System-on-Chip Applications

Introduction to Cellular Communication System

Outline

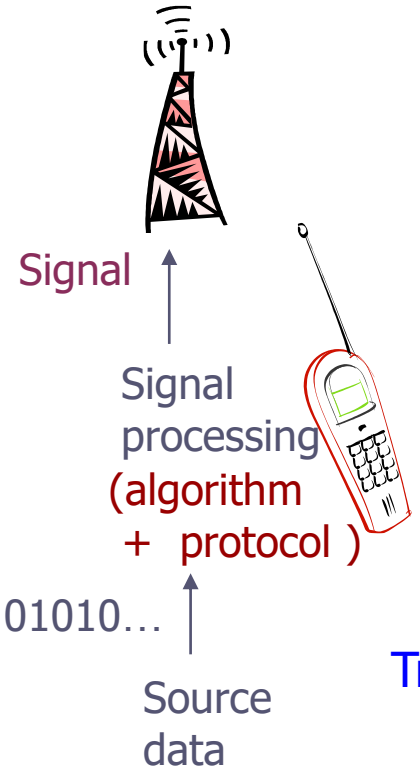
- Cellular Communication Systems
- Mobile Phone Generations
- Bandwidth for Mobile Phone Generations
- Multiple Access
  - FDMA
  - TDMA
  - CDMA
  - OFDM
  - OFDMA

Smartphones for daily life

- **Smartphone functions**
  - Wireless communication for transmitting between TX and RX
    - Voice
    - Text
    - Image
    - video
  - Camera/Video recording
  - Audio Playback: AAC-LC, HE-AAC, MP3
  - Video Playback: HEVC, H.264, MPEG-4
  - Sensors
    - Barometer
    - Three-axis gyro
    - Accelerometer
    - Proximity sensor

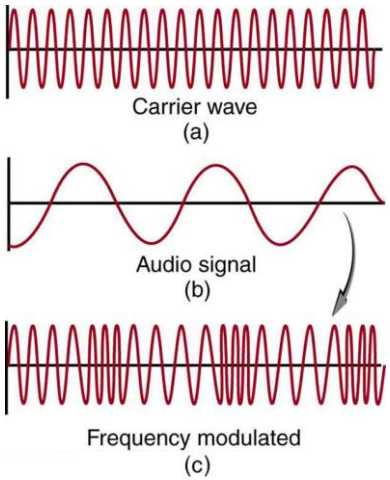
Wireless Communication
A Signal Processing System

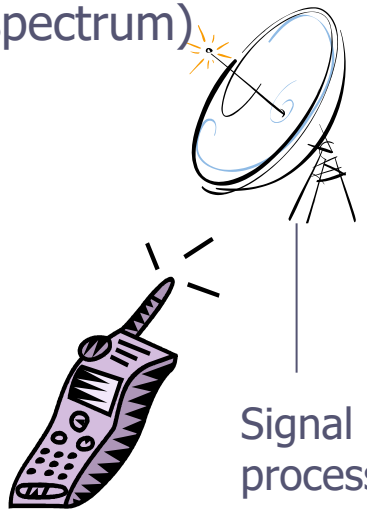
- **Modern communication = digital communication**
  - Analog RF front end, ADC/DAC, Algorithm, Protocol
  - Transmitter, Channel, Receiver



Transmitter

Communication Channel
- Wireless medium (radio spectrum)
- Wire line

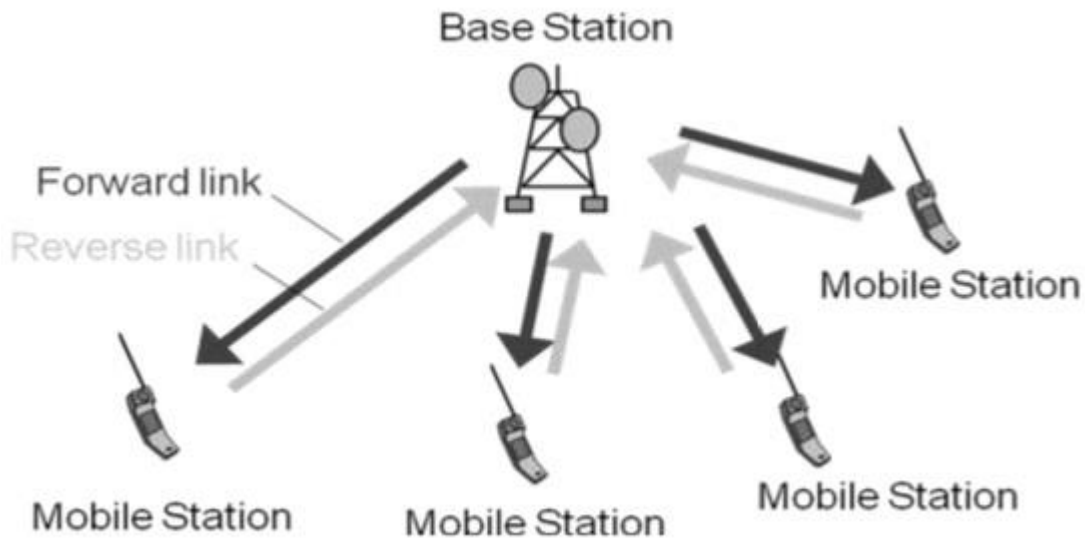




Receiver

Multiple Access- Wireless Communication System

- Multiple access schemes are used **to allow many mobile users to share simultaneously a finite amount of radio spectrum**



Mobile Phone Evolution

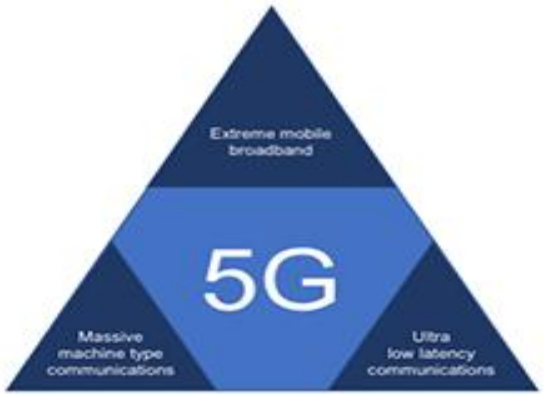
Mobile phone: a portable cordless phone originally for voice communication in a cellular system

	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	5GNR(New Radio) with LTE	OFDMA/MIMO/Beamforming

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

5G Applications

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

- **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
- **3nd generation: digital architecture (Multimedia)**
  - WCDMA
- **4th generation: digital architecture (faster Multimedia)**
  - OFDMA

Cellular Revolution and Evolution

- **5th generation: digital architecture (Enhanced Mobile Broadband)**
  - OFDMA
  - MIMO
  - Beamforming
  - Advanced Antenna Systems (AAS)

Signal Frequency Range

Table 6.1. Frequency Ranges of Selected Signals

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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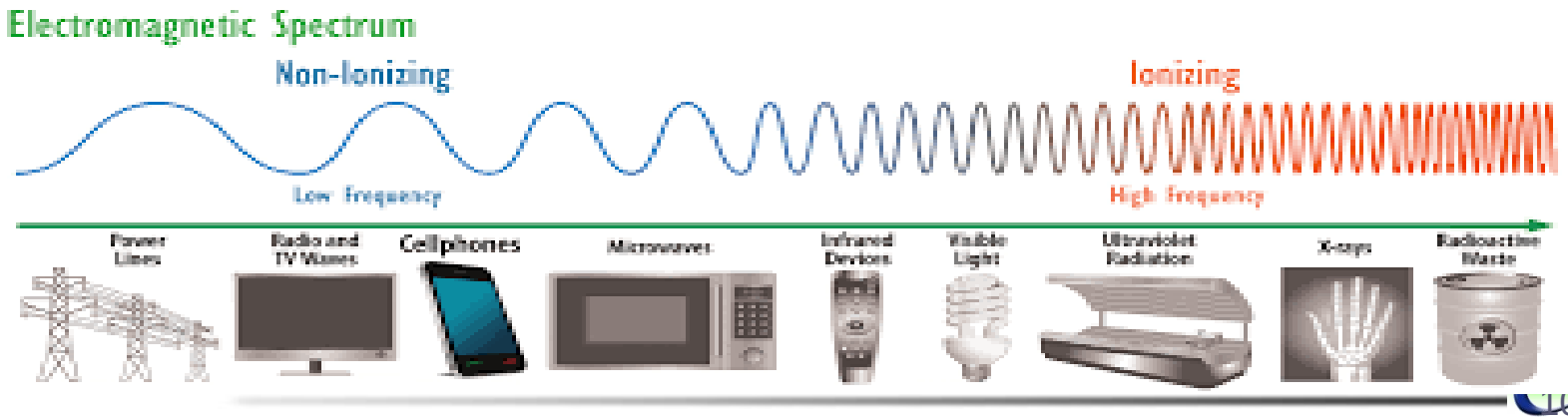
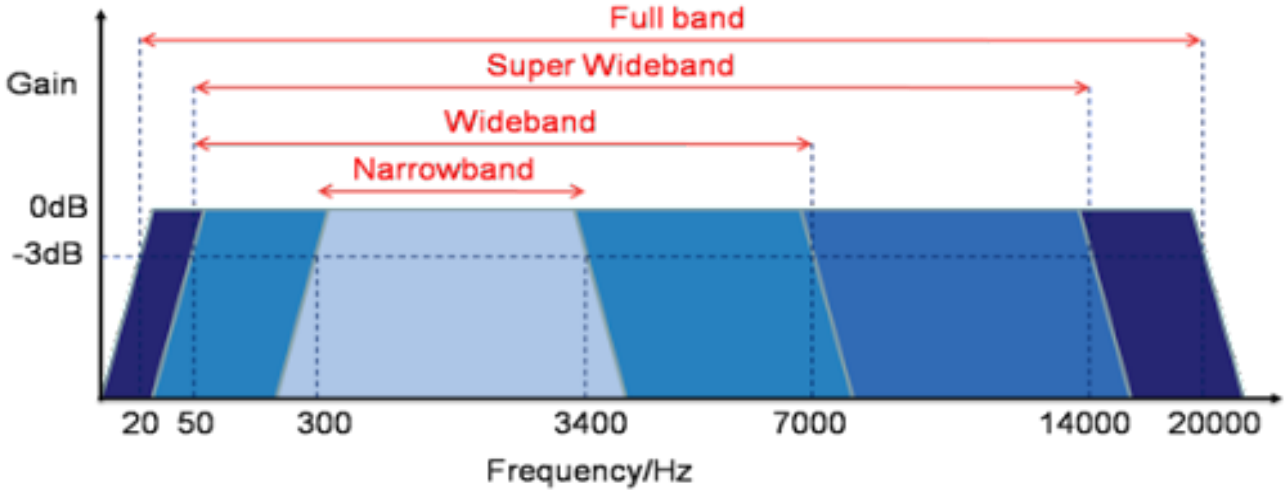


Bandwidth(BW)

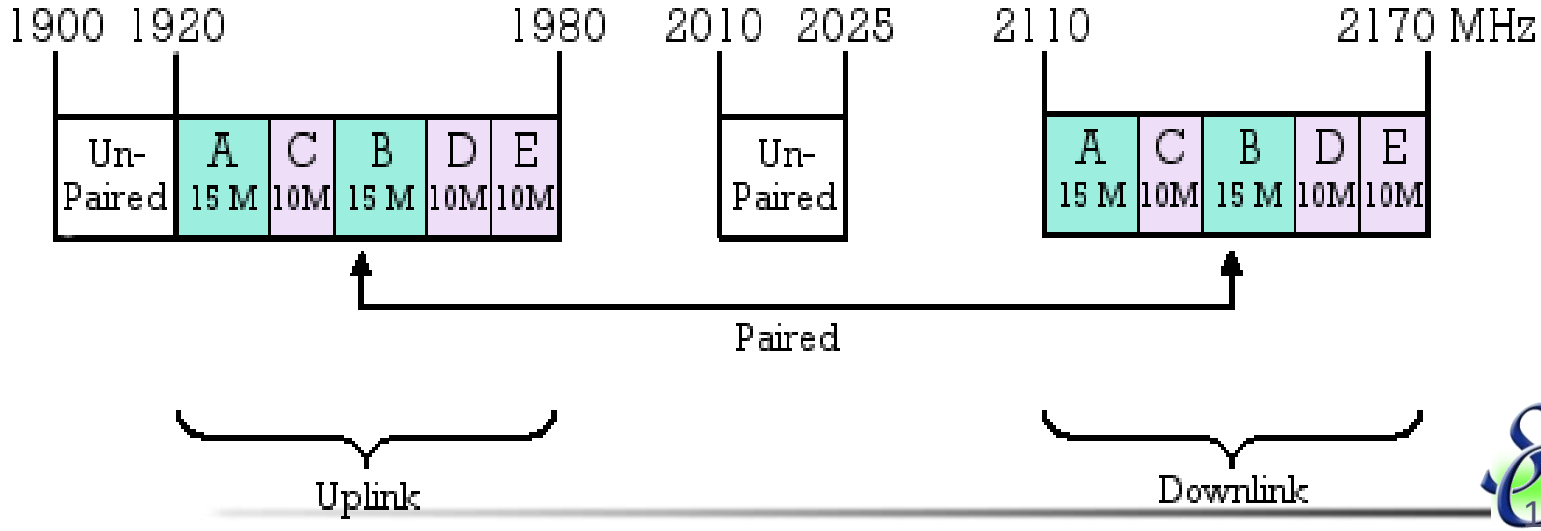
Def: diff between max and min
frequency of a signal.

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



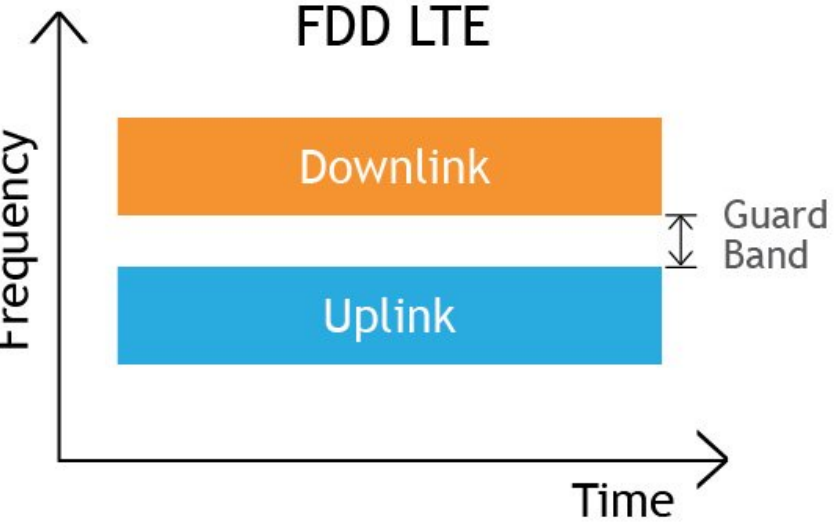
2G/3G Spectrum(freq band)

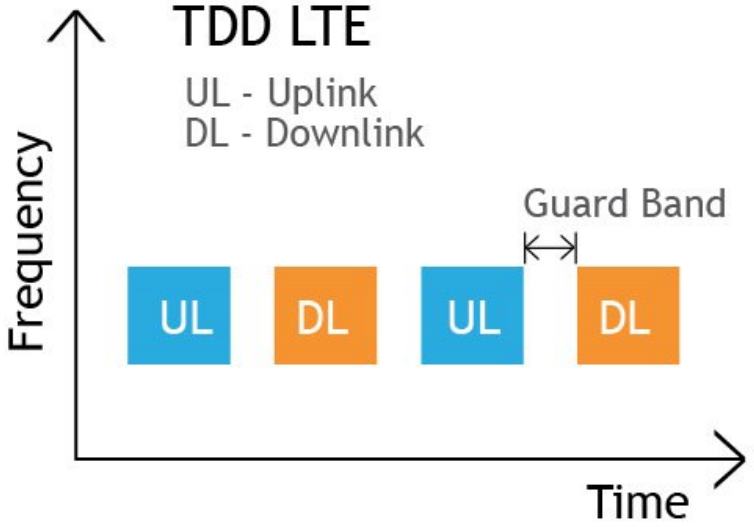
- USA (MHz)
  - 2G (GSM) --824-849(BW2-5MHz), 869-894(35MHz)
  - 3G --1710–1755
- Europe (MHz)
  - 3G– 1900-1980(80MHz), 2110-2170 (60MHz)
- Paired BW: "2x15MHz"
  - Lower band– 15 MHz
  - Upper band – 15 MHz
- FDD - Frequency Division Duplex



4G Spectrum Paired Bandwidth(BW)

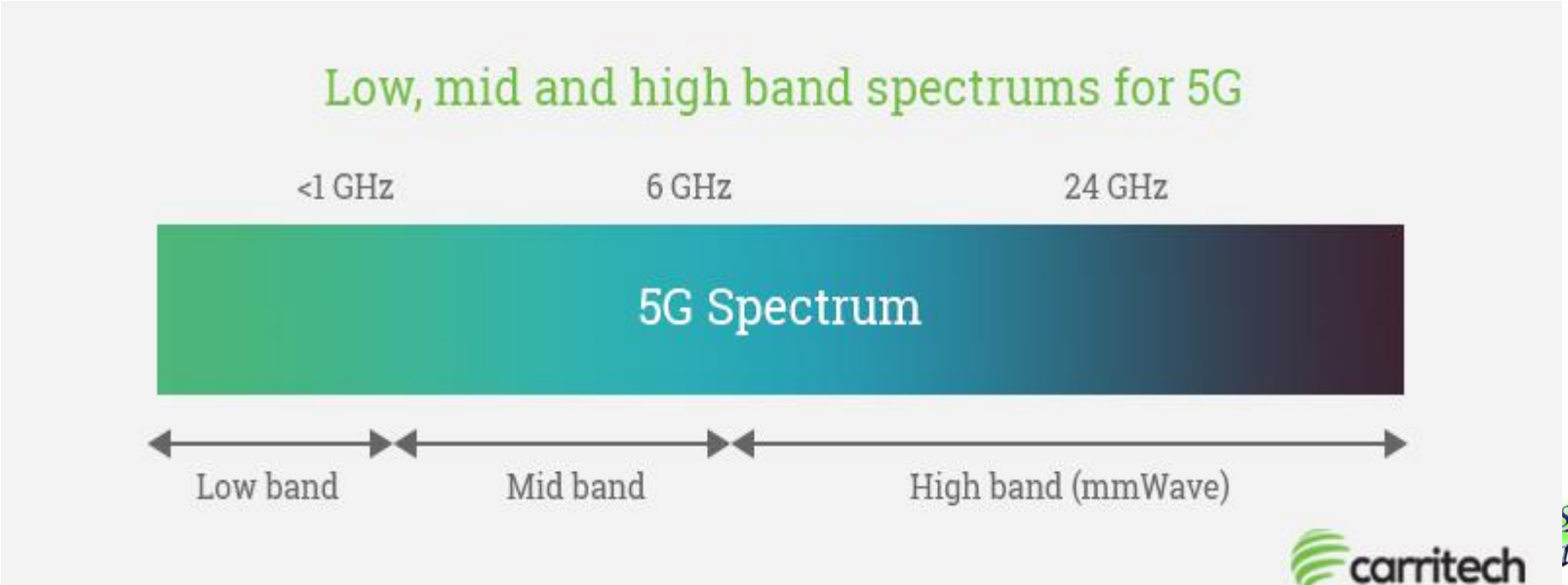
- **4G—2496MHz–2690MHz (USA) (194MHz)**
- Paired BW: "2x15MHz"
  - Lower band– 15 MHz
  - Upper band – 15 MHz
- TDD LTE - Time Division Duplex
- FDD LTE - Frequency Division Duplex





