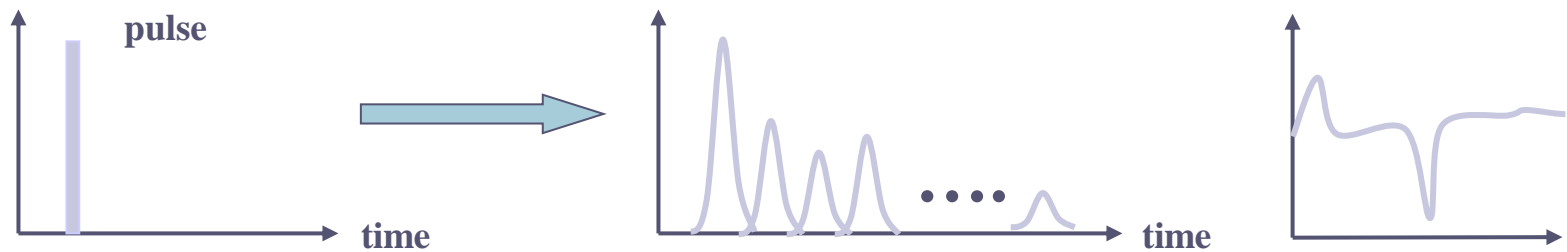
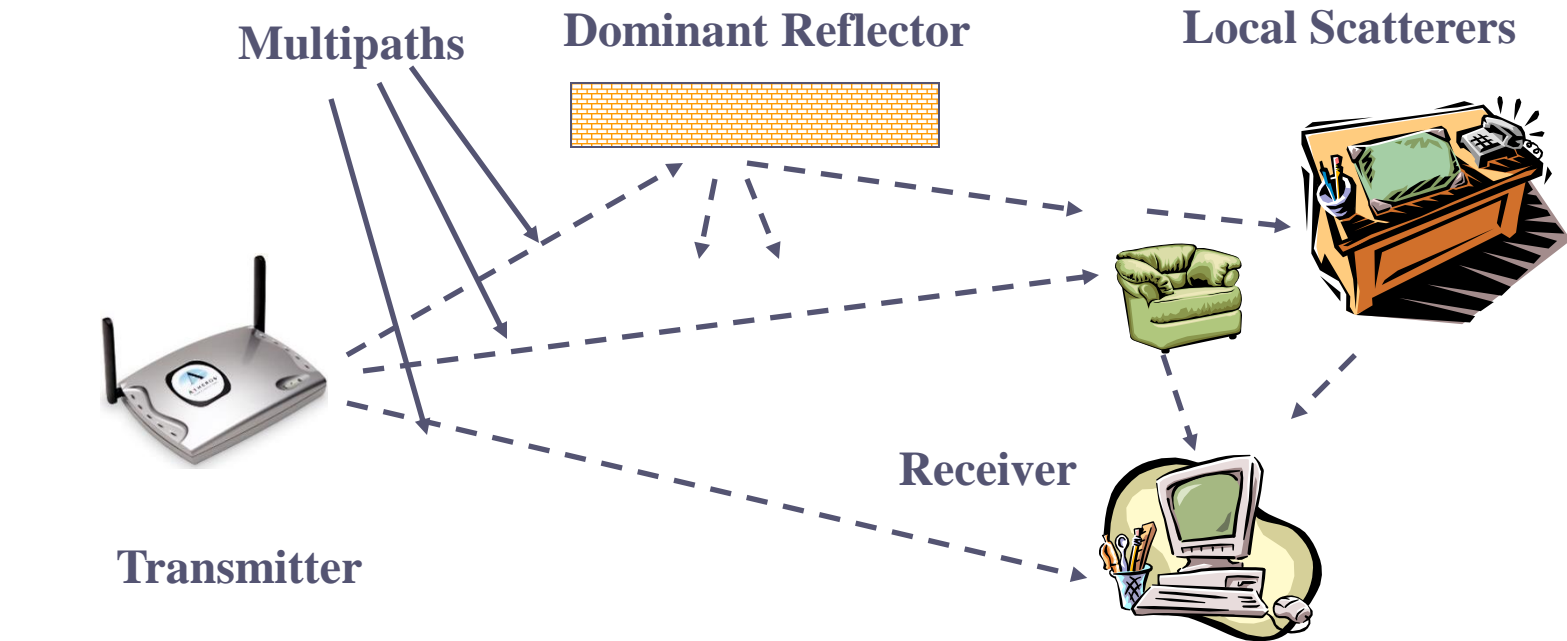
Zero forcing (ZF equalizer): ZF function = inverse of channel response

# Propagation Characteristics

- Path Loss (includes average shadowing)
- Shadowing (due to obstructions)
- Multipath Fading