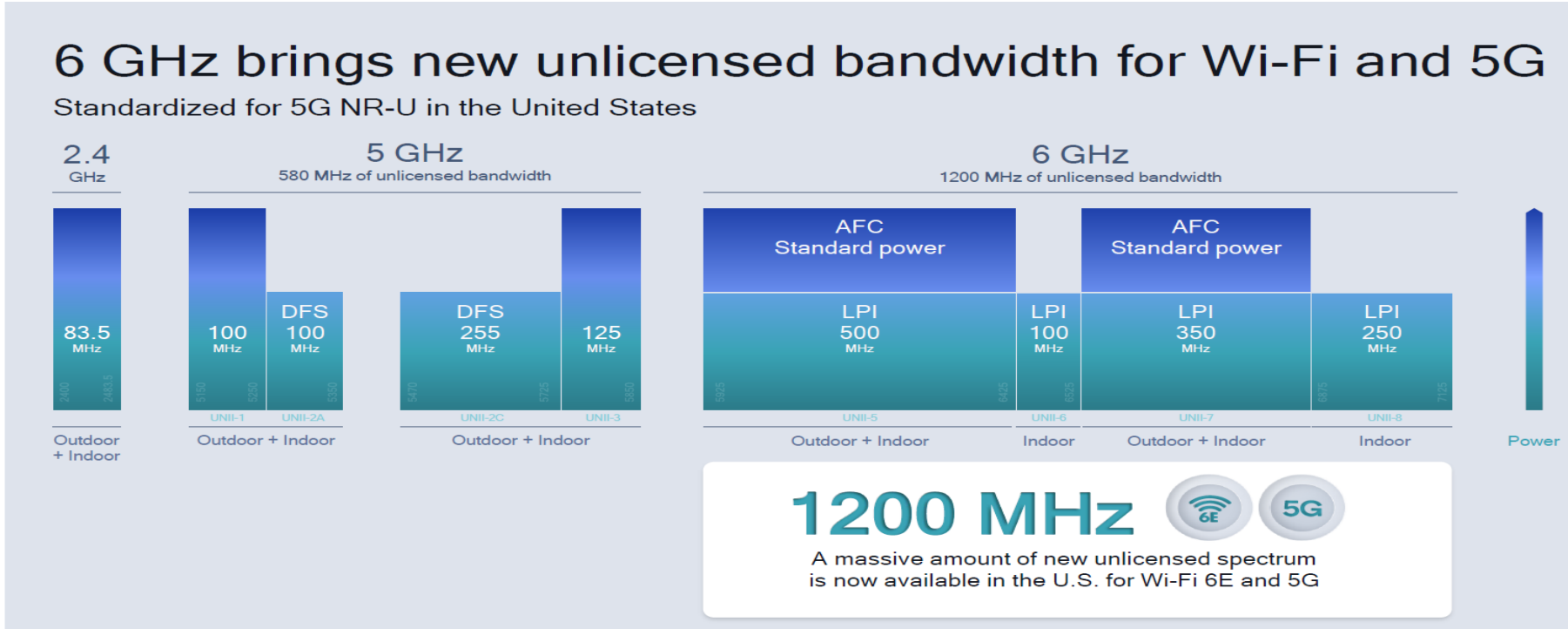
5G Spectrum

- USA
  - 5G---
    - Low Band <1GHz
    - Mid Band ~6GHz
    - High Band
      - frequency above 24GHz is called mmWAVE



5G Low and Mid Band

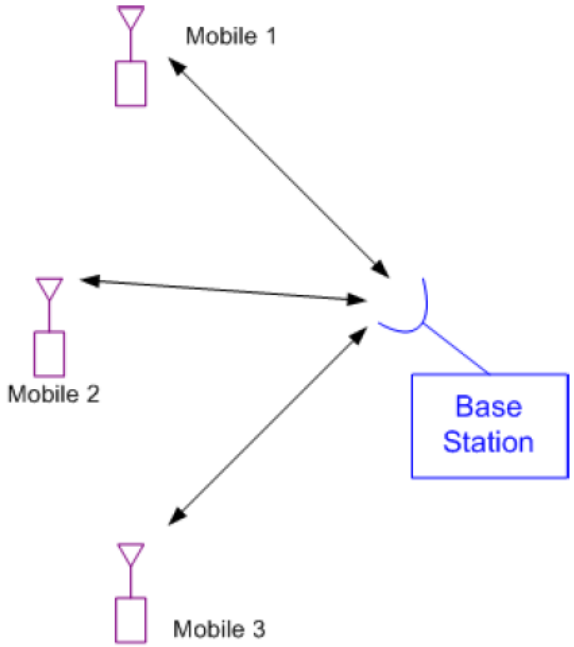
- 5GNR
  - 5GHz DFS (Dynamic frequency selection), Wi-Fi detects Military radar signal needs to select other frequency
  - 6GHz LPI (low probability intercept) –
    - by frequency hopping
    - DSSS (Direct Sequence Spread Spectrum)
  - AFC (Automated Frequency Coordination (AFC) **enables unlicensed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



Multiple Access

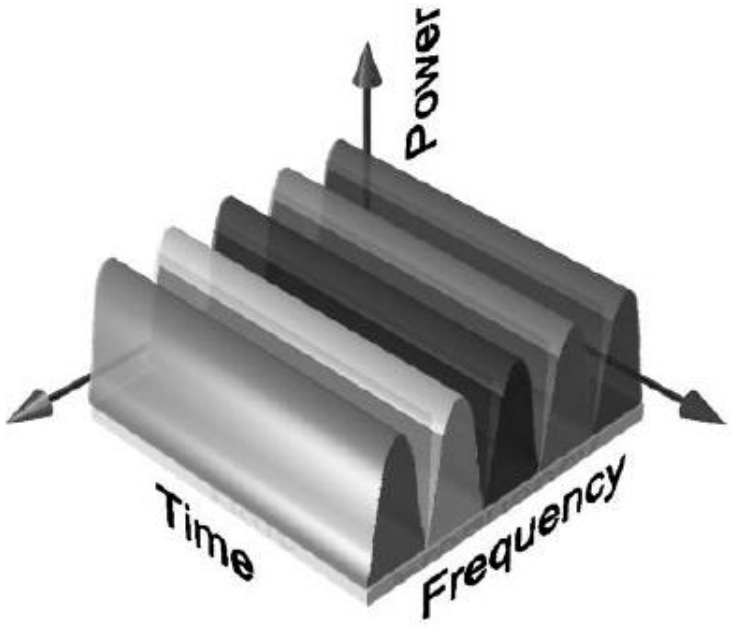
- Multiple users want to communicate in a common geographic area
- Cellular example: Many people want to talk on their cell phones.
- Problem:

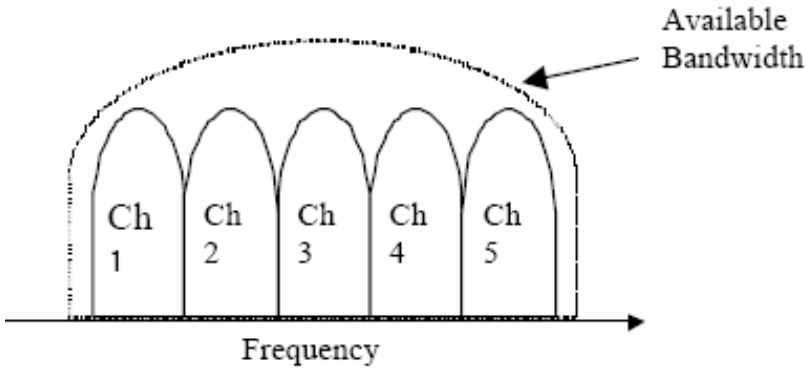
How should we share our resources so that as many users as possible can communicate simultaneously?



FDMA (Frequency Division Multiple Access) Review

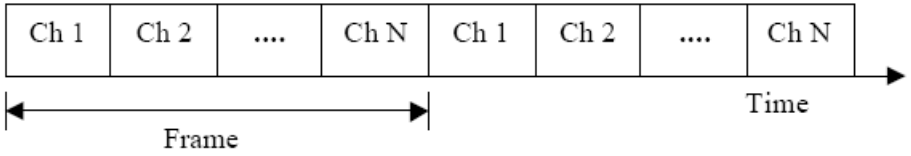
- Spectrum is subdivided into narrow band channels
- Each narrow band is allocated to a single user



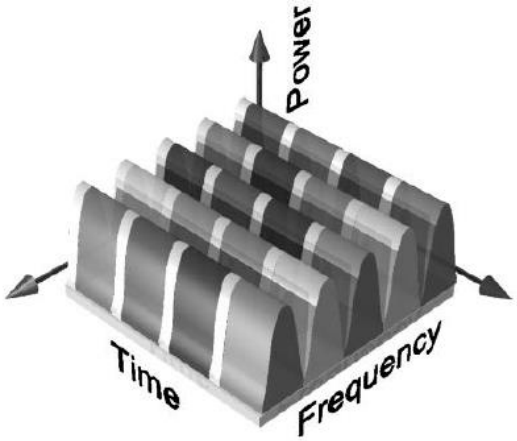


TDMA(Time Division Multiple Access)

- Each user is allocated to a small time slot



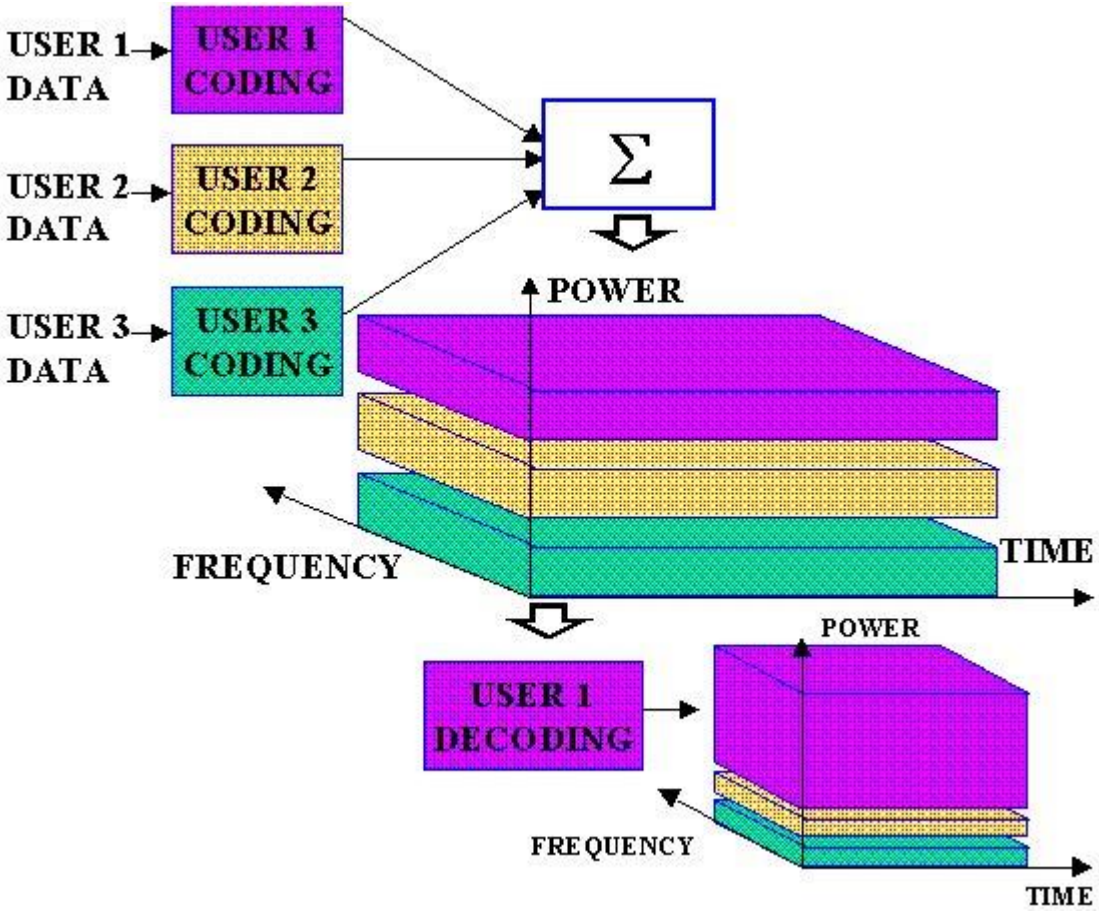
- TDMA/FDMA hybrid



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

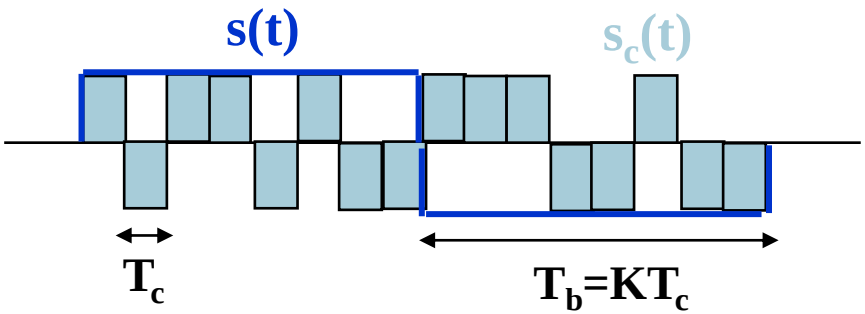
Code-Division Multiple Access (CDMA)

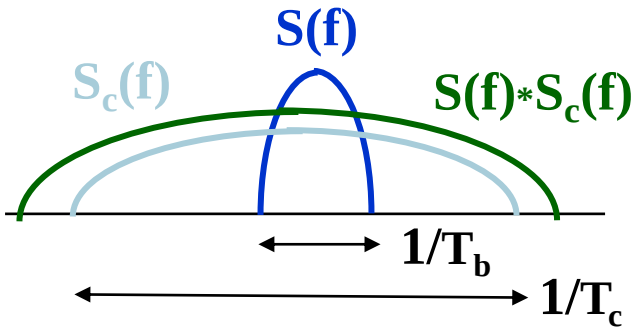
- Spread Spectrum and special coding
- Use the whole frequency band and whole time slot



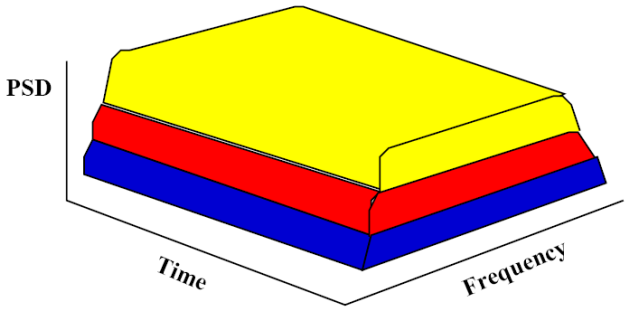
Direct Sequence Spread Spectrum(DSSS)

- 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 int

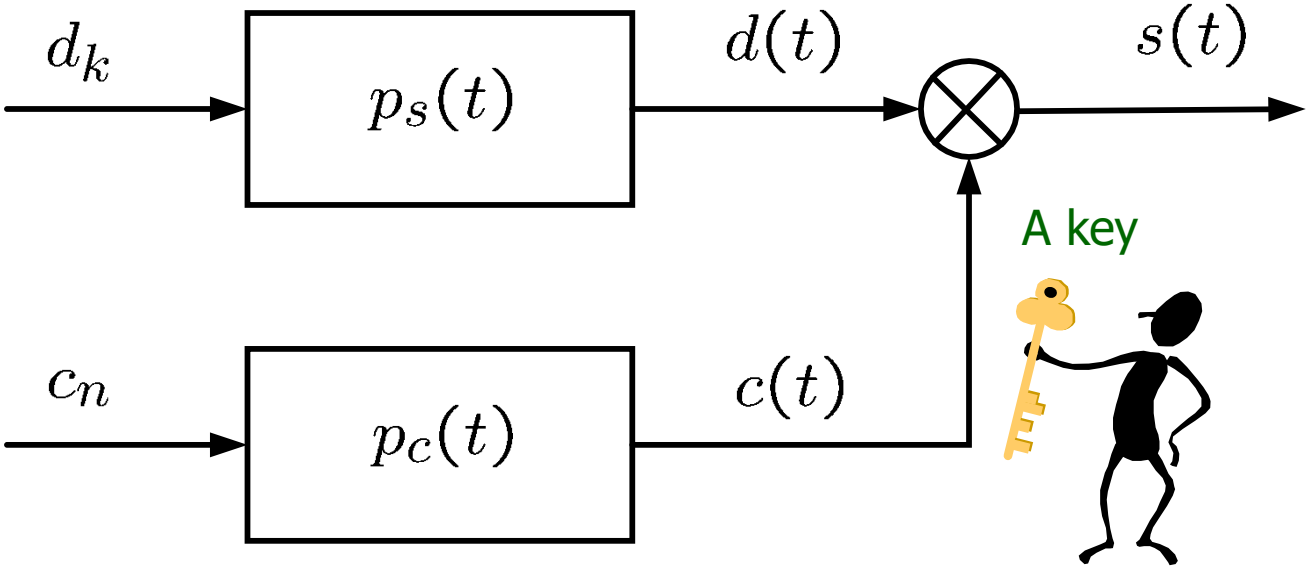


Spread Spectrum

- **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

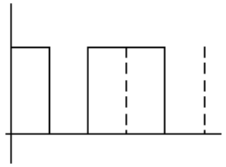
At receiver: data is descrambled by the same key (specific pseudo noise code) at the transmitter side



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

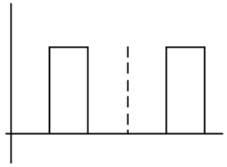
Example

To transmit a 0 the station use a unique "chip sequence":



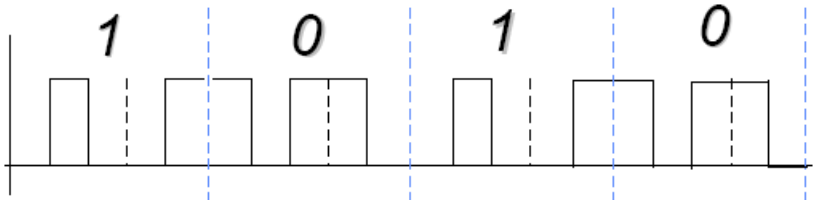
1 0 1 1 0

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

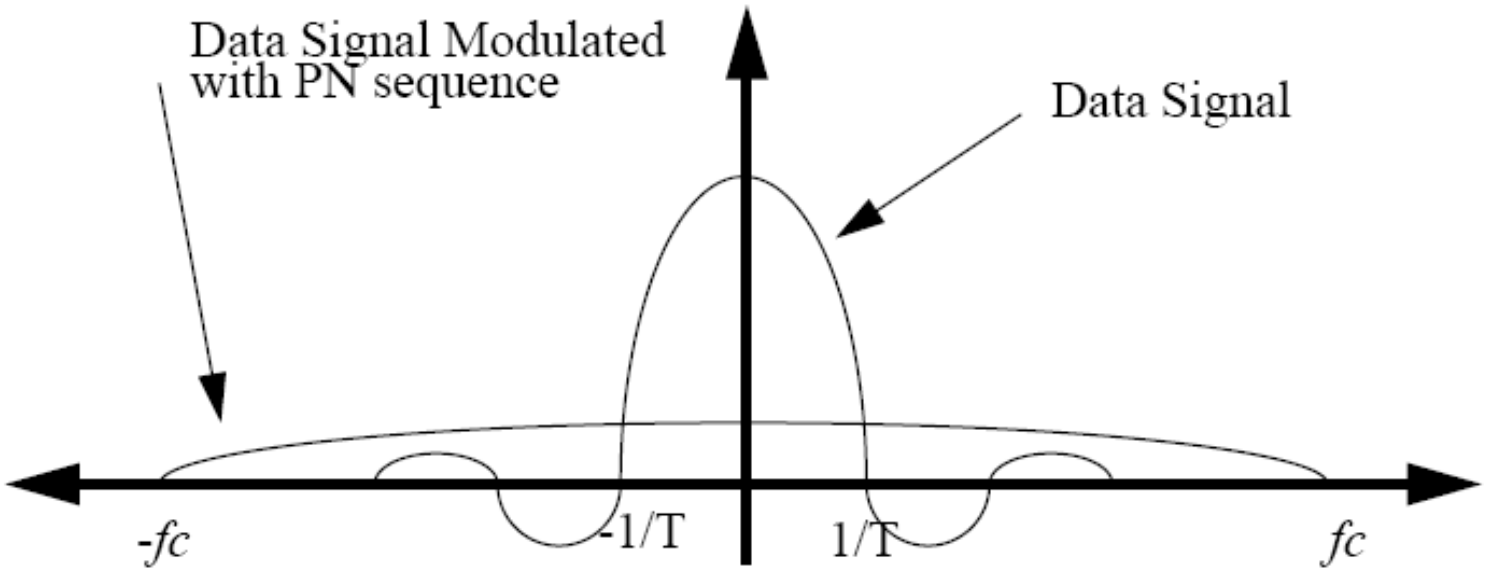


0 1 0 0 1

Therefore if data is 1010 it will transmit:

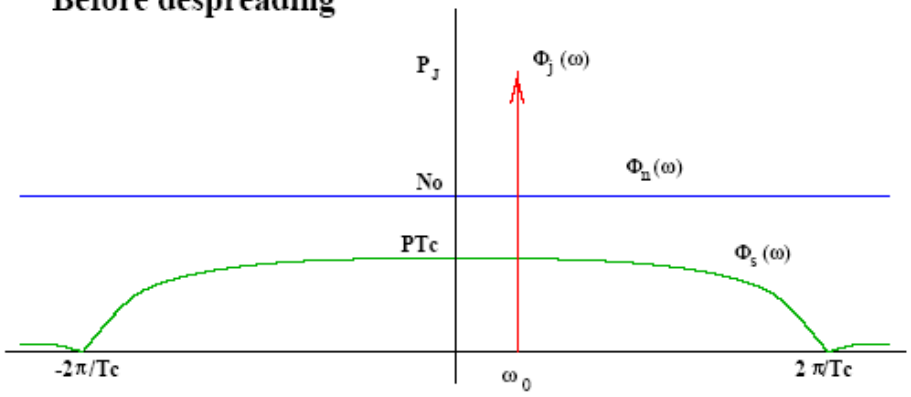


Spread in Frequency Domain

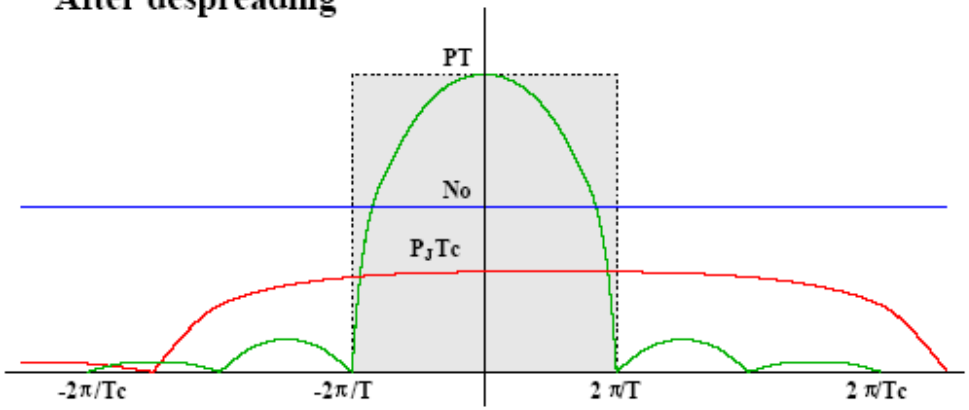


Despreading in Spectrum Domain

Before despreading



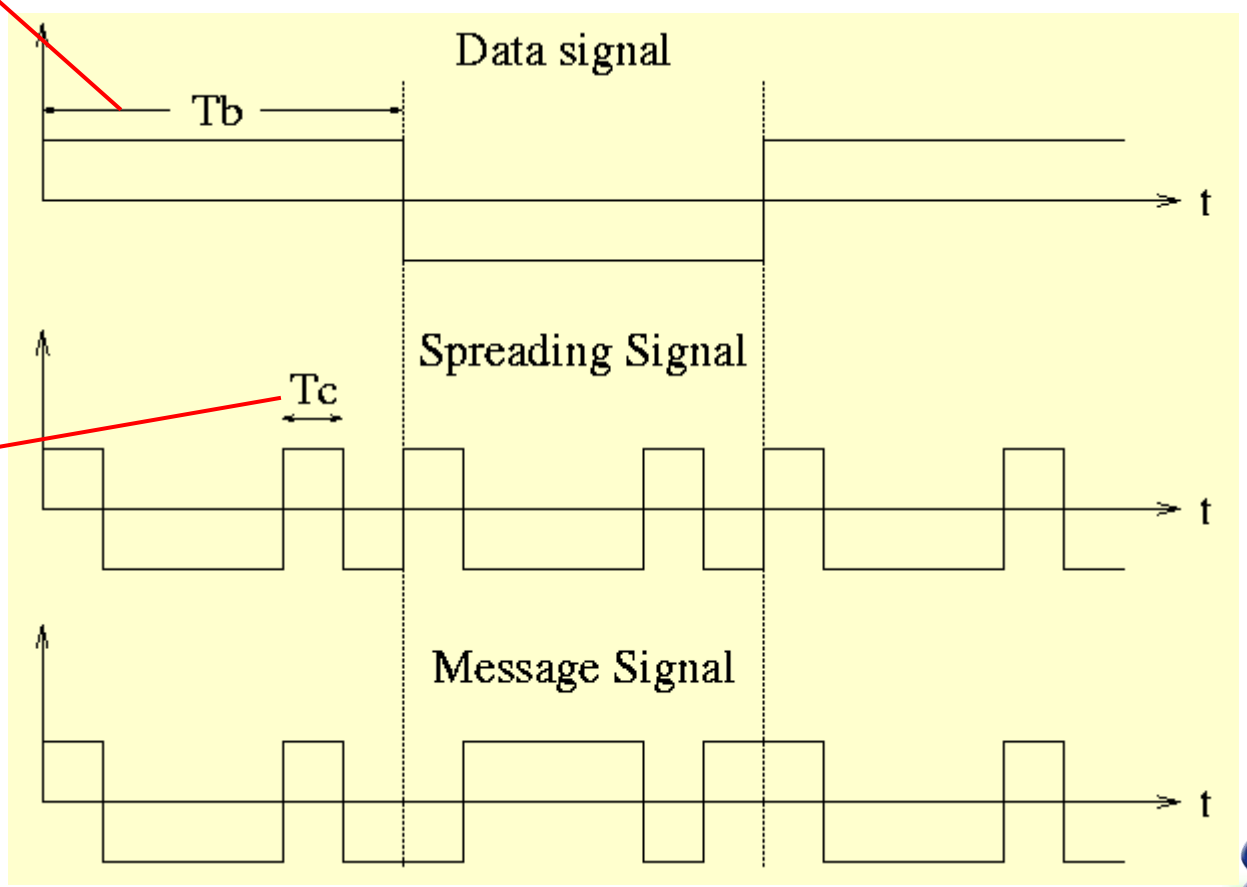
After despreading



Processing Gain (Spreading Factor)

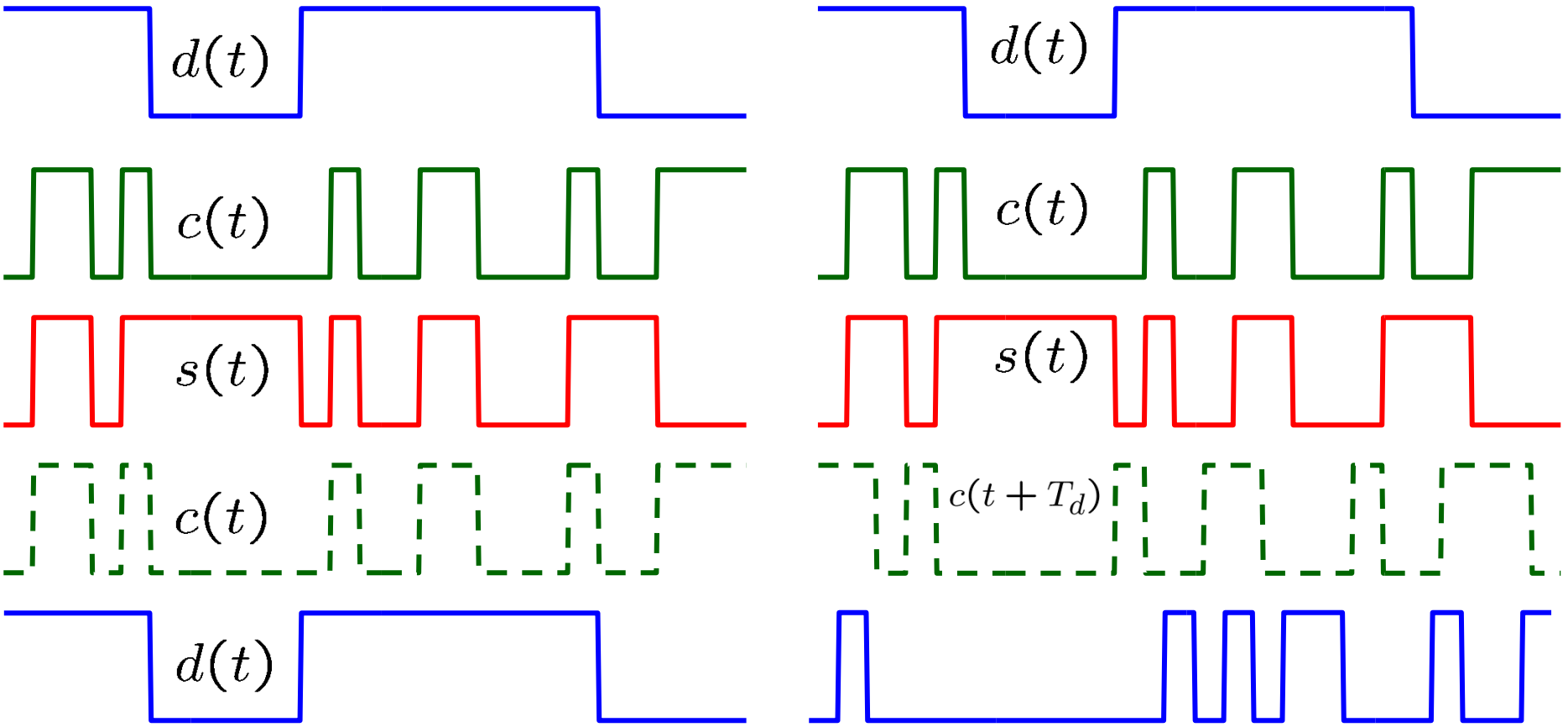
Period of one data bit

PG = SF = Tb / Tc



Period of one chip

Mistiming



CDMA Example

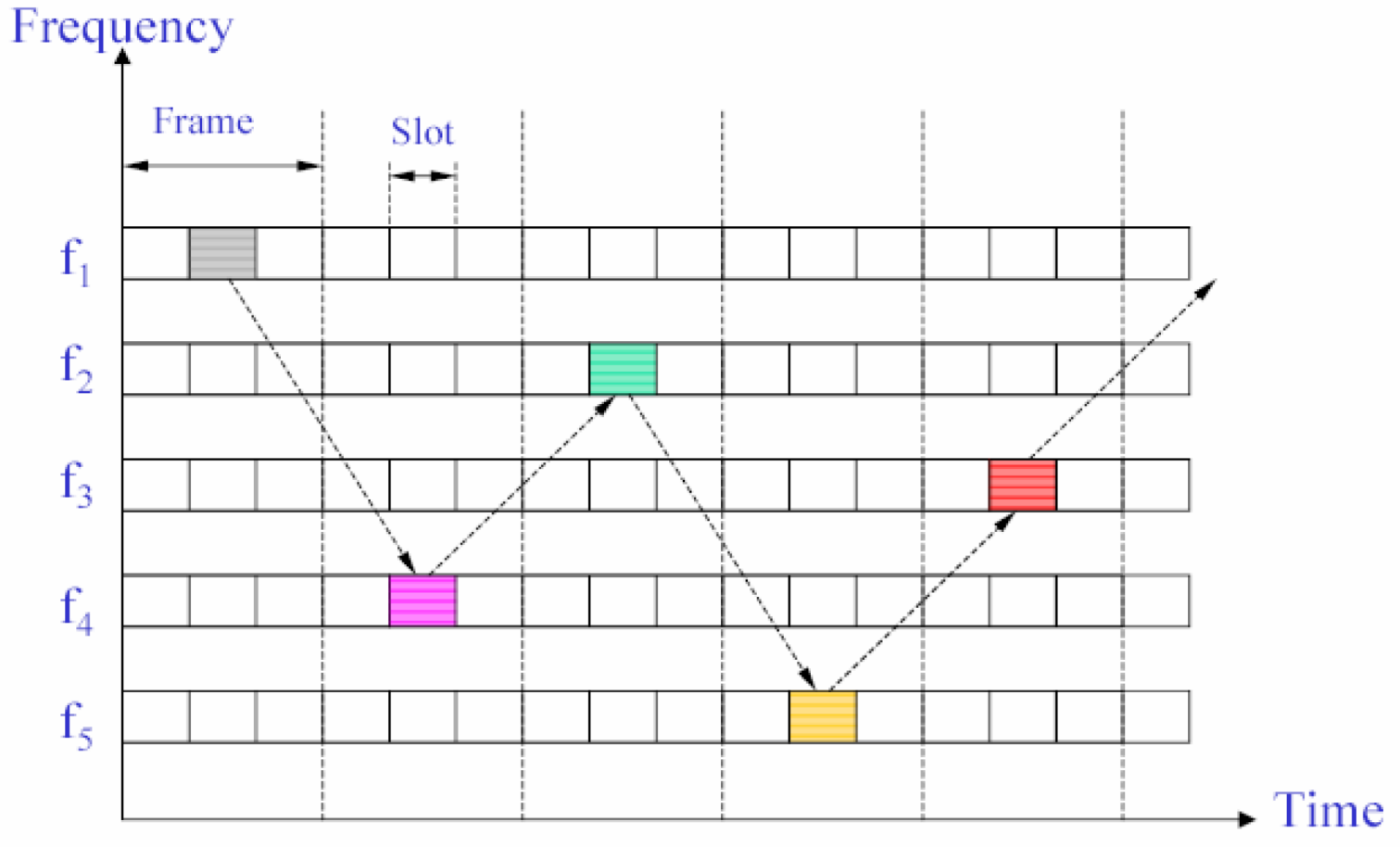
- **User A code = <1, –1, –1, 1, –1, 1>**
  - To send a 1 bit = <1, –1, –1, 1, –1, 1>
  - To send a 0 bit = <–1, 1, 1, –1, 1, –1>
- **User B code = <1, 1, –1, – 1, 1, 1>**
  - To send a 1 bit = <1, 1, –1, –1, 1, 1>
- **Receiver receiving with A's code**
  - (A's code) x (received chip pattern)
    - User A '1' bit: 6 -> 1
    - User A '0' bit: -6 -> 0
    - User B '1' bit: 0 -> unwanted signal ignored

Advantages of CDMA

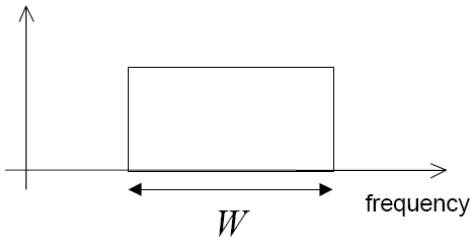
- Low power spectral density
- Interference limited operation
- Privacy due to unknown random codes
- Reduction of multi-path effects
- Random access possibilities

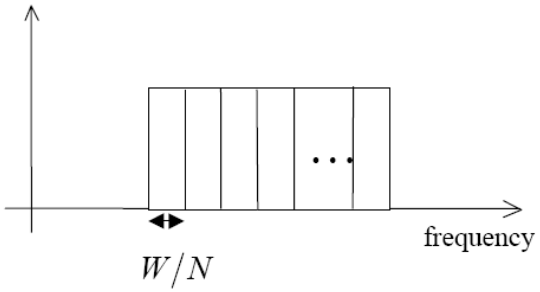
Frequency Hopping

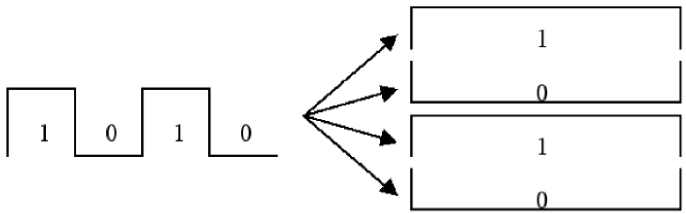
- Frequency hopping: signal is spread by changing the frequency over the transmitted time of the signal under psudo random code



Multicarrier System (1)