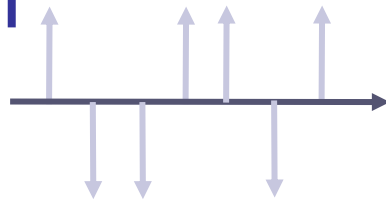


# Wireless Channel: Multipath Effects

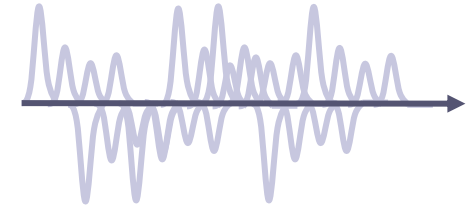




# Inter-Symbol Interference (ISI)



MULTIPATH



*Transmitted data*

MULTIPATH

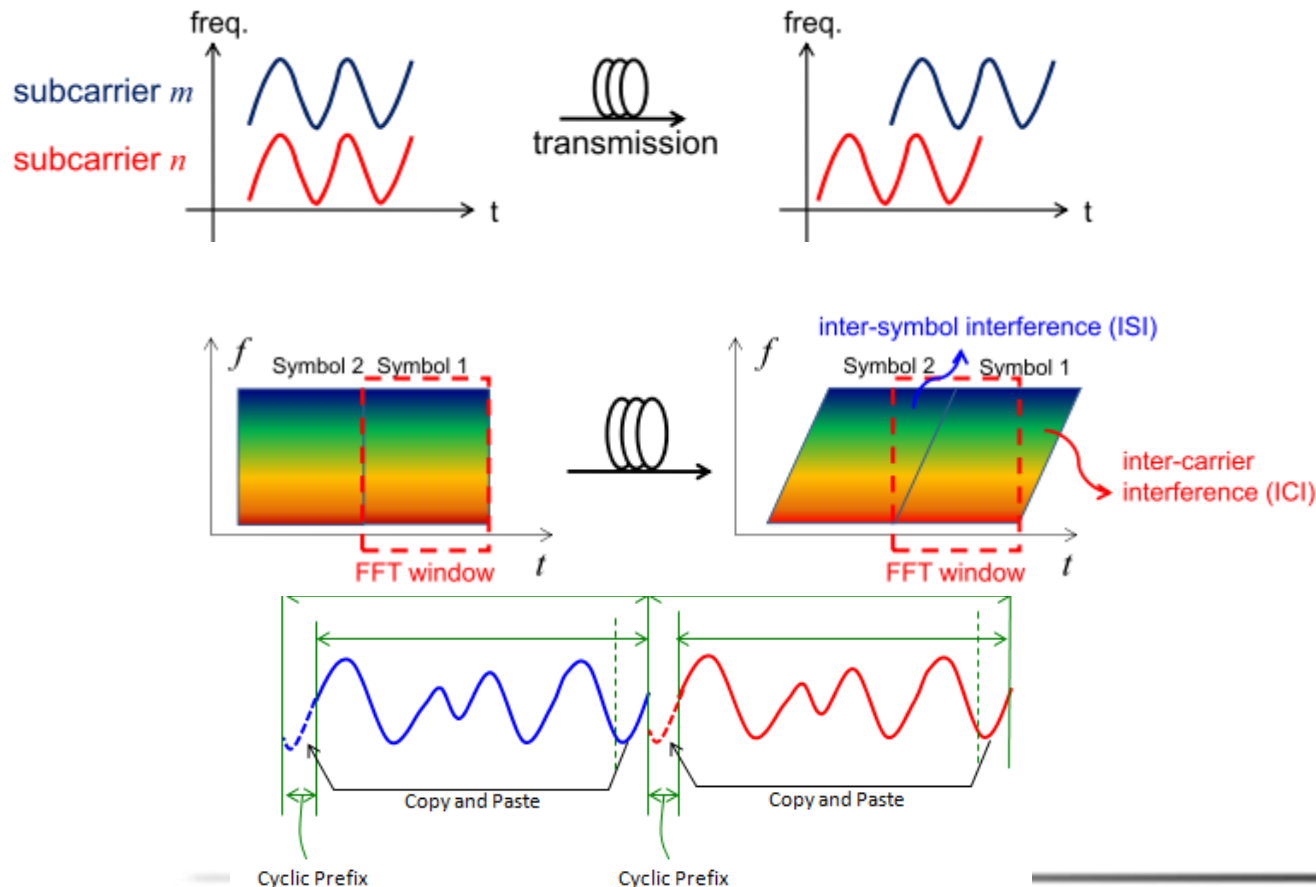


## Solutions

- Lower data rate
- Equalization or combining
  - Complexity, performance (TDMA or CDMA)
- Code as multiple low-rate streams
  - Each stream at different frequency - OFDM

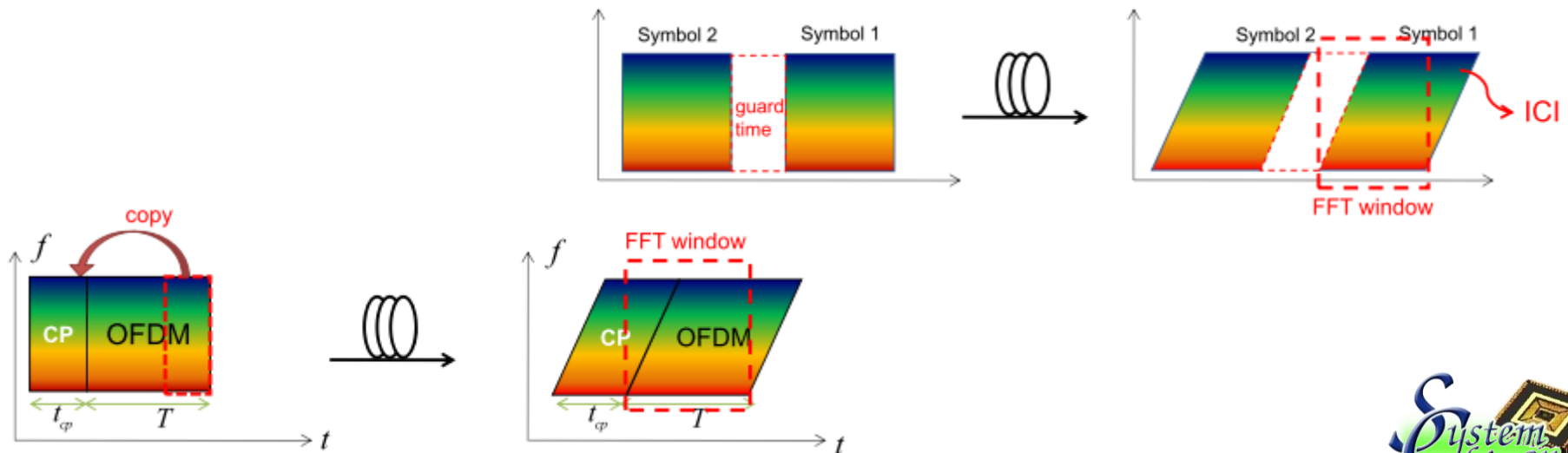
# Guard Interval

- Inter Symbol Interference (ISI)
- Inter Carrier Interference (ICI)
- Inter Cyclic Prefix (Guard interval) (GI)-is to introduce immunity to propagation delays, echoes and reflections.

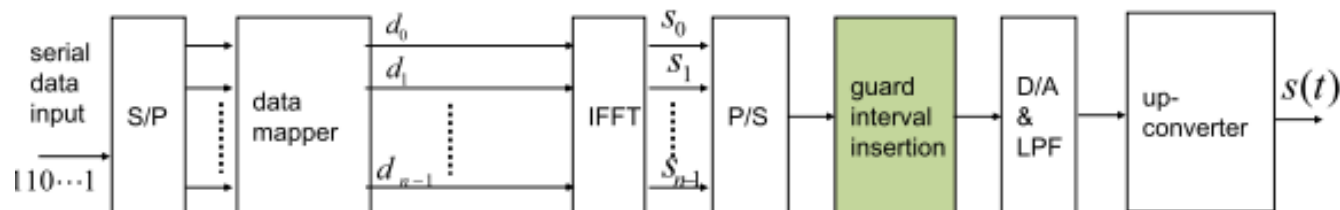


# Guard Interval and Cyclic Prefix

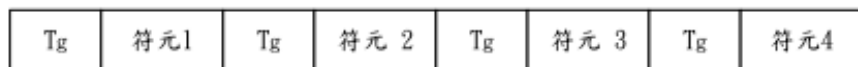
- GI solve ISI problem
  - Subcarrier lost orthogonal property and cause Inter Carrier Interference, ICI)
  - To solve this issue, waveform inside GI must be continuous with the signal waveform
  - Copy the same OFDM signal waveform inside GI
  - Copy end of the signal to the front of the transmitted signal, the copy signal is called Cyclic Prefix, CP.
  - Cyclic Extension OFDM signal -Periodic discrete signal



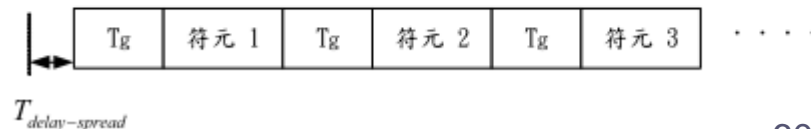
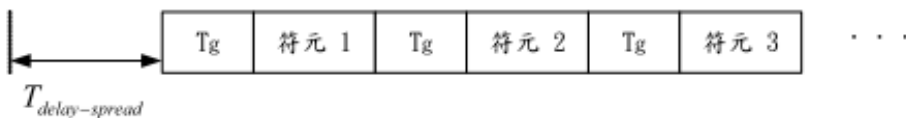
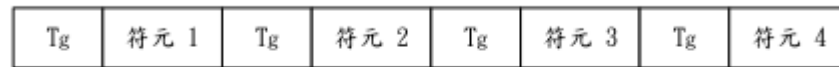
# Guard Interval and Cyclic Prefix