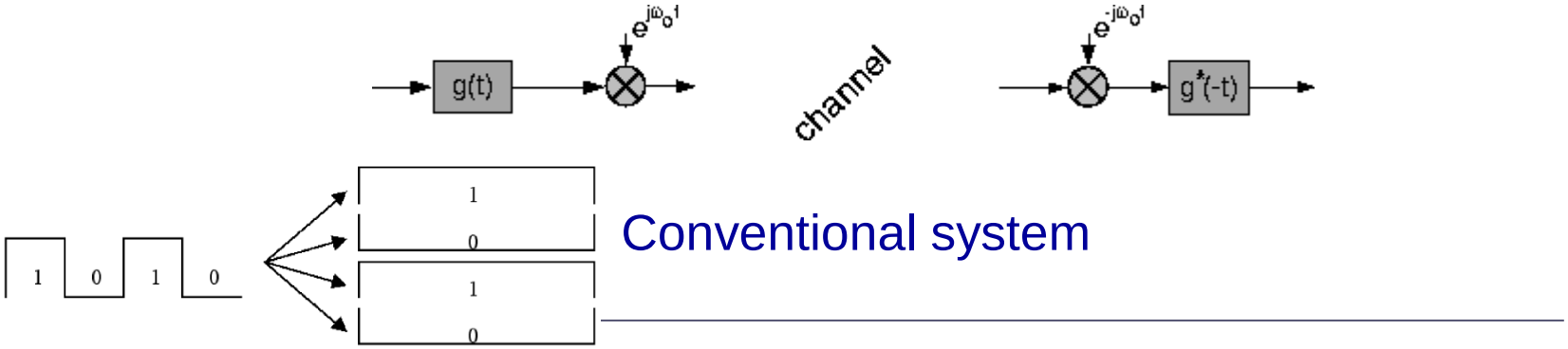




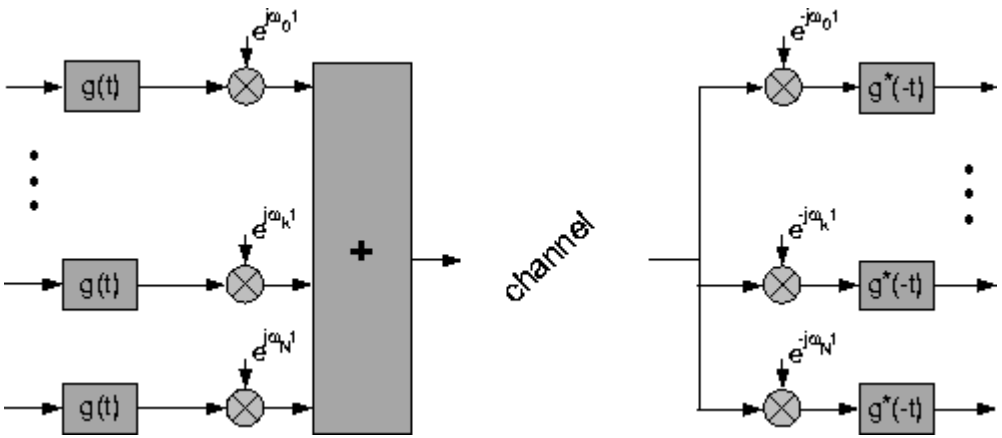


- **Single carrier system**
  - Single representing each bit uses all of the available spectrum
- **Multicarrier system**
  - Available spectrum divided into many narrow bands
  - Data is divided into parallel data streams each transmitted on a separate band

Multicarrier System (2)

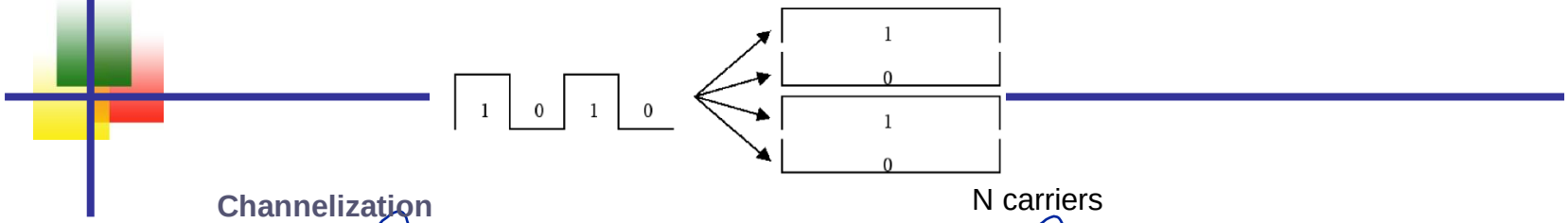


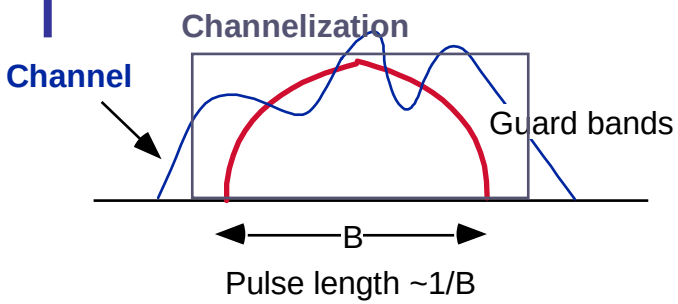
Conventional system

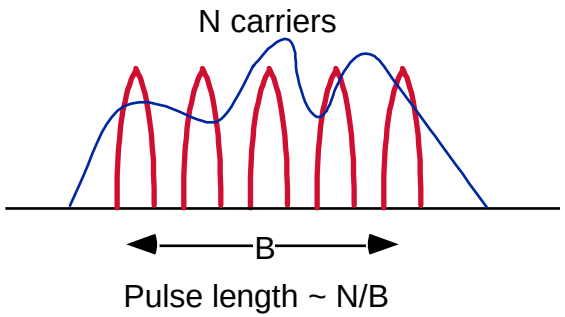


Multicarrier system

Multicarrier System (3)







Similar to FDM technique

– Data are transmited over **only one carrier**

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

Drawbacks

- **Selective Fading**
- **Very short pulses**
- **ISI is compartively 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

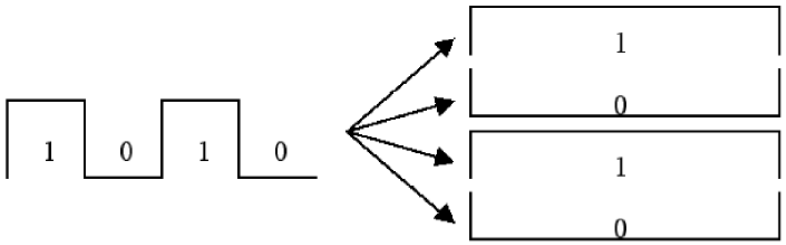
– Dynamic signalling

So, the idea of Multicarrier Approach

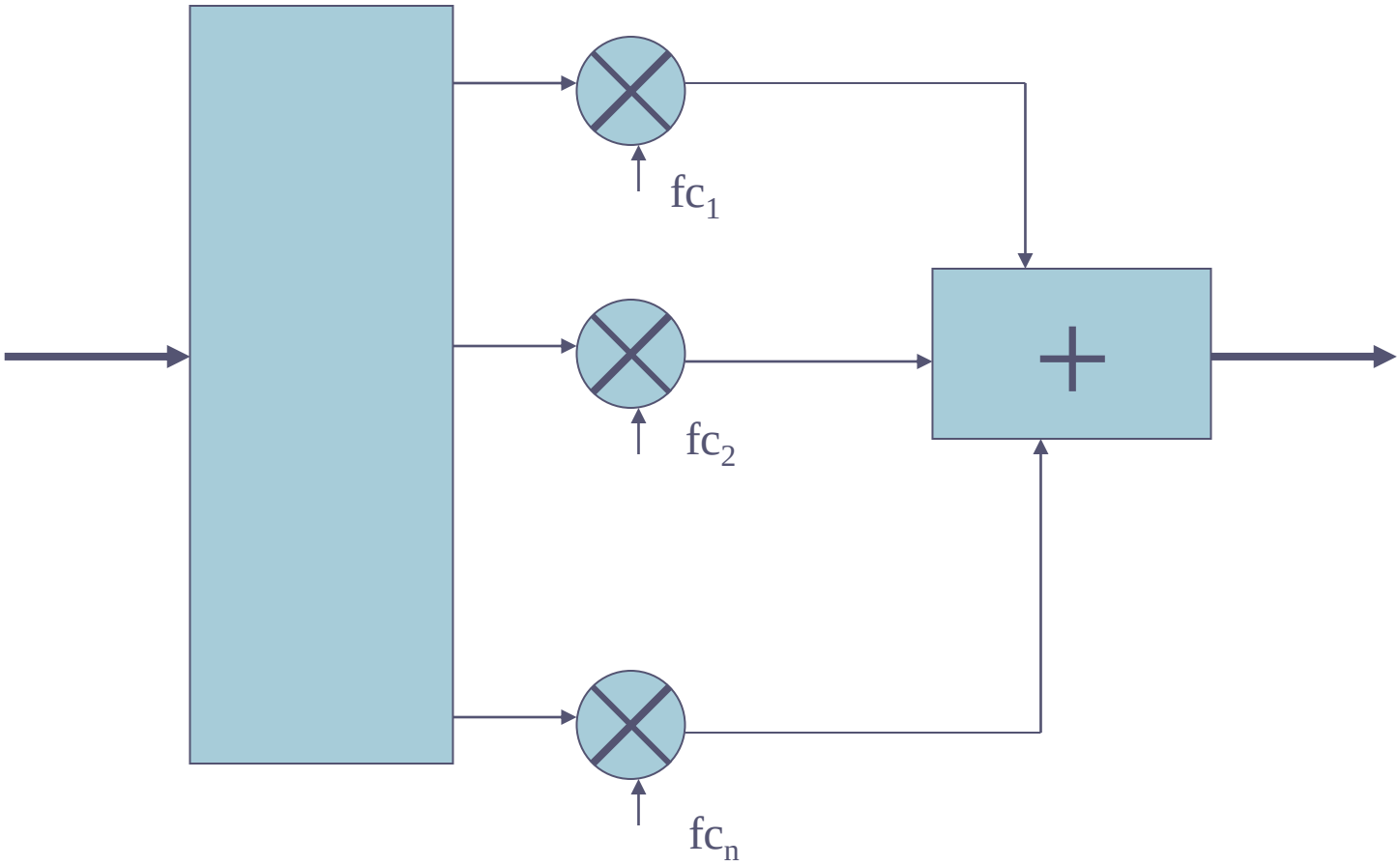
- **The basic concept here…**

  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**

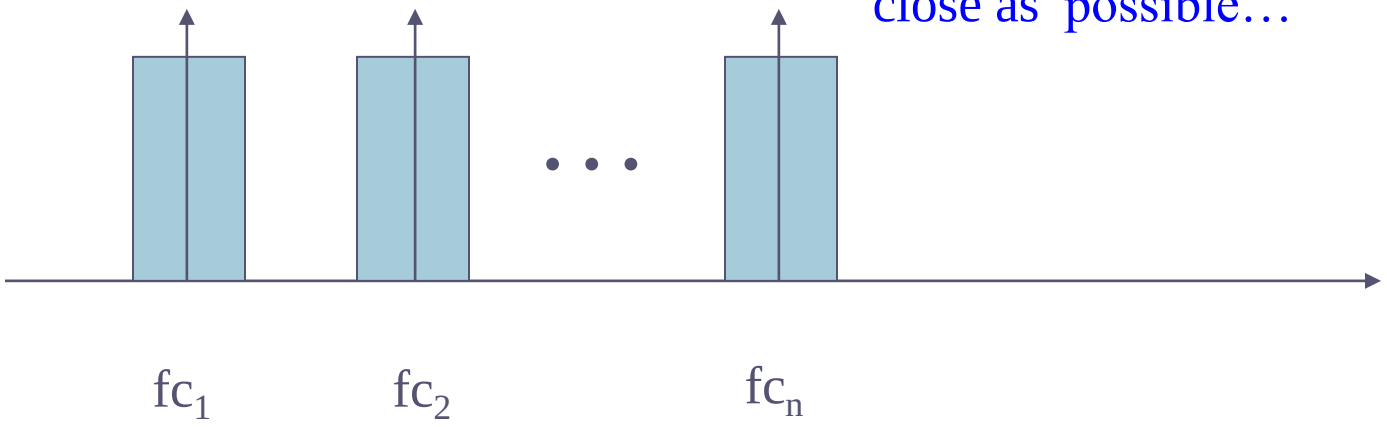


The Implementation of FDM



FDM Spectra

need to bring the carriers as close as possible…



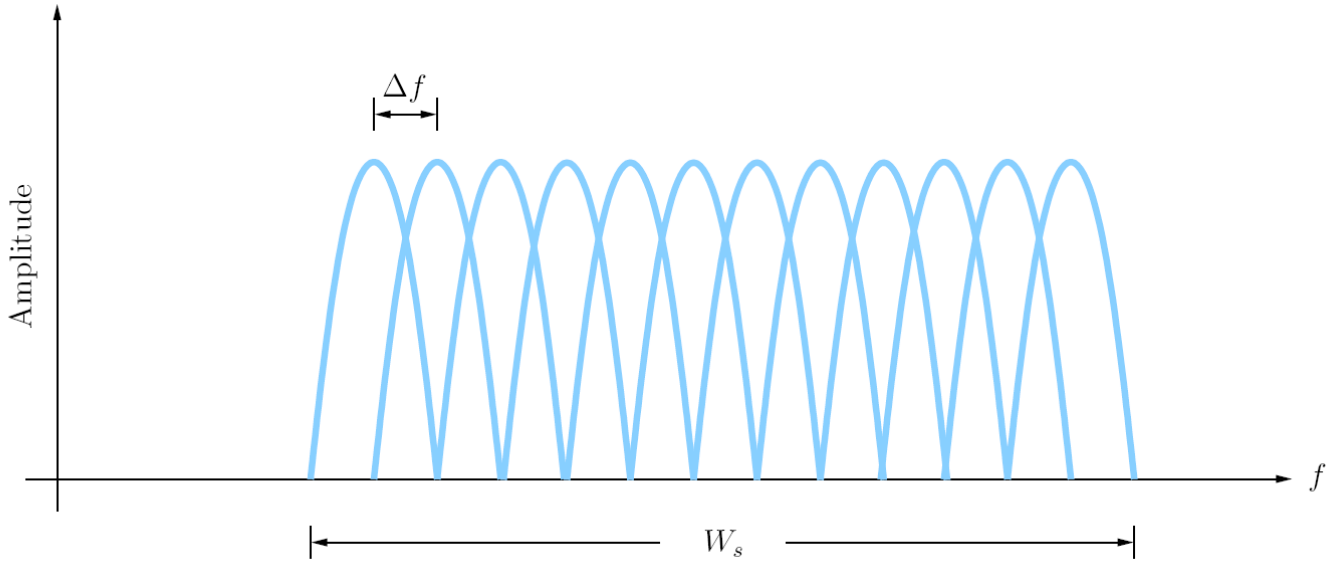
- **Bandwidth efficiency ?**
- **Guard Band essential !**

To improve the spectral efficiency:

Eliminate band guards between carriers

To use orthogonal carriers (allowing overlapping)

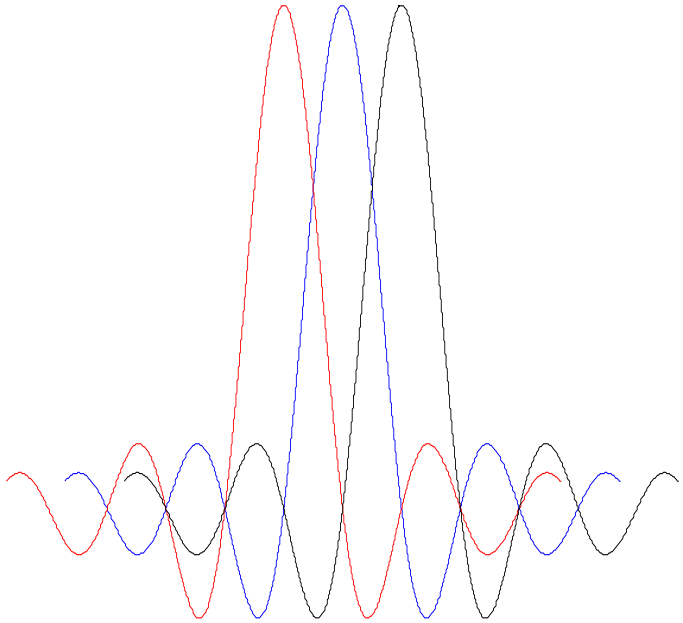
OFDM Spectra



- **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

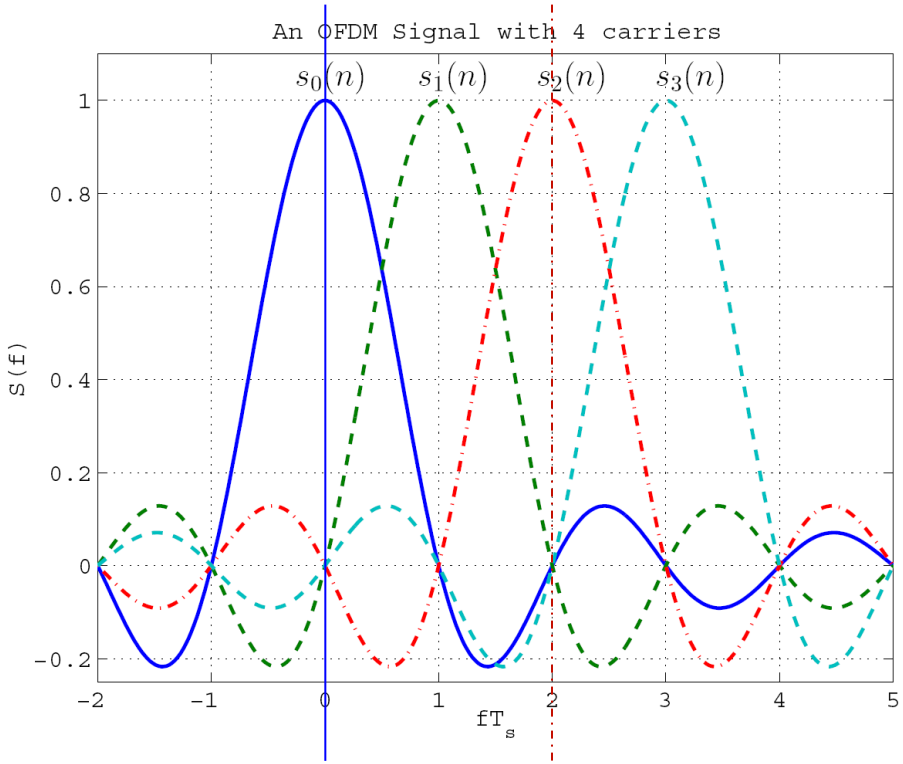
Orthogonality, The Best Way

- 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

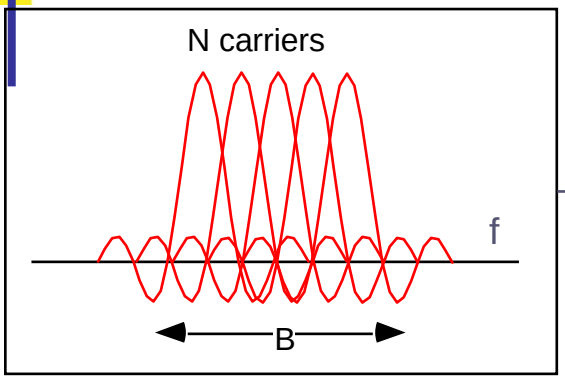
Orthogonal ?



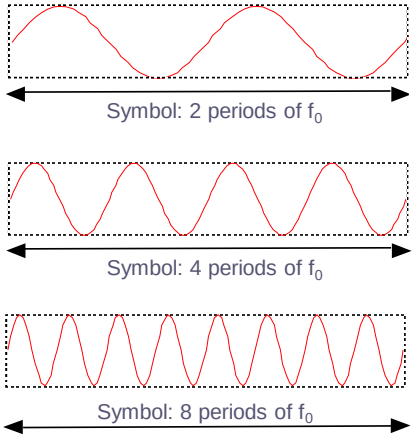
- **Note that the symbol is just sampling at *f=k/T***

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

Orthogonal Frequency Division Modulation (OFDM)



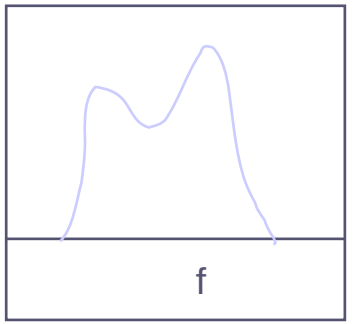
Data coded in frequency domain



Transformation to time domain: each frequency is a sine wave in time, all added up.

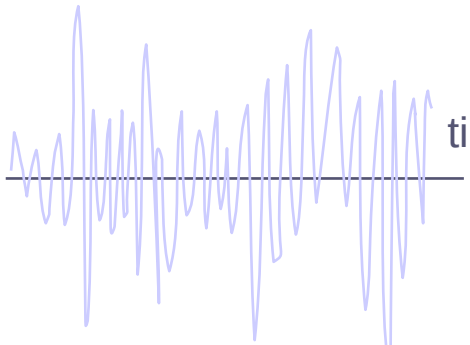
+

Transmit



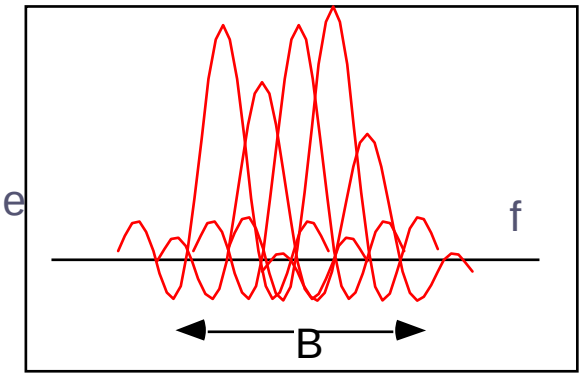
Channel frequency response

Receive



time

Time-domain signal

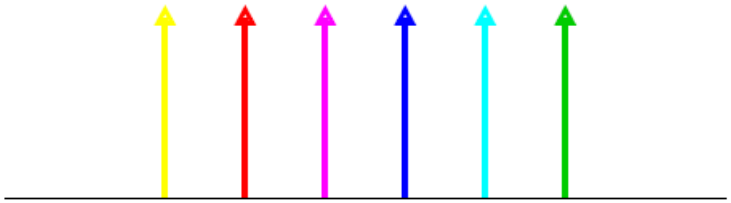


Frequency-domain signal

Decode each frequency bin separately

Multi-carrier Modulation Systems

Subcarriers

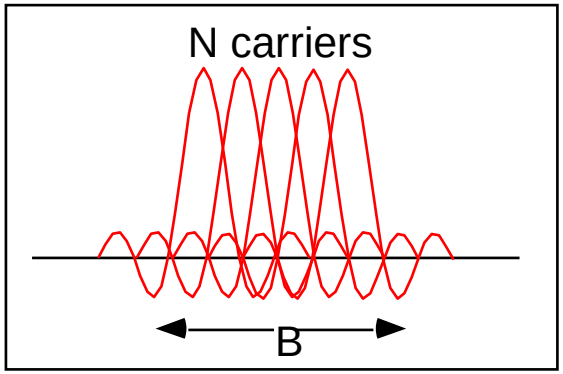


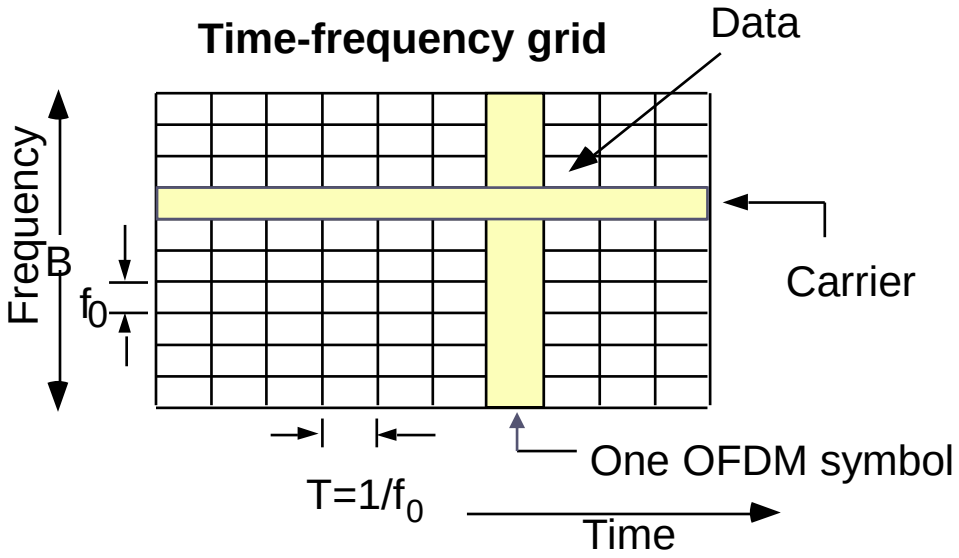
Fraction Spaced Multicarrier Modulation

FDM

OFDM with rectangular pulses

OFDM Features





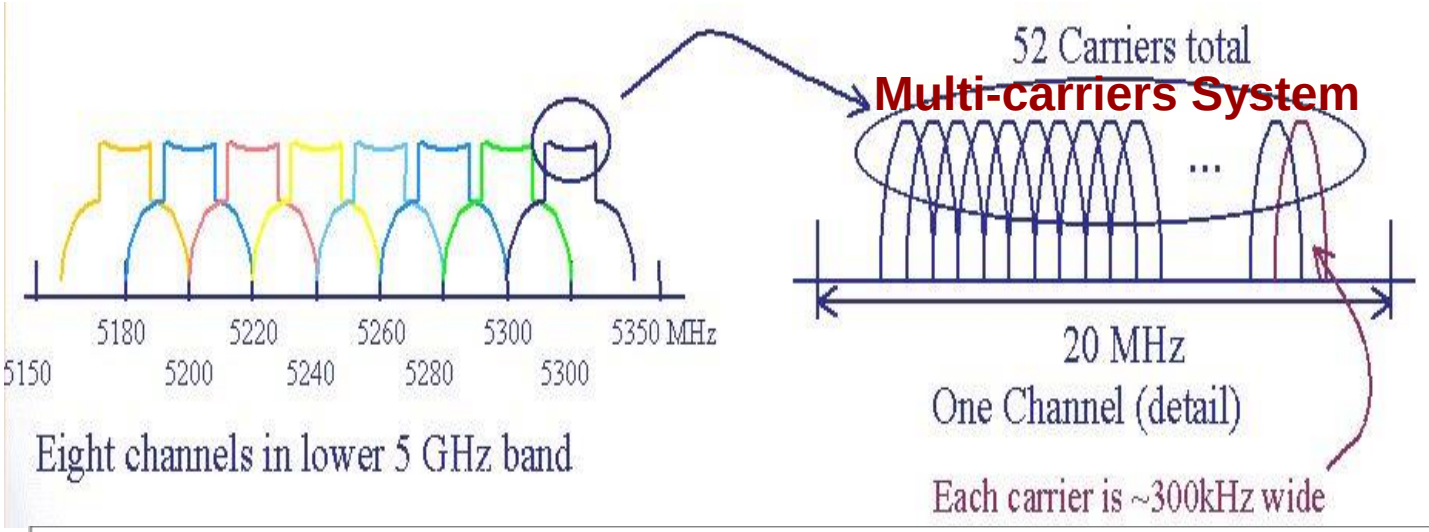
Features

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

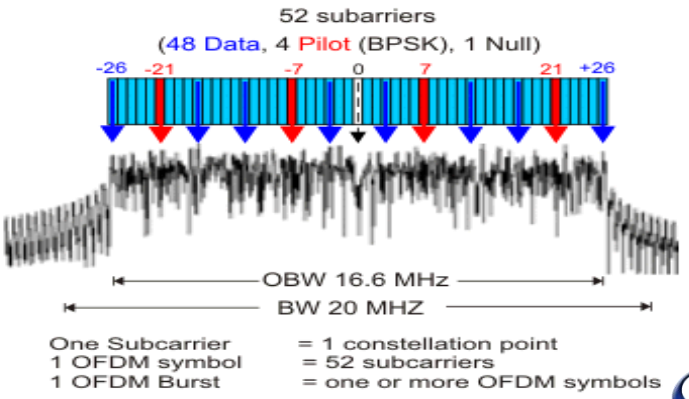
Intercarrier Separation =
1/(symbol duration)

OFDM(Orthogonal Frequency Division Multiplexing)

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



802.11a OFDM PHY Parameters	
BW	20 MHZ
OBW	16.6 MHZ
Subcarrer 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) *Always BPSK
DC Subcarrier	Null (0 subcarrier)

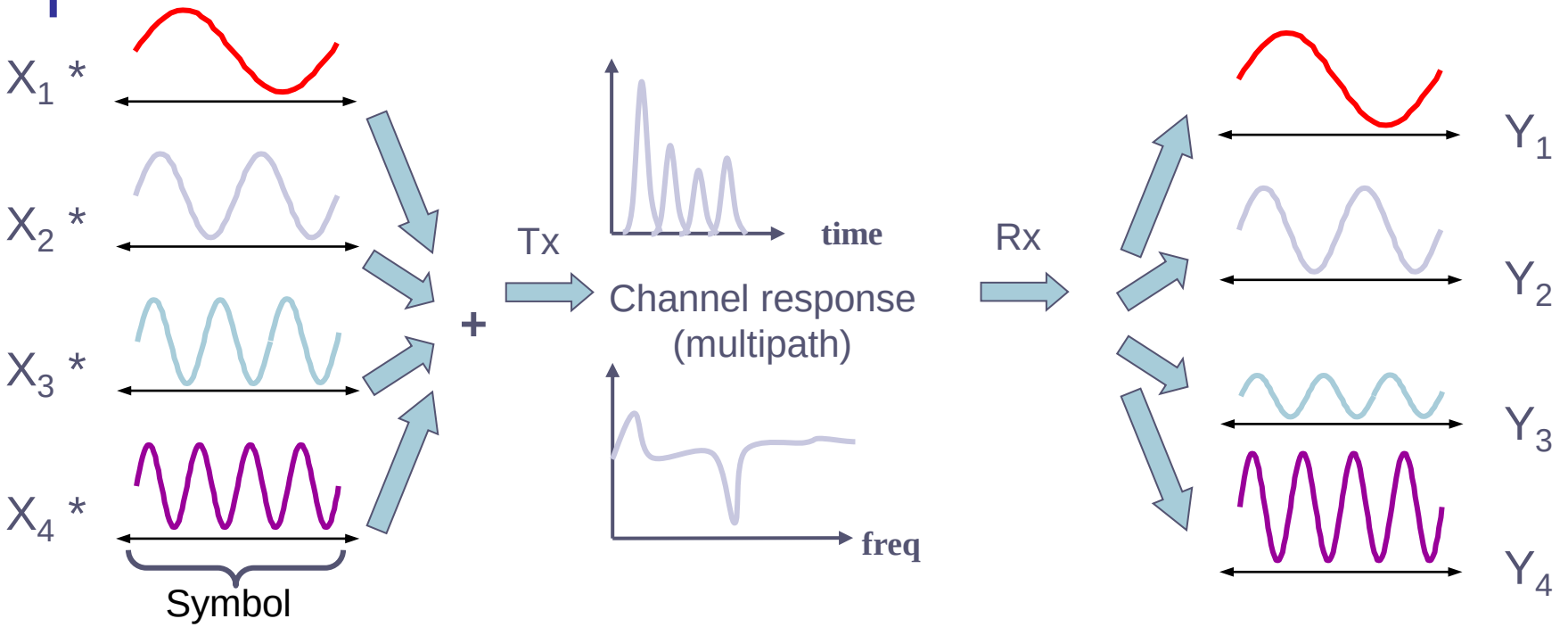


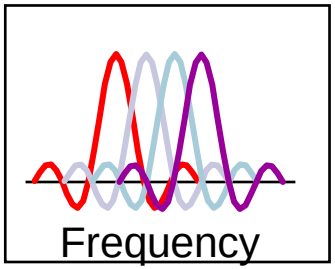
802.11a OFDM Physical Parameters

OFDM System

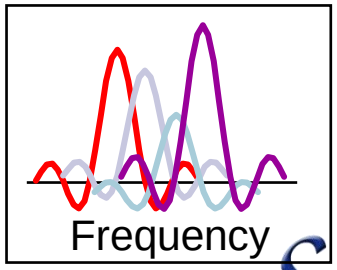
- Multicarrier, or multitone modulation
- On the wired side, it is used for variant digital subscriber line (DSL) systems.
- On the wireless side, it is the basis for several television and radio broadcast applications, as well as digital local area network

OFDM Modulation

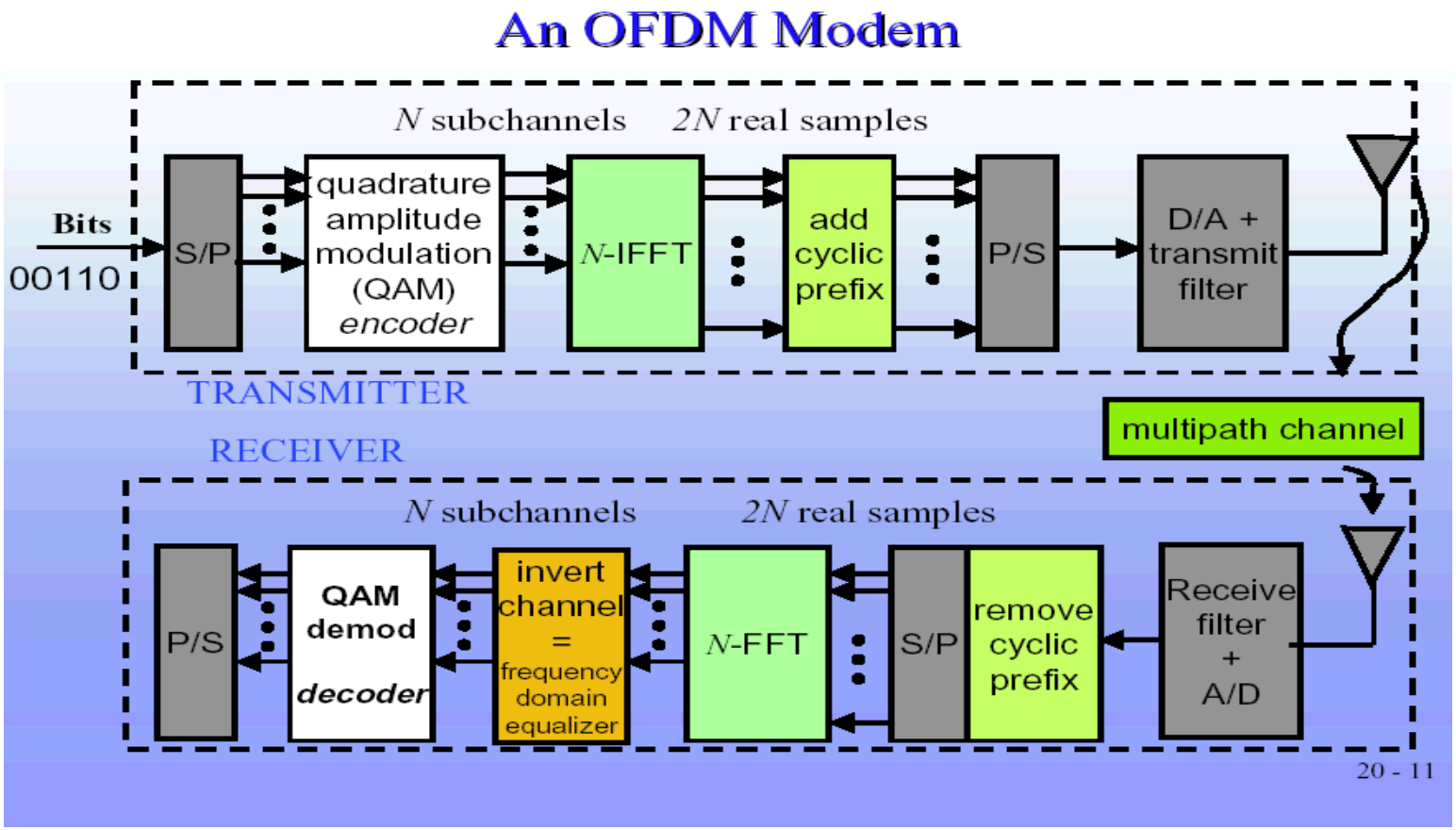




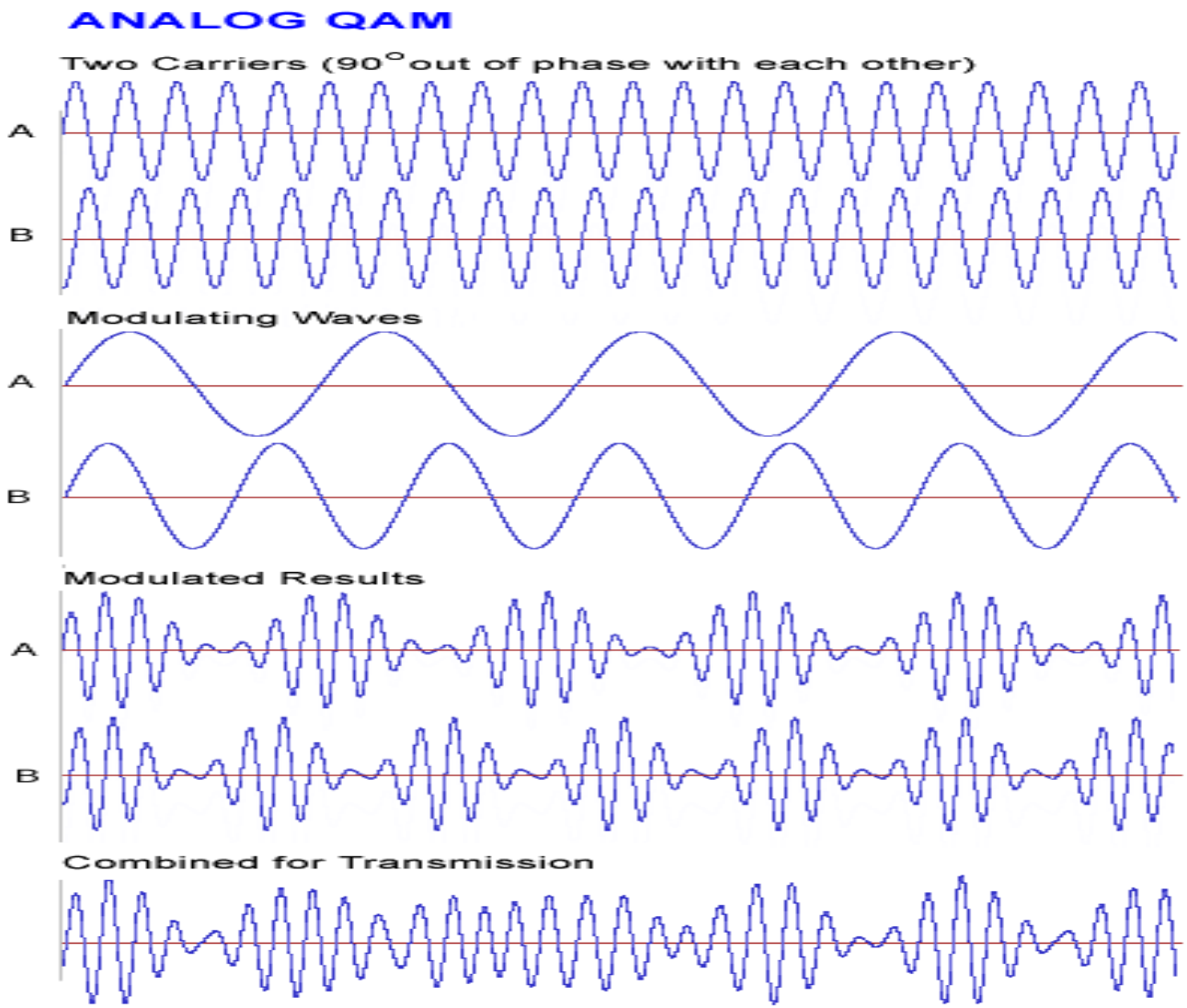
- Different data per tone
- Multipath just scales tones
- Tones remain orthogonal even with multipath