如果  $T_g < T_{\text{delay-spread}}$



如果  $T_g > T_{\text{delay-spread}}$





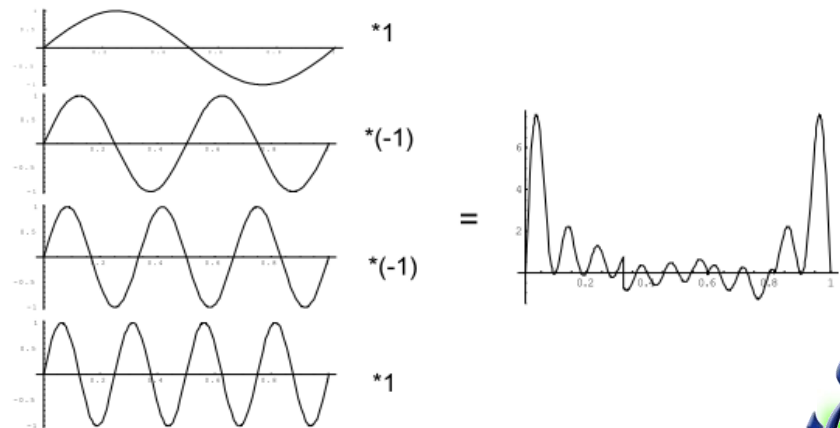
# Advantage of OFDM

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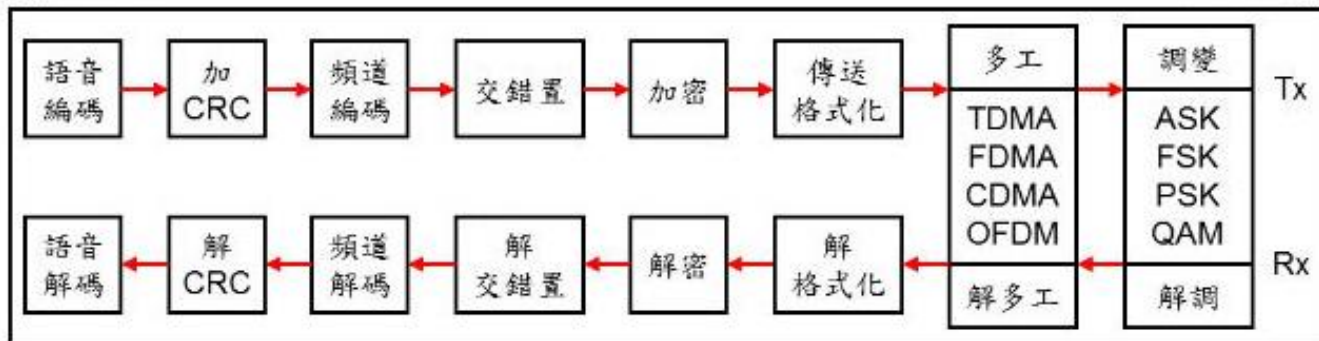
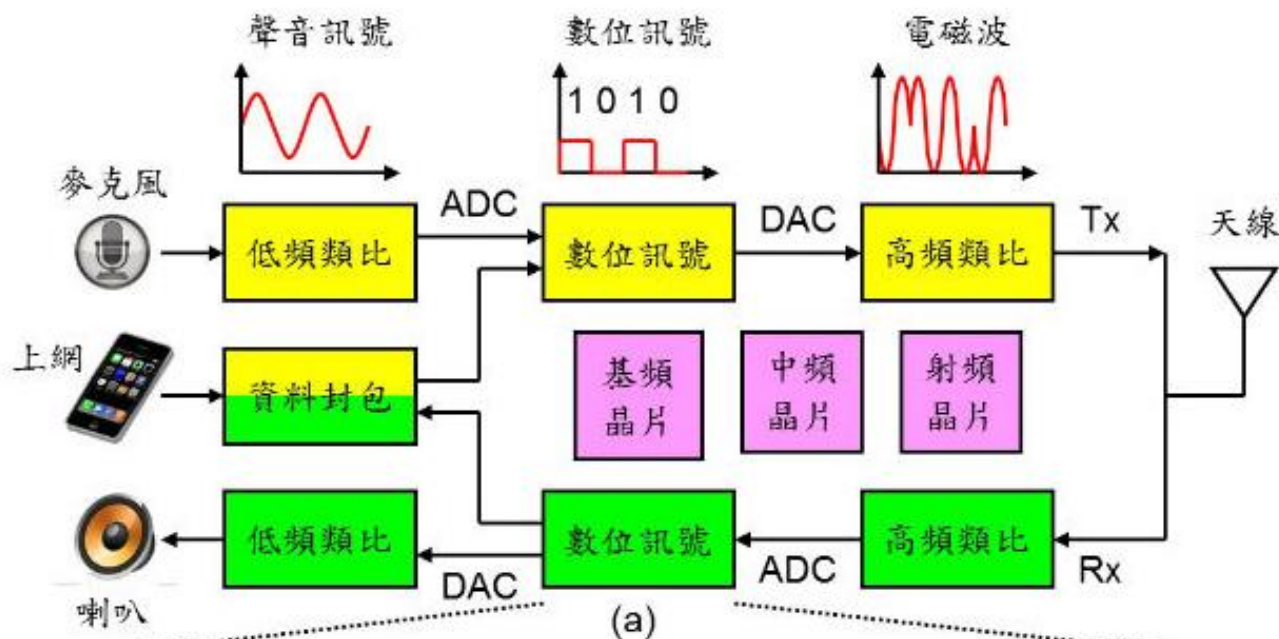
- Compared with traditional FDM, it has more bandwidth benefits.
- It can resist the influence of delay spread and multi-path effect, and does not require a complicated time domain equalizer, which can reduce complexity.
- It can reduce the impact on frequency selective channels and can be solved with a simple equalizer.

# Disadvantage of OFDM

- The transmitter and receiver need to be **synchronized accurately**, otherwise it will cause ISI and ICI.
- **Excessively high PAPR** (Peak-to-Average Power Ratio)
  - It may be that the linear region of the **power amplifier** is exceeded, causing **non-linear distortion**. A power amplifier with a higher backoff factor is required, which increases the cost.
  - Or cause the **signal range is too large** when doing analogy and digital quantization, and the signal range becomes too large, causing **quantization errors** and increasing the complexity and cost of **ADC/DAC**.



# OFDM application in cell phone



(b)