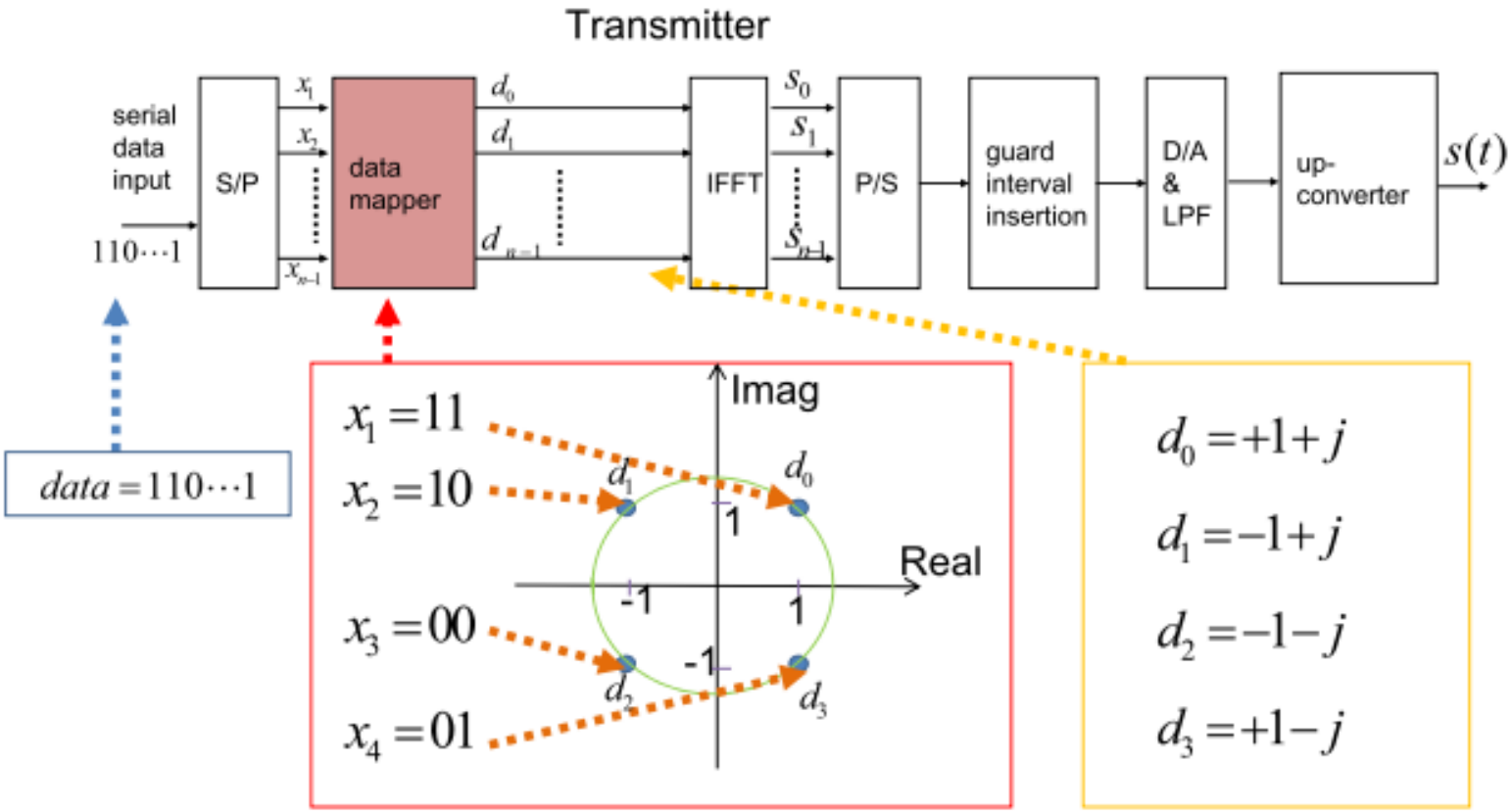
OFDM Implementation



QAM(Quadrature amplitude modulation)



Data mapping (Digital QAM)

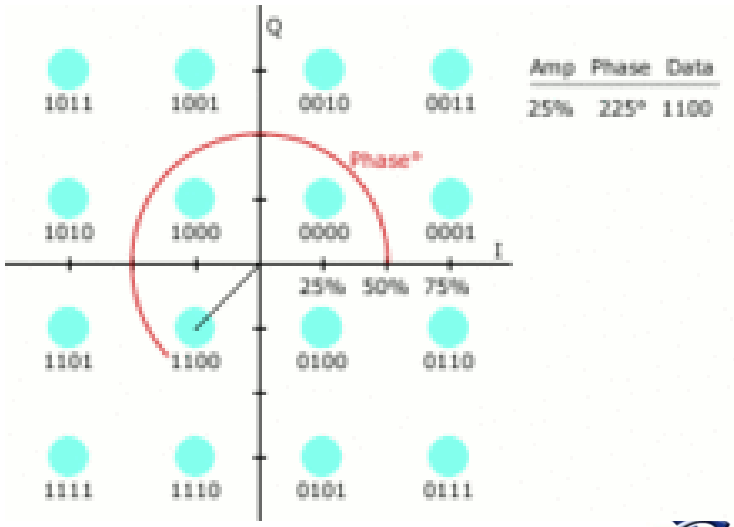


Data mapping (Digital QAM)

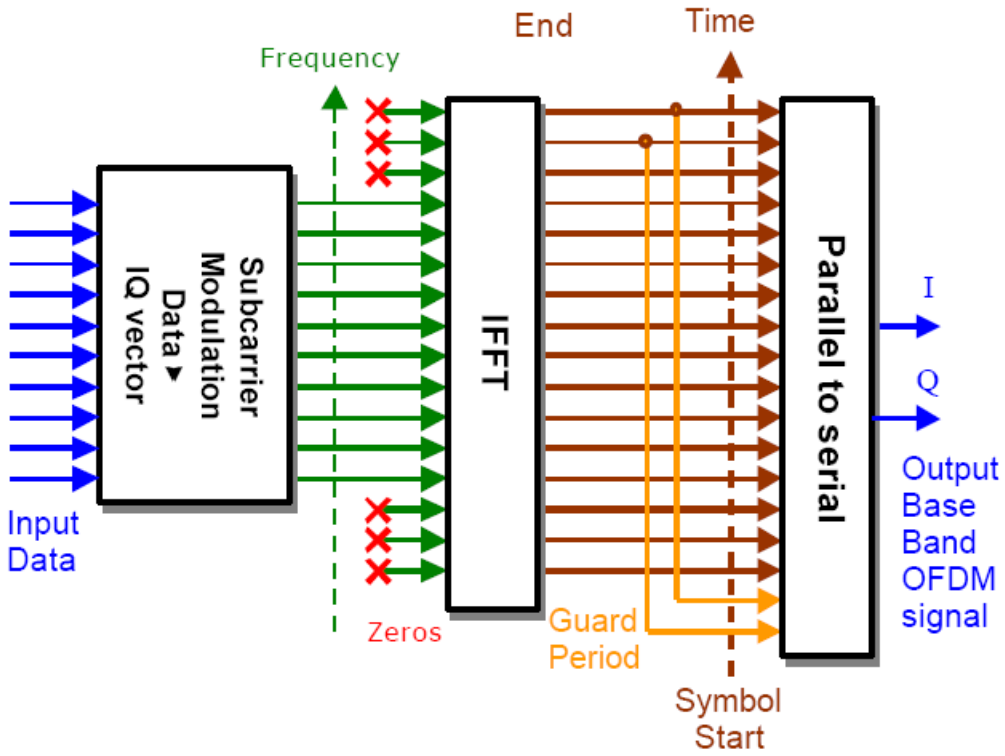
- The number of points corresponding to the number of bits per symbol.
- QAM constellations consist of points arranged in a square such as 16QAM, 64QAM, 256 QAM
- Higher-order constellation, it is possible to transmit more bits per symbol
- Higher-order constellation,

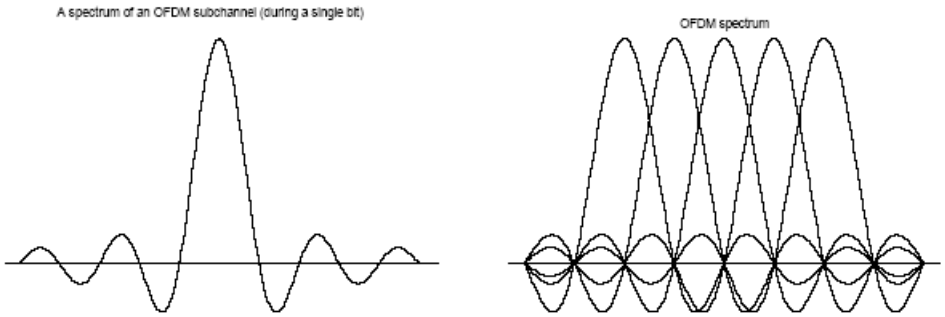
  points are closer,

  less reliable to noise



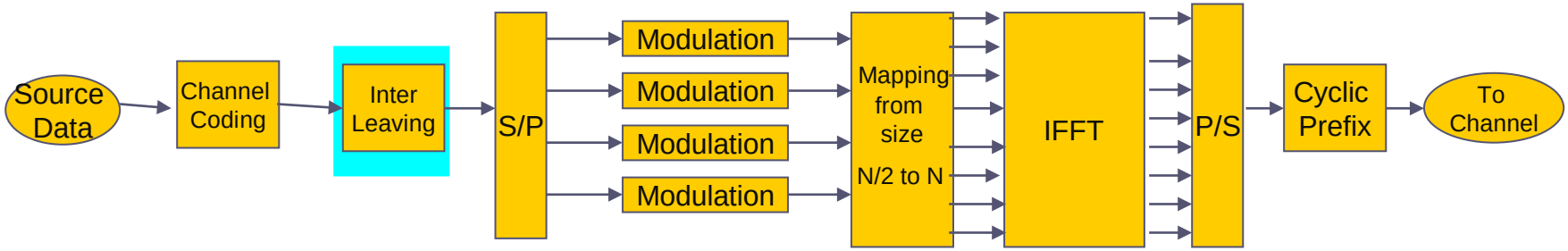
FFT, Key Function in OFDM

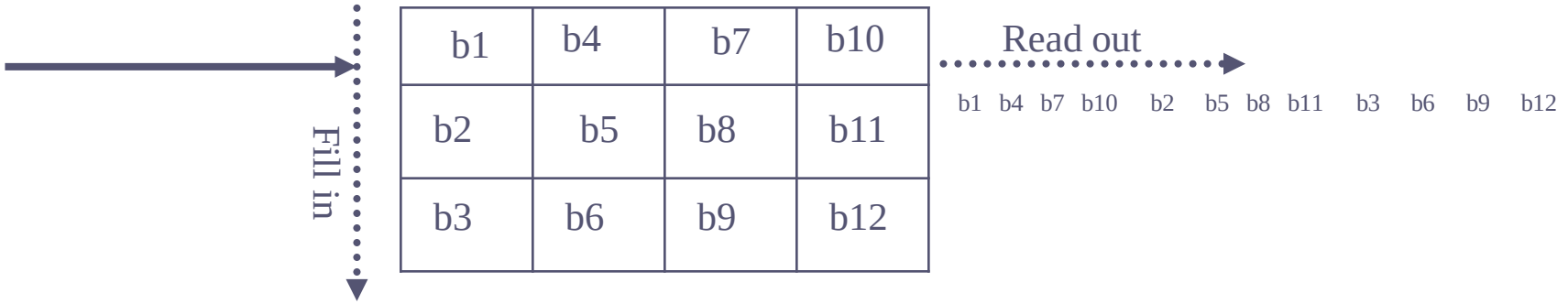




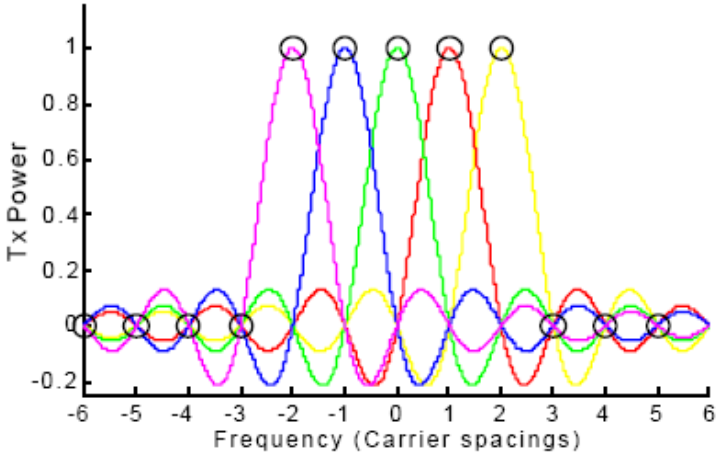
Interleaving

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

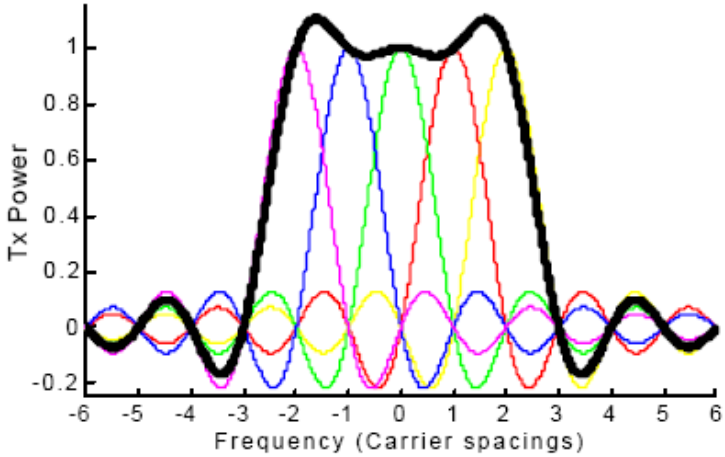




Frequency Response of the Subcarriers in 5-tone OFDM signal



(a)

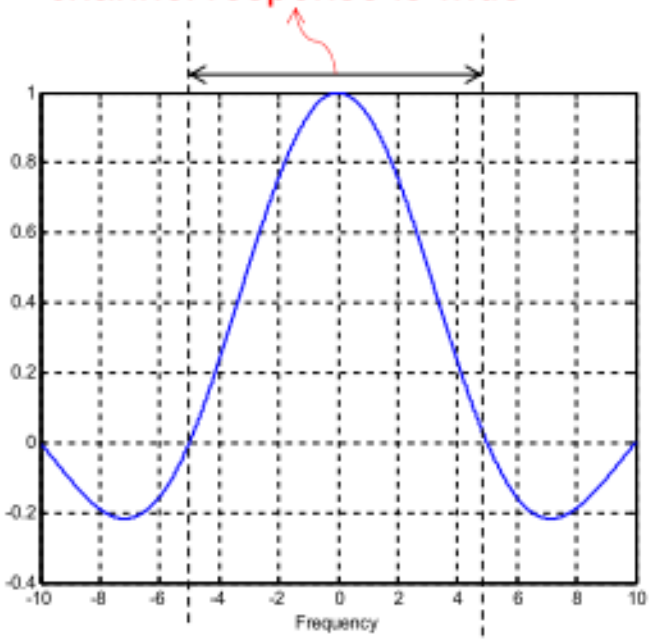


(b)

Adversarial frequency selective channel

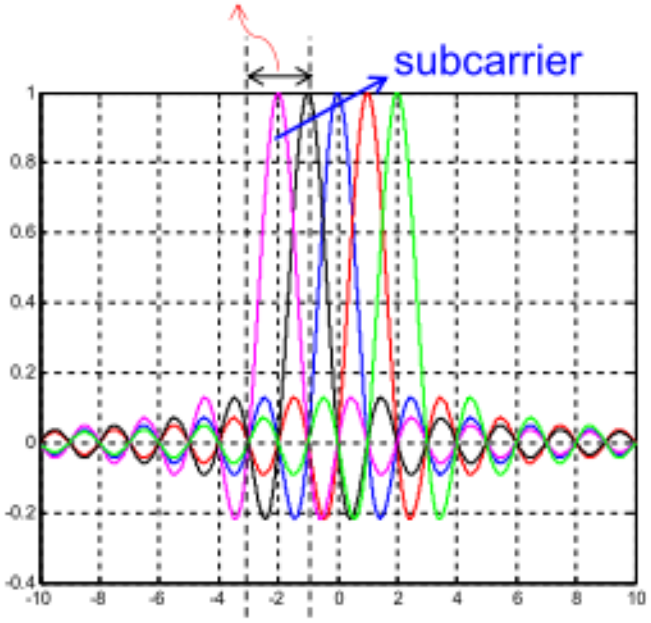
Single carrier system

channel response is wide

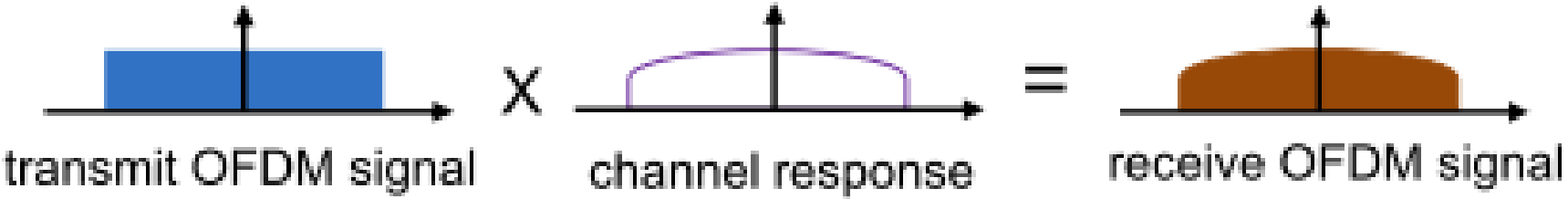


OFDM system

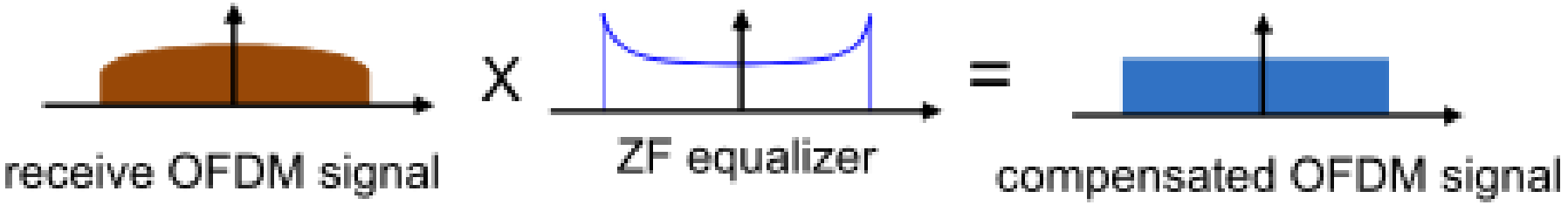
Channel response is narrow.
OFDM equalizers are usually easier design.