# What's OFDMA

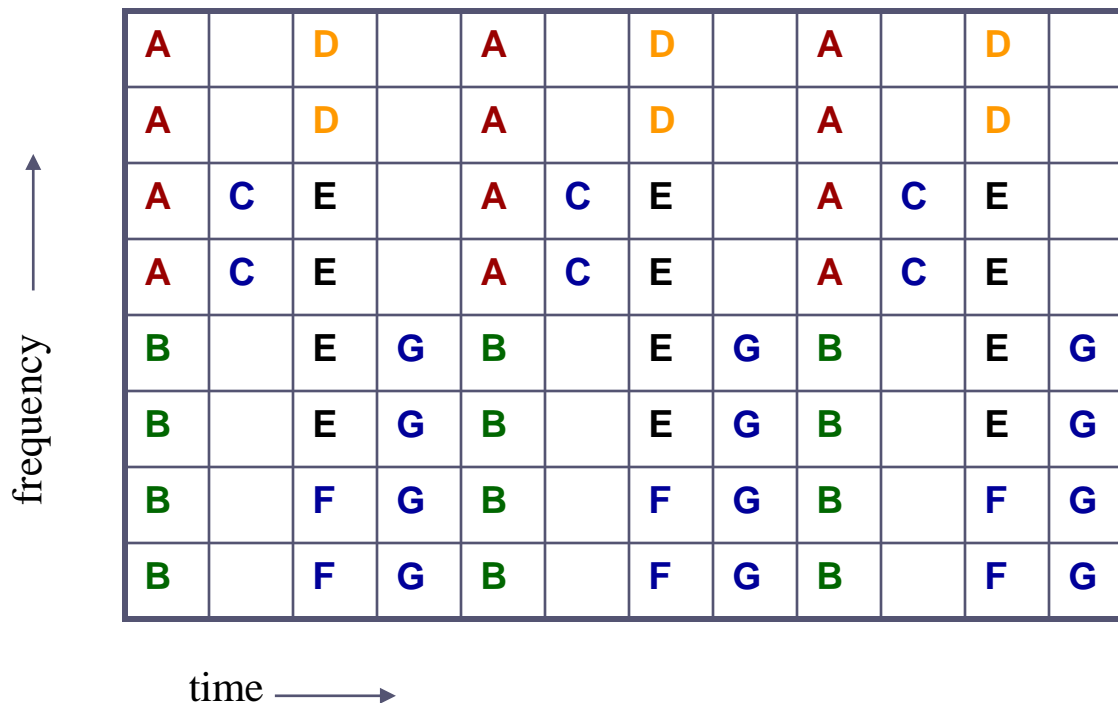
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- Use the OFDM not only as a **modulation** scheme but also as part of the **multiple access** technique.
- By applying a **spreading code in frequency domain**, multiple access in OFDMA is realized by providing each user with a fraction of the available number of sub-carriers.
- OFDMA avoids the relatively large guard bands that are necessary in FDMA to separate different users.

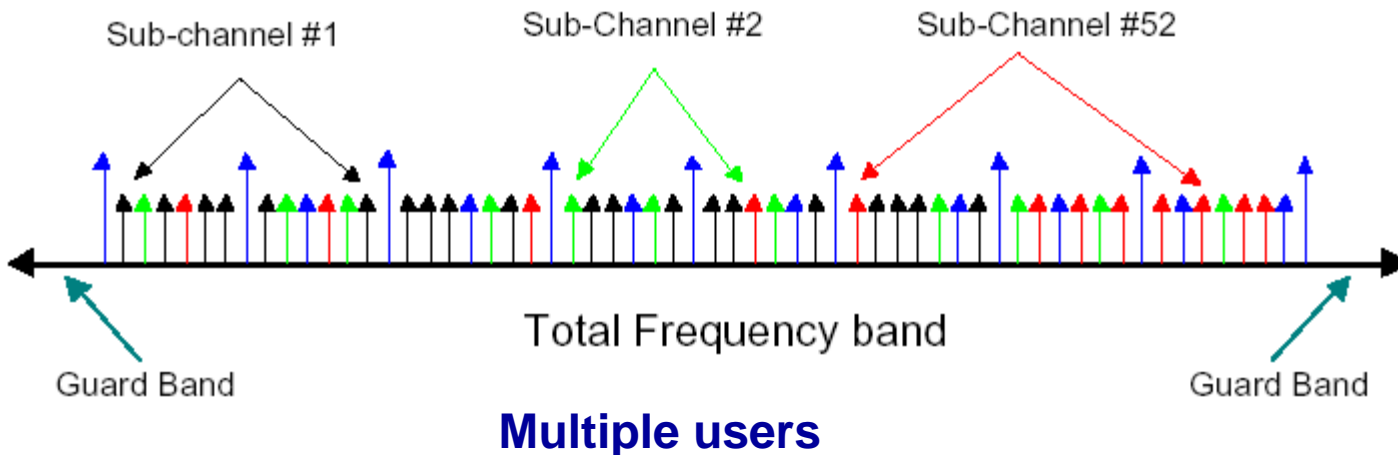
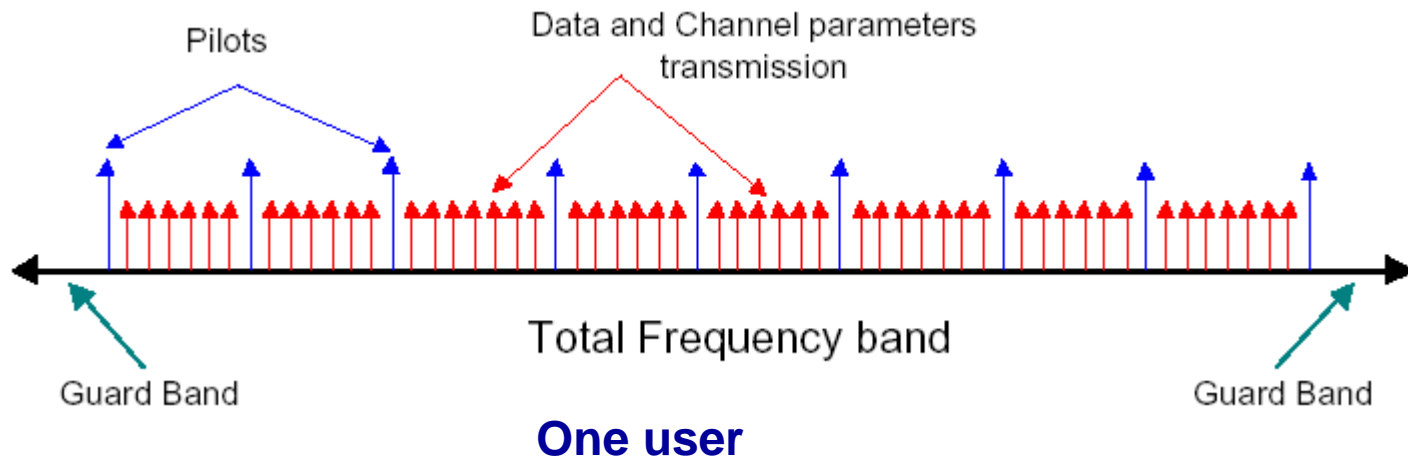


# OFDMA Example

- The time-frequency plot of seven OFDMA users, which all have a fixed set of sub-carriers every four time slots.