Equalizer



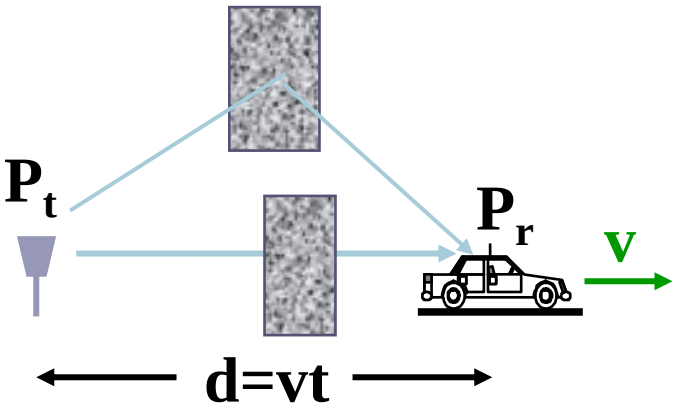
$$H = |H| e^{j \arg(H)}$$

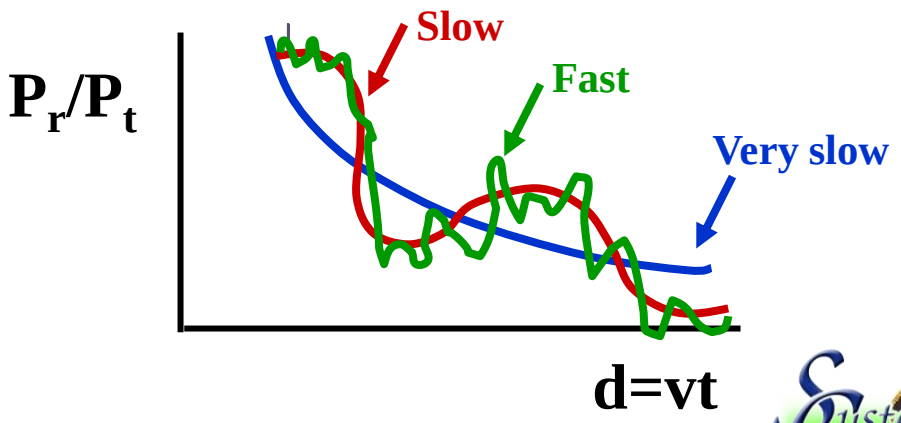


Zero forcing (ZF equalizer): ZF function = inverse of channel response

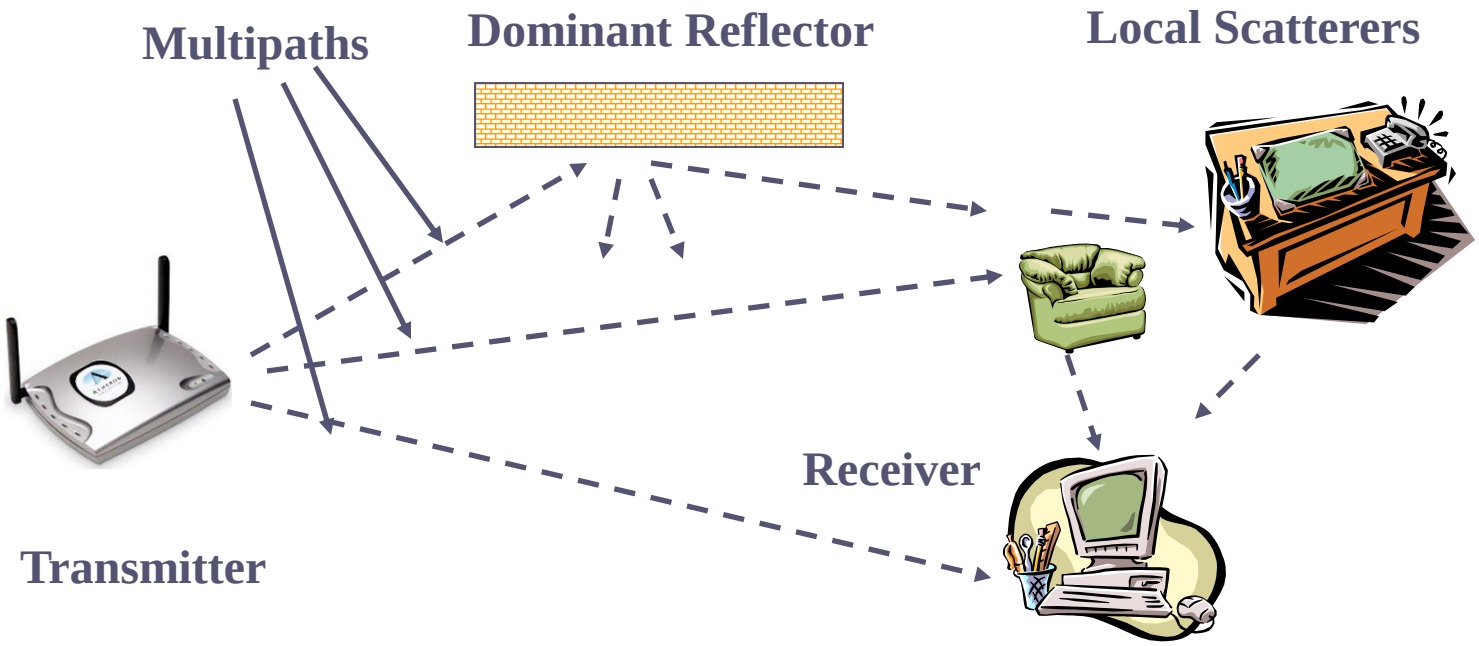
Propagation Characteristics

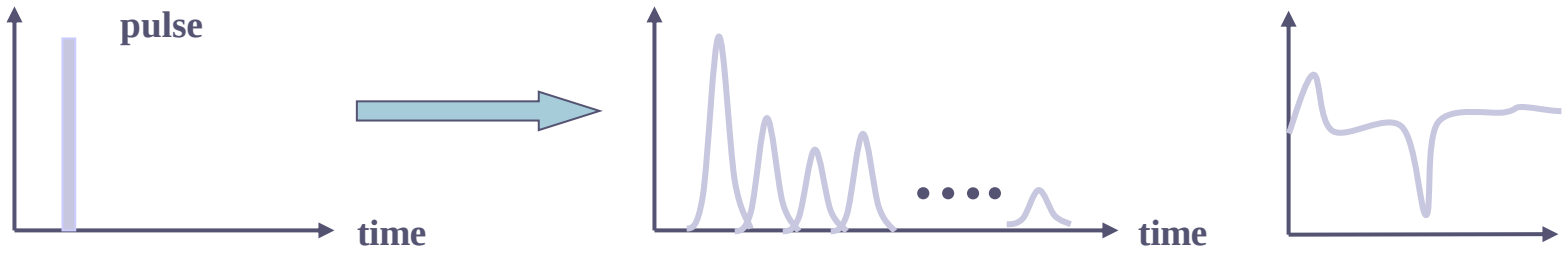
- Path Loss (includes average shadowing)
- Shadowing (due to obstructions)
- Multipath Fading



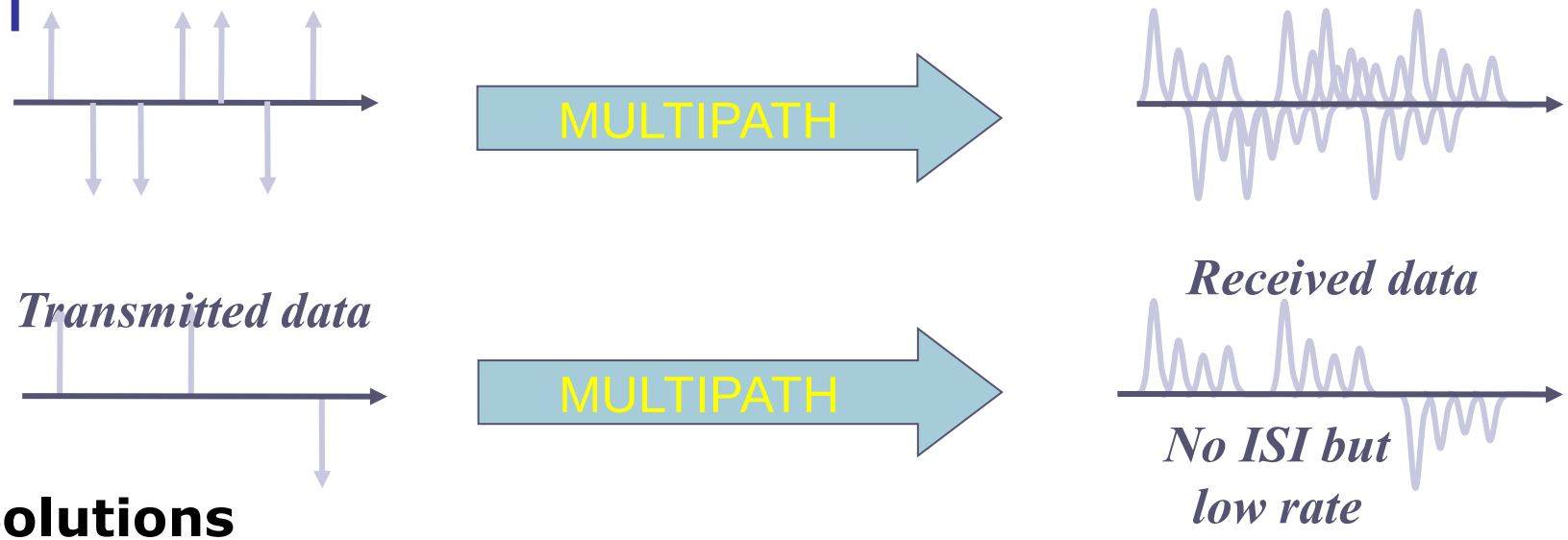


Wireless Channel: Multipath Effects





Inter-Symbol Interference (ISI)

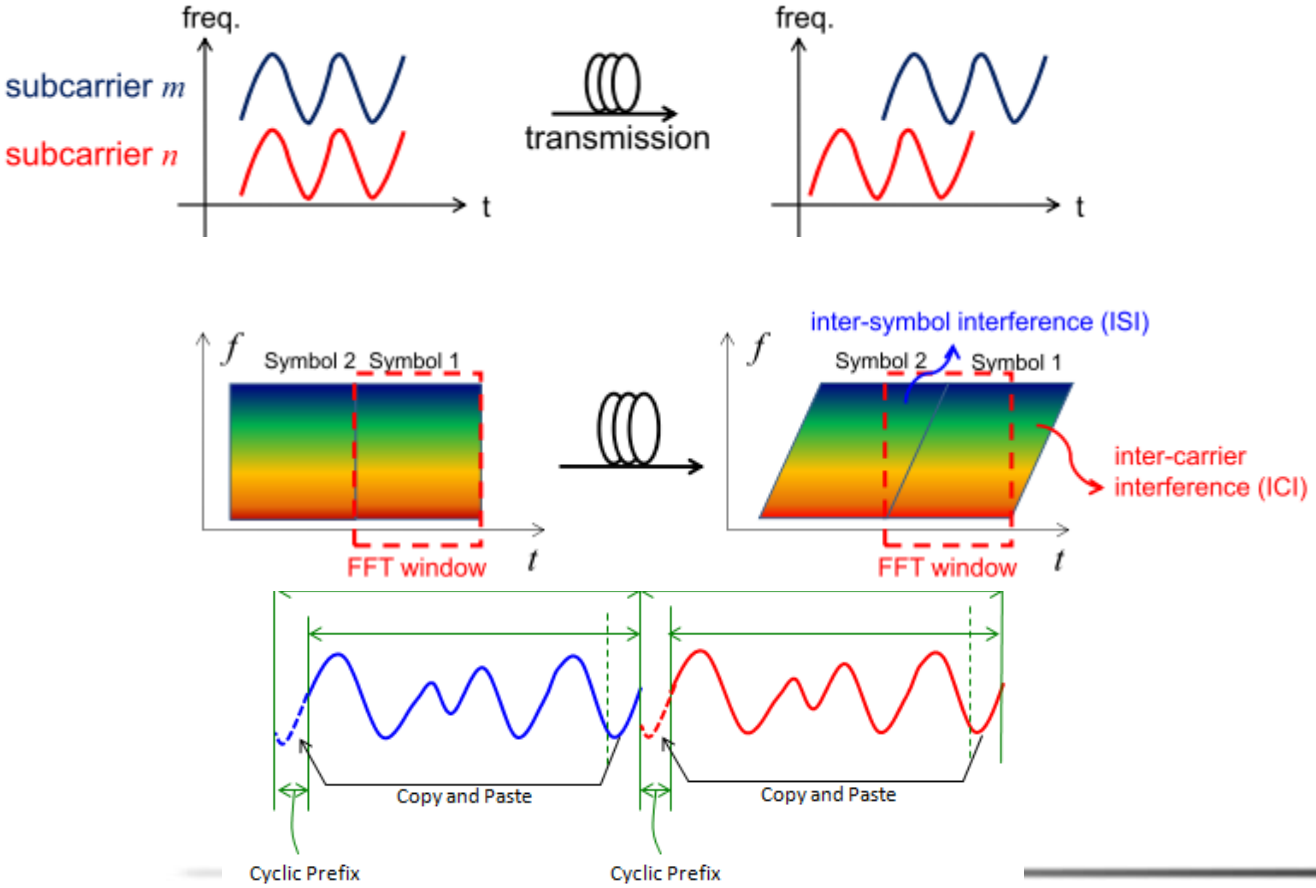


Solutions

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

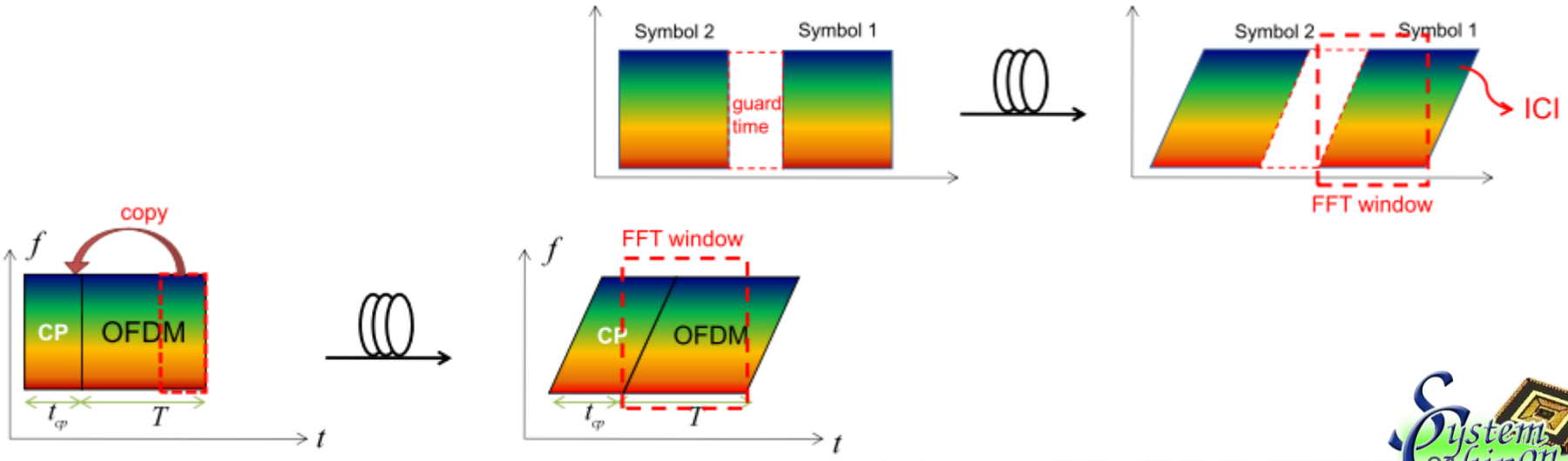
Guard Interval

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

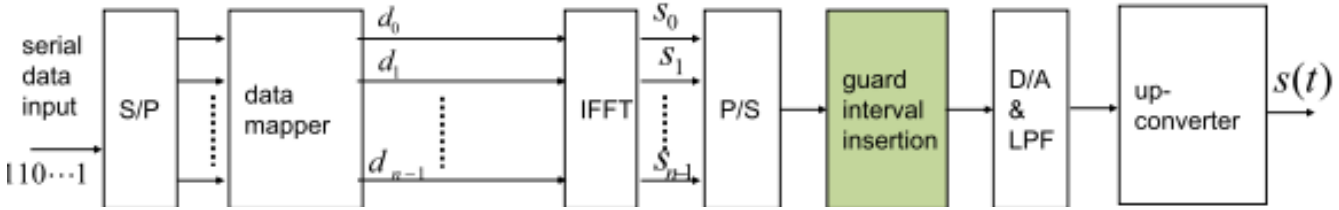


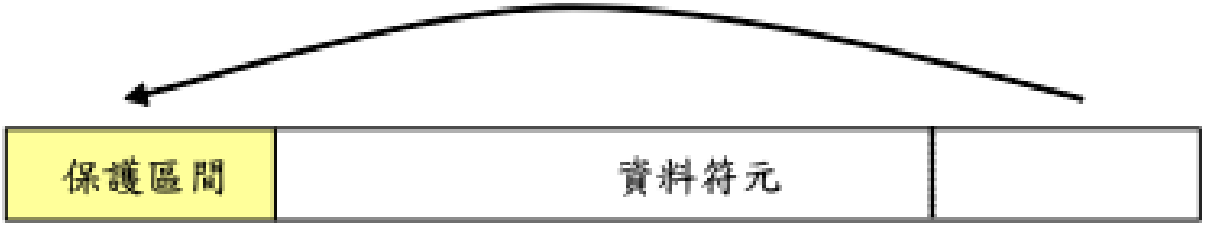
Guard Interval and Cyclic Prefix

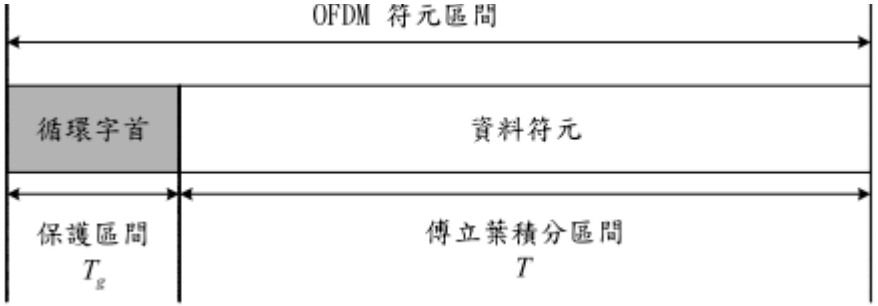
- GI solve ISI problem
  - Subcarrier lost orthogonal property and cause Inter Carrier Interference, ICI)
  - To solve this issue, waveform inside GI must be continuous with the signal waveform
  - Copy the same OFDM signal waveform inside GI
  - Copy end of the signal to the front of the transmitted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