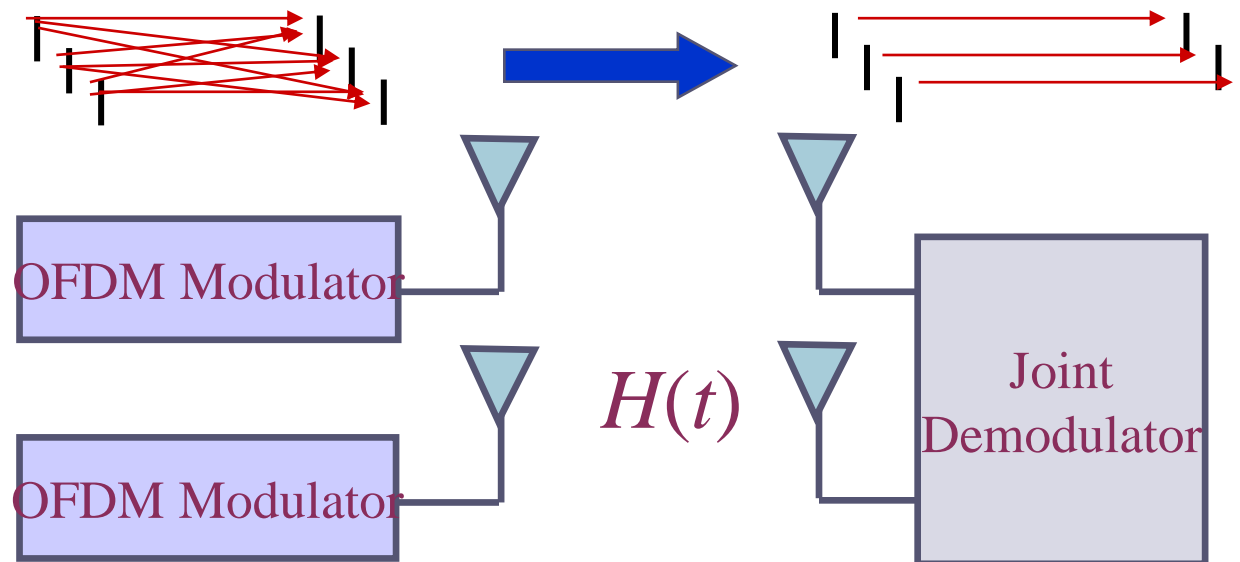


# OFDM v.s. OFDMA



# Multiple Input Multiple Output (MIMO)

- MIMO systems have multiple ( $r$ ) transmit and receiver antennas



- With perfect channel estimates at TX and RX, decomposes into  $r$  independent channels
  - $r$ -fold capacity increase over SISO system
  - Demodulation complexity reduction
  - Can also use antennas for diversity (beamforming)
  - Leads to capacity versus diversity tradeoff in MIMO



# OFDM and MIMO Systems

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## ■ Increase channel capacity

- Between the MIMO access point and the MIMO client, **multiple spatial streams** can be sent and received at the same time.
- The **channel capacity** can **increase linearly with the number of antennas**.
- Increase the channel capacity without increasing the bandwidth and antenna transmission power, the spectrum utilization rate can be increased.

## ■ Improve channel reliability

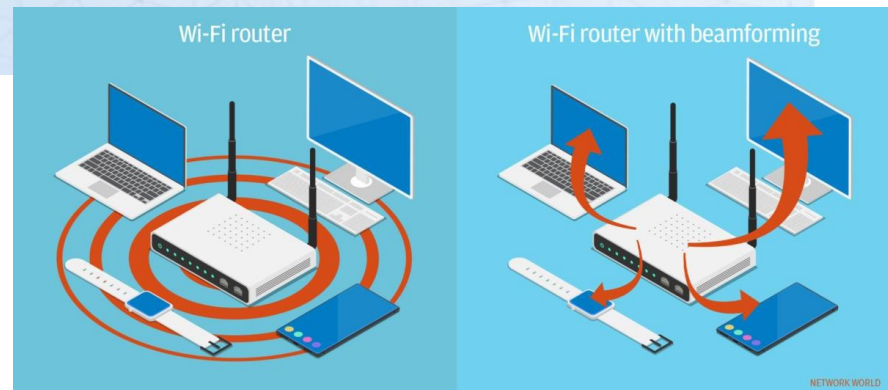
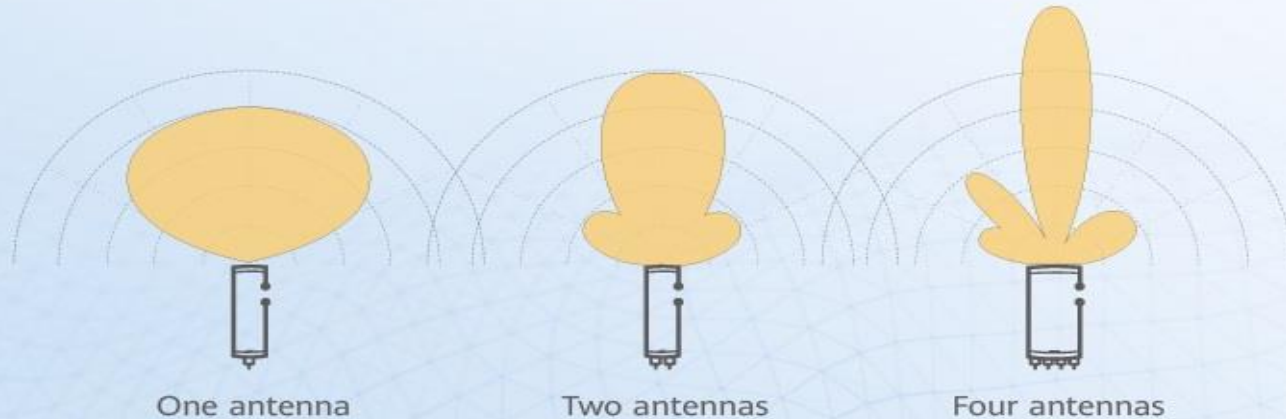
- Using the **spatial multiplexing gain and spatial diversity gain**
- **Multiple antennas** can be used to **suppress channel fading** and reduce bit error rate.

# Beamforming

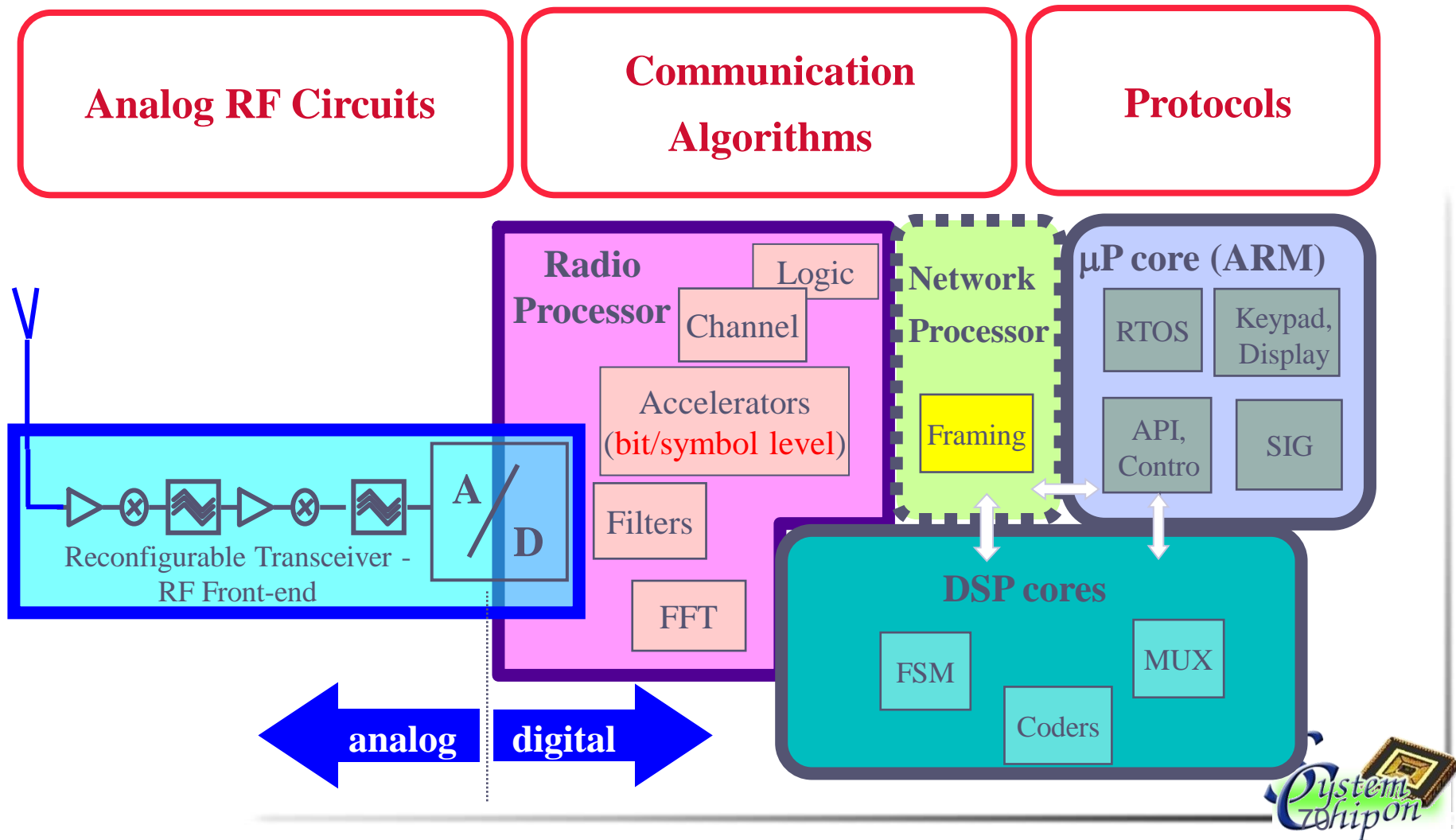
- Sensor arrays cause signals at particular angles with constructive interference while others not

## What is beamforming?

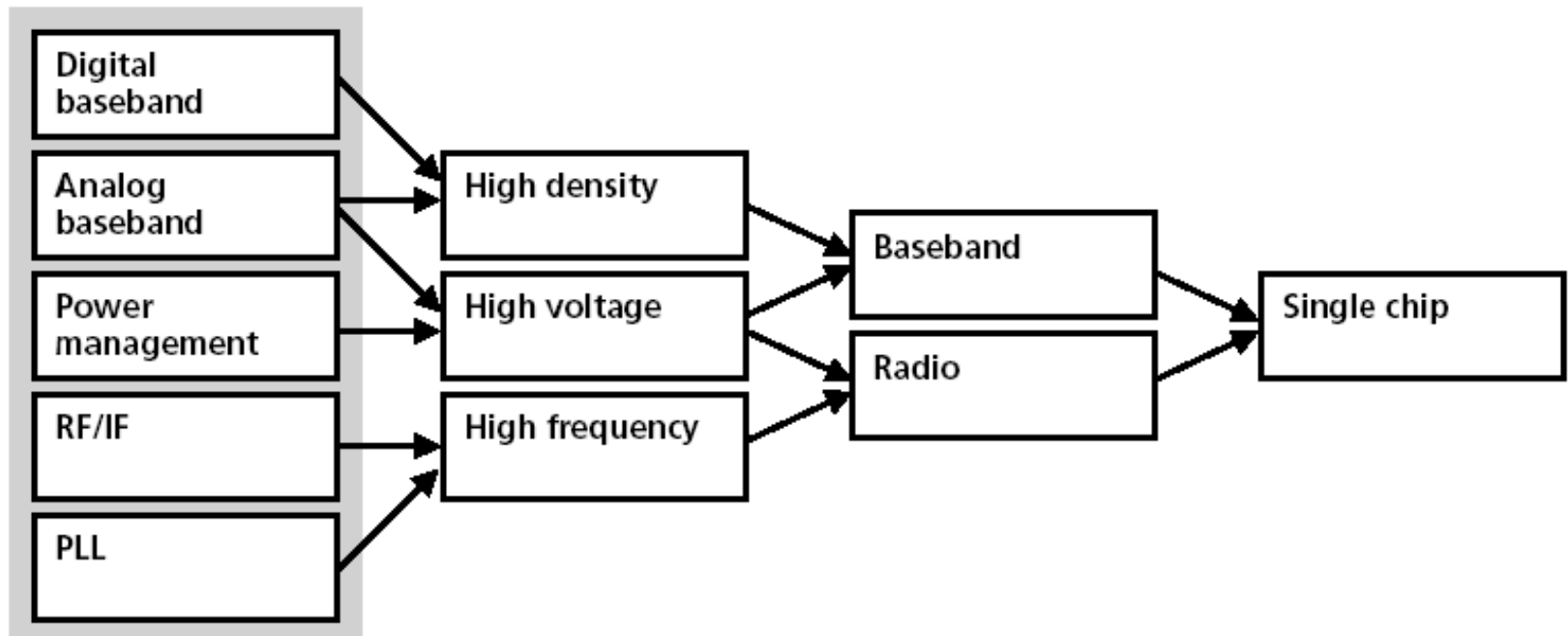
How does beamforming work?



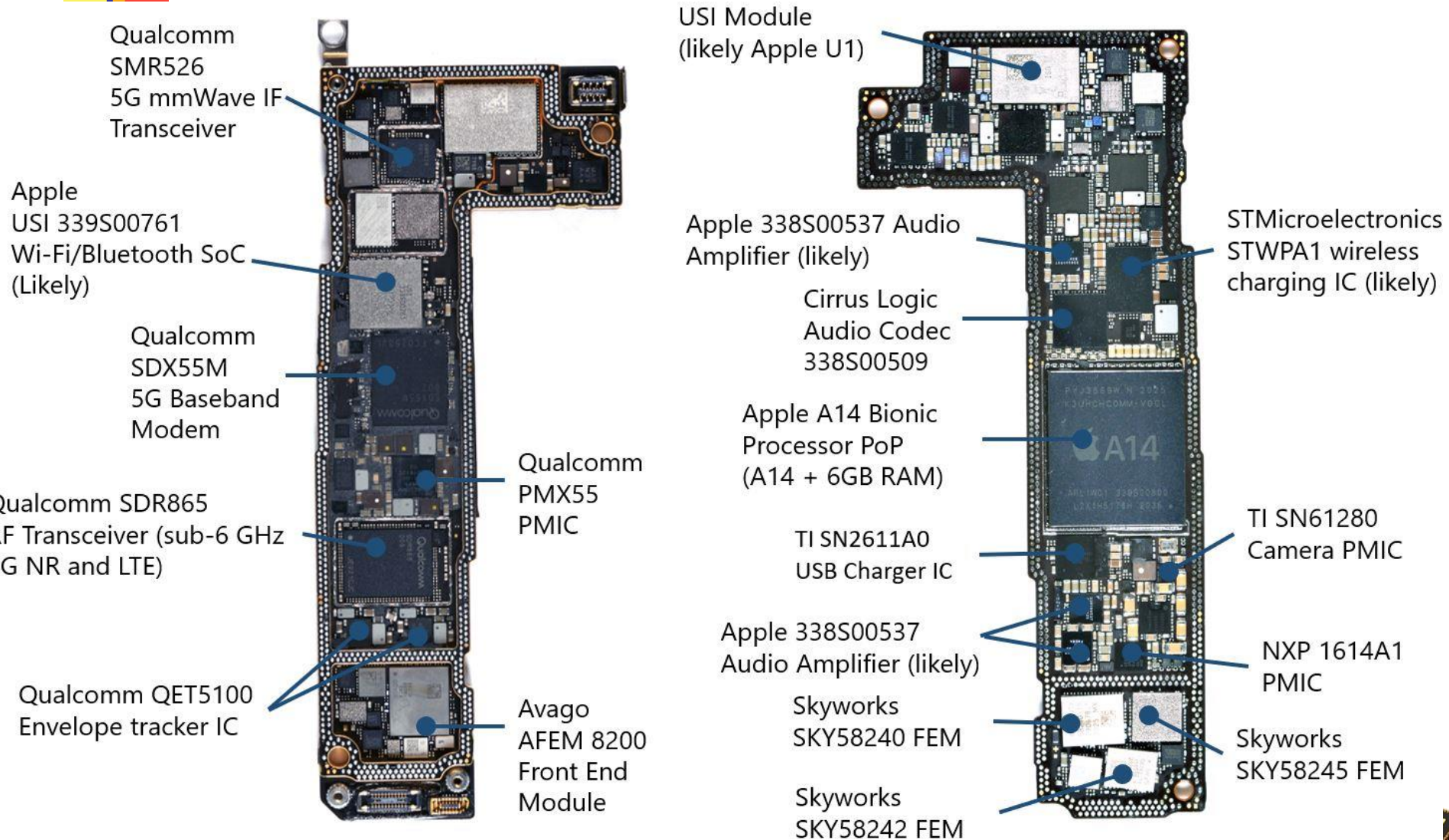
# A Unified Wireless Platform



# Single Chip Approach



# iPhone 12 System

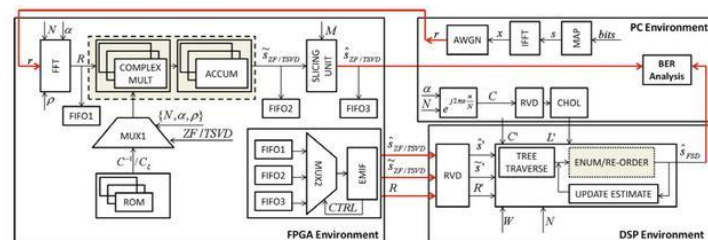




# Intel Baseband Processor-Modem

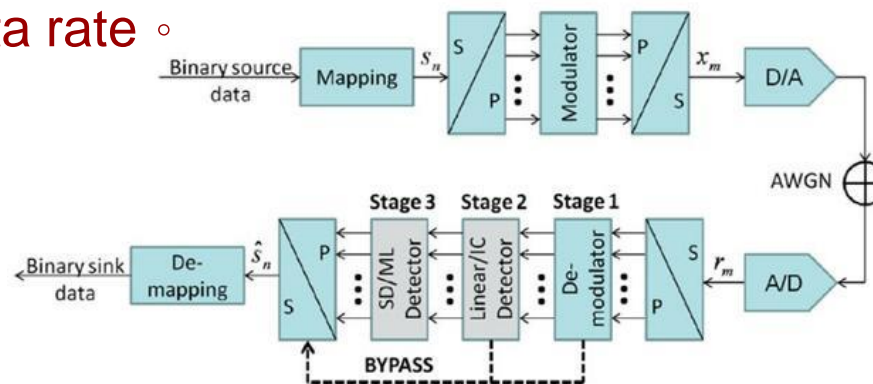
## ■ Intel PMB9960 (XMM7660)

- 3GPP Release 14, LTE Modem。
- Downlink (Cat 19) supports 1.6 Gbps data rate，
- Uplink supports 150 Mbps data rate。



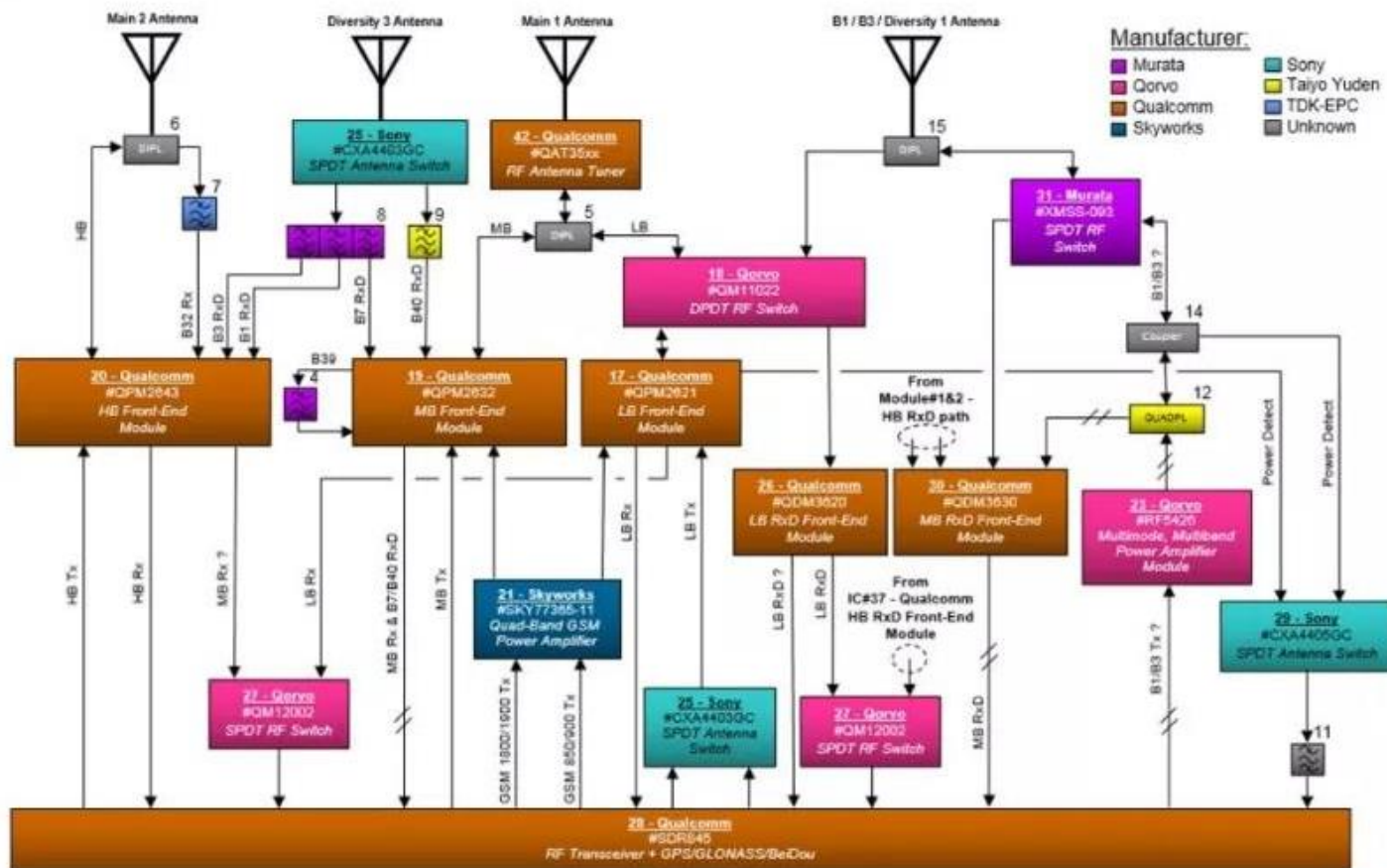
### Technical Specifications

Baseband	Intel® X-GOLD™ 766 baseband
Transceiver	Intel® SMARTi™ 8 RF transceiver
Standards & Performance	3GPP Release 14 LTE FDD/TDD 1.6Gbps/150Mbps LAA Support TD-SCDMA 2.8/2.2 Mbps DC-HSPA+ Cat 24, 42Mbps GNSS – 4 Mode
Transceiver Capabilities	LTE-FDD LTE-TDD UMTS/WCDMA TD-SCDMA CDMA/EVDO GSM/EDGE
Carrier Aggregation	LTE FDD/TDD/Hybrid DL 7CA UL 2CA 4x4 MIMO
Modulation	LTE UL-64QAM; DL-256QAM
RF Bands	More than 45 LTE bands simultaneous; including 3.5GHz/5GHz
SIM Support	LTE/LTE Dual SIM Dual Standby (DSDS)



品牌	Intel	Qualcomm	Qualcomm
處理器	XMM 7560 LTE	Snapdragon X20 LTE	Snapdragon X16 LTE
晶圓製程	14nm Intel	10nm LPE	10nm LPE /14nm LPP
處理器	APPLE A12	Qualcomm S845	Qualcomm S835
LTE類別	LTE CAT.16 (下行)	LTE CAT.18 (下行)	LTE CAT.16 (下行)
	LTE CAT.13 (上行)	LTE CAT.13 (上行)	LTE CAT.13 (上行)
下行功能	5*20 MHz CA 最高256-QAM 4X4 MIMO 最多10個Downlink Streams	5x20 MHz CA 最高256-QAM 4x4 MIMO(3CA) 最多12個Downlink Streams	4x20 MHz CA 最高256-QAM 4x4 MIMO(2CA) + 2*2(1CA) 最多10個Downlink Streams
上行功能	3x20Mhz 最高64-QAM	2x20 MHz CA 高達2x 75Mbps LTE流 最高64-QAM 上行鏈路數據壓縮	2x20 MHz CA 高達2x 75Mbps LTE流 最高64-QAM 上行鏈路數據壓縮
峰值下載速度	1 Gbp	1.2 Gbps	1 Gbps
峰值上傳速度	225 Mbps	150 Mbps	150 Mbps

## Block Diagram – Radio Design



? = Unconfirmed

Estimated block diagram based on observation of this specific product implementation, manufacturer's data sheets where available, and best engineering judgment. Certain details of the interface circuitry are not reflected in this block diagram. Partitioning and connectivity are speculative.

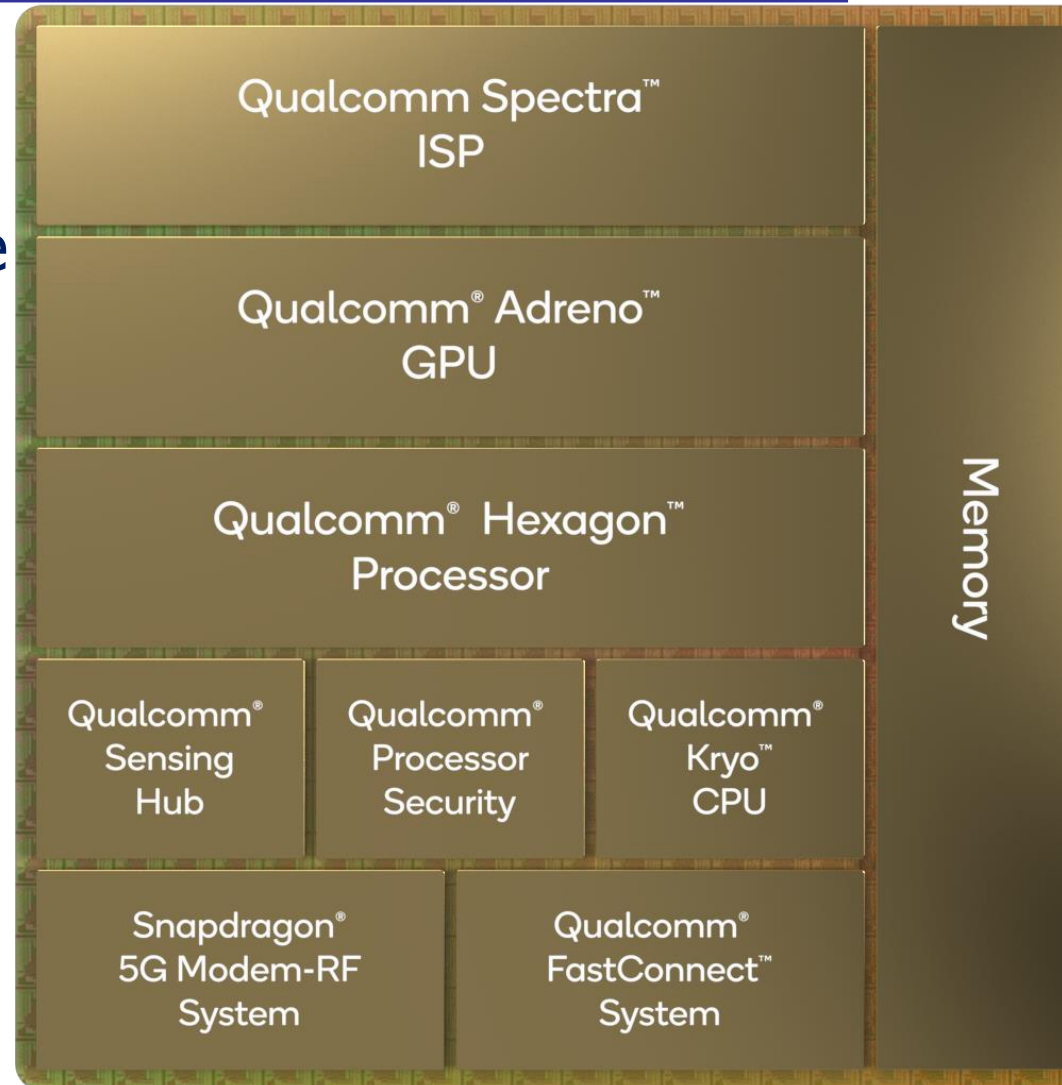
# Qualcomm Snapdragon 855

- 64-bit ARM LTE system
- TSMC 7nm process
- Kryo 485 CPU architecture
- The operating clock is  
 $2.84\text{GHz} + 2.42\text{GHz} + 1.80\text{GHz}$
- Adreno 640 GPU
- Hexagon 690 DSP
- Spectra 380 ISP
- Snapdragon X24 LTE 、 Snapdragon X50 5G



# Qualcomm Snapdragon 8 Gen 2

- 5G+5G/4G Dual SIM
- TSMC 4nm process
- Kryo CPU architecture
- The operating clock is 3.2GHz
- Adreno 640 GPU
- Hexagon 690 DSP
- WiFi 7
- 8K HDR at 60fps
- ISP
- Qualcomm AI engine





# Reference

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- <file:///C:/Users/user/Downloads/200504-124.pdf>
- [http://www.galionsys.com/OFDM\\_ch.htm](http://www.galionsys.com/OFDM_ch.htm)
- <https://read01.com/8zkGGQ.html>
- <http://technews.tw/2015/10/12/3g%E3%80%814g%E3%80%815g-meaning-part-two/>
- [http://www.2cm.com.tw/technologyshow\\_content.asp?sn=1403210010](http://www.2cm.com.tw/technologyshow_content.asp?sn=1403210010)
- <http://www.rajar.co.uk/>
- <https://read01.com/43mo4Q.html>
- <http://cacafly.com/?p=10230>
- <http://www.taiwanradio.org.tw/modules/tinyd2/index.php?id=3>
- <http://b048.hcu.edu.tw/ezcatfiles/b048/img/img/425/CIC0106.pdf>