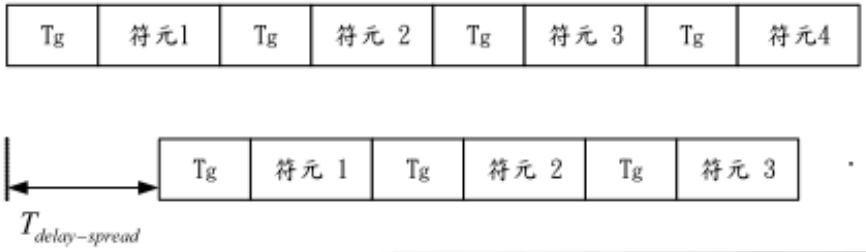
Guard Interval and Cyclic Prefix



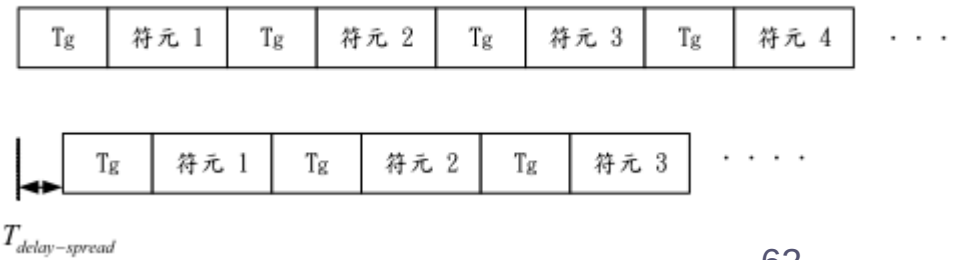




如果 $T_g < T_{delay-spread}$



如果 $T_g > T_{delay-spread}$

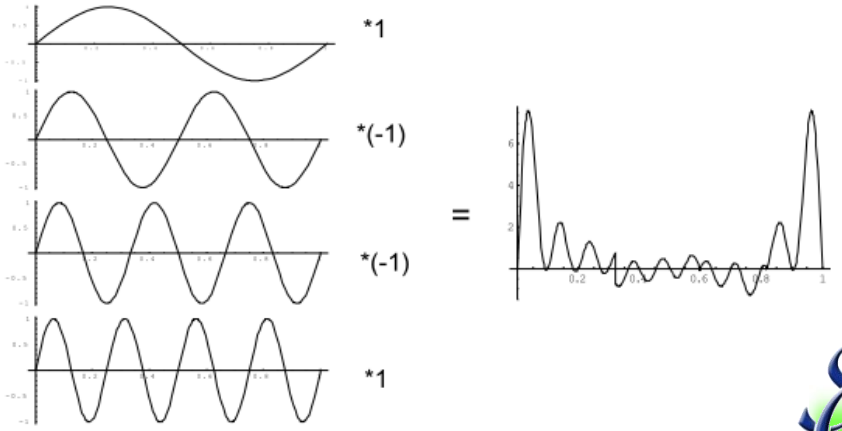


Advantage of OFDM

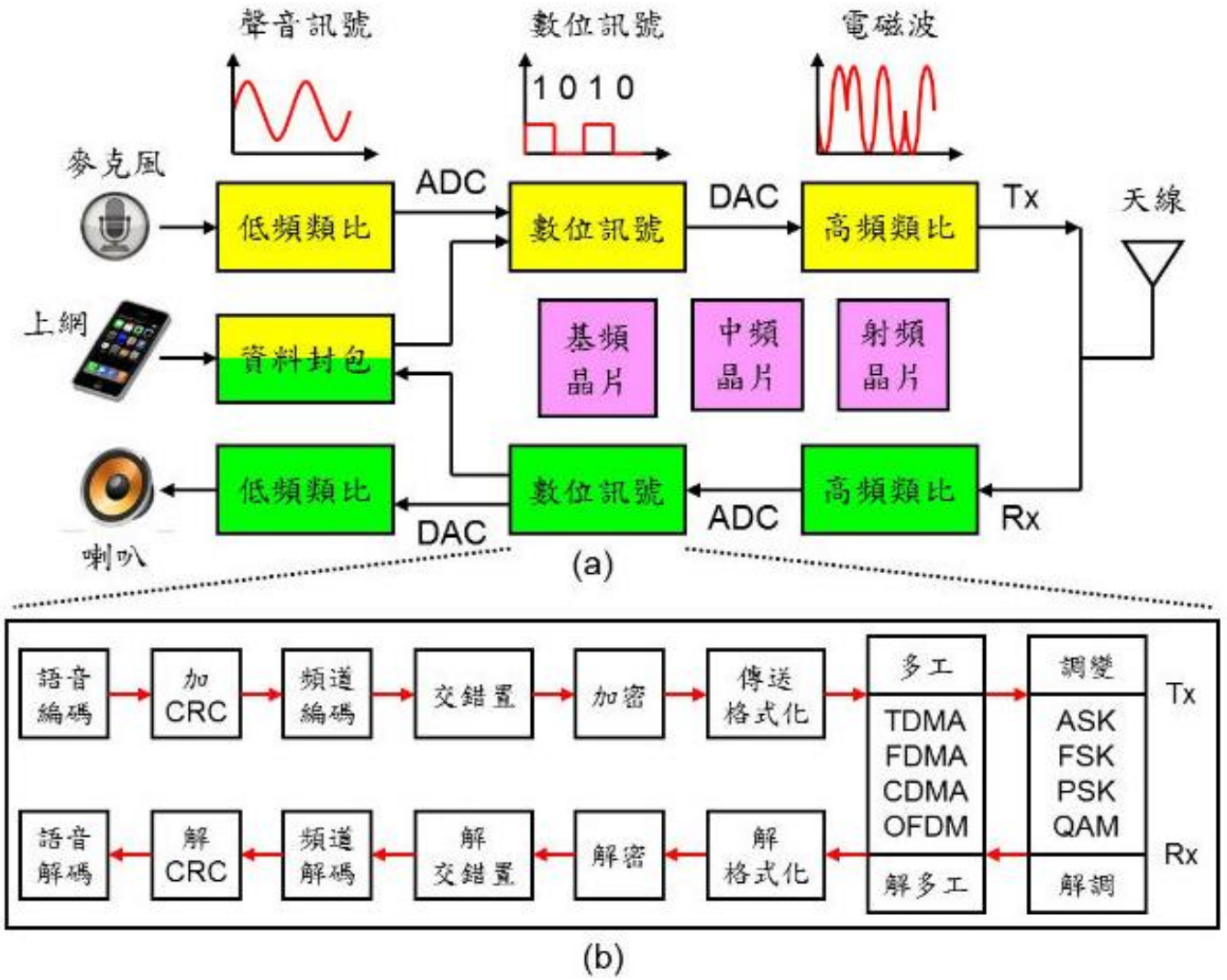
- Compared with traditional FDM, it has more bandwidth benefits.
- It can resist the influence of delay spread and multi-path effect, and does not require a complicated time domain equalizer, which can reduce complexity.
- It can reduce the impact on frequency selective channels and can be solved with 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.
  - Because the signal range is too large when doing analogy and digital quantization,, causing quantization errors and increasing the complexity and cost of ADC/DAC.



OFDM application in cell phone

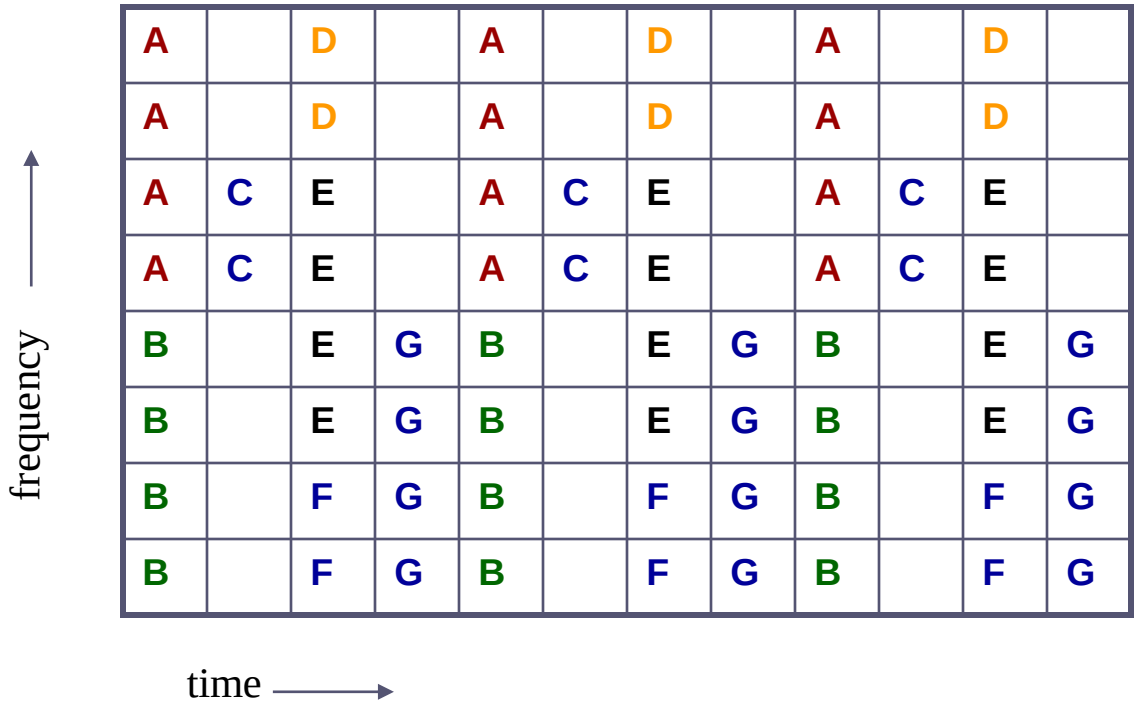


What's OFDMA

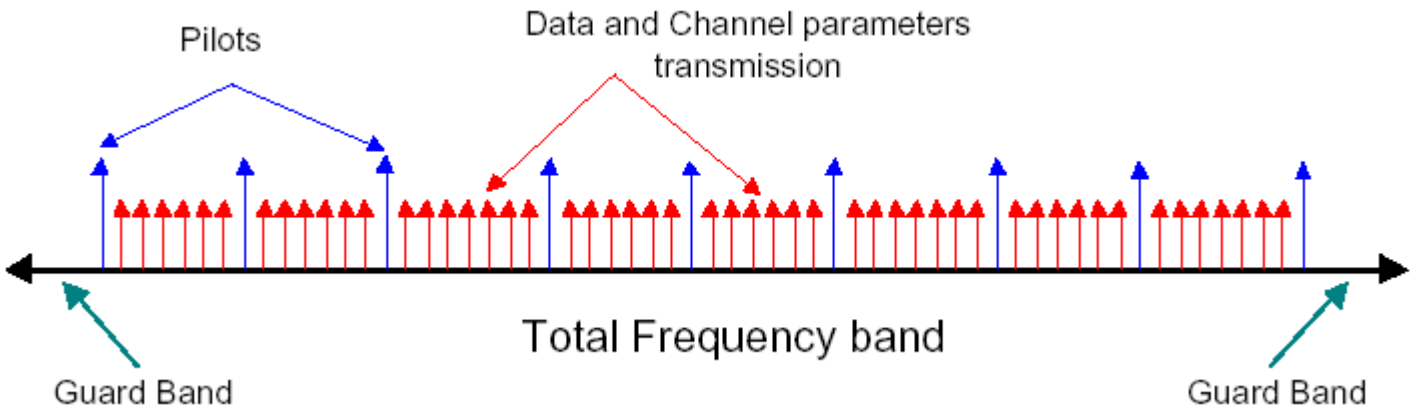
- Use the OFDM not only as a modulation scheme but also as part of the multiple access technique.
- By applying a spreading code in frequency domain, multiple access in OFDMA is realized by providing each user with a fraction of the available number of sub-carriers.
- OFDMA avoids the relatively large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

OFDMA Example

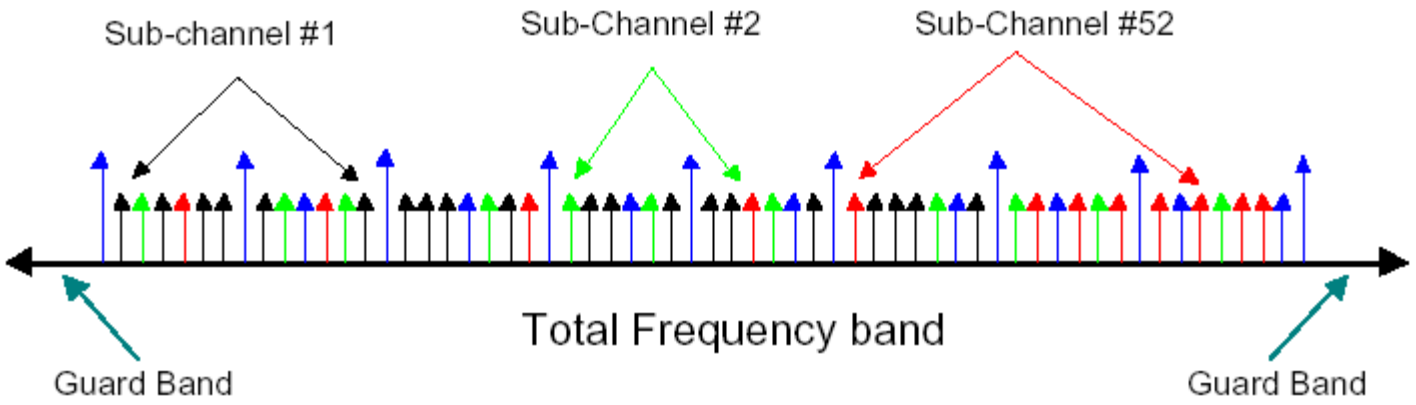
- The time-frequency plot of seven OFDMA users, which all have a fixed set of sub-carriers every four time slots.



OFDM *v.s.* OFDMA



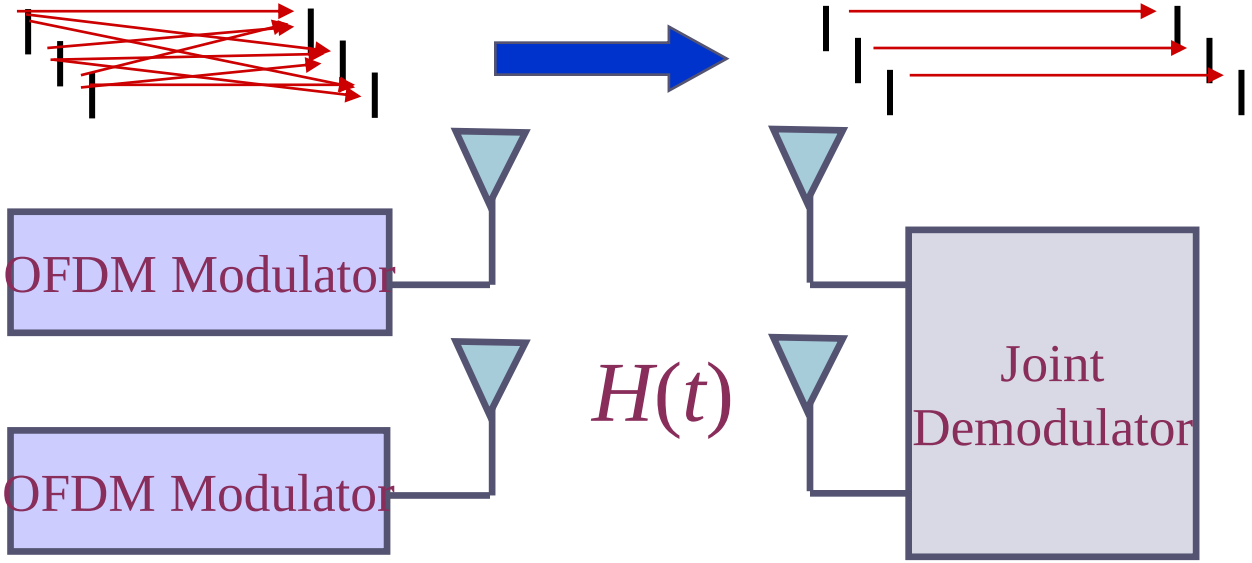
One user



Multiple users

Multiple Input Multiple Output (MIMO)

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



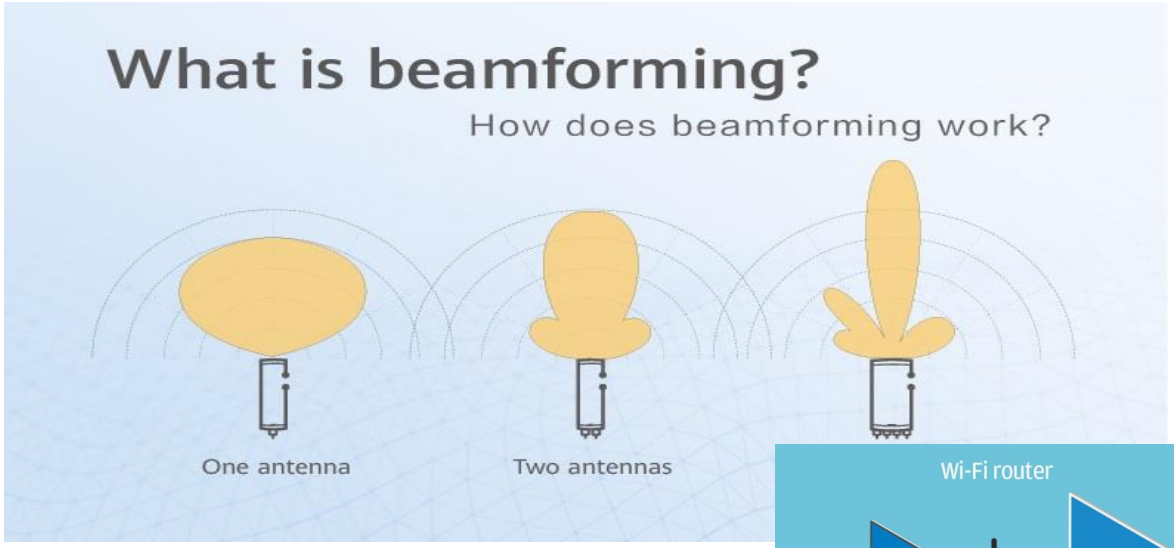
- With perfect channel estimates at TX and RX, decomposes into *r* independent channels
  - *r*-fold capacity increase over SISO system
  - Demodulation complexity reduction
  - Can also use antennas for diversity (beamforming)
  - Leads to capacity versus diversity tradeoff in MIMO

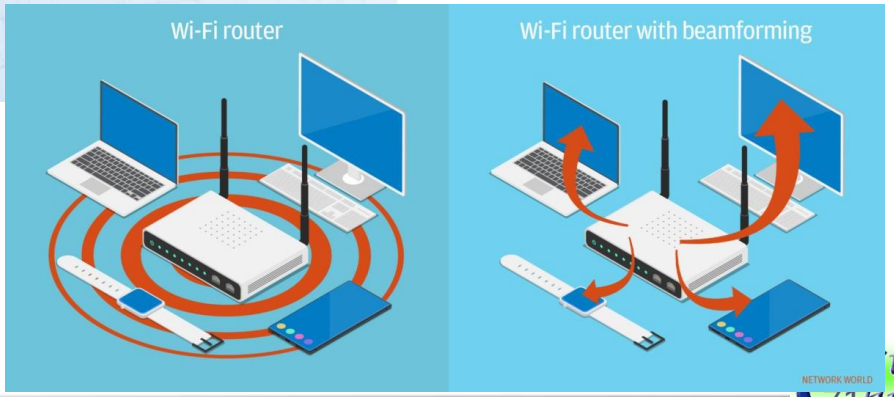
OFDM and MIMO Systems

- 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.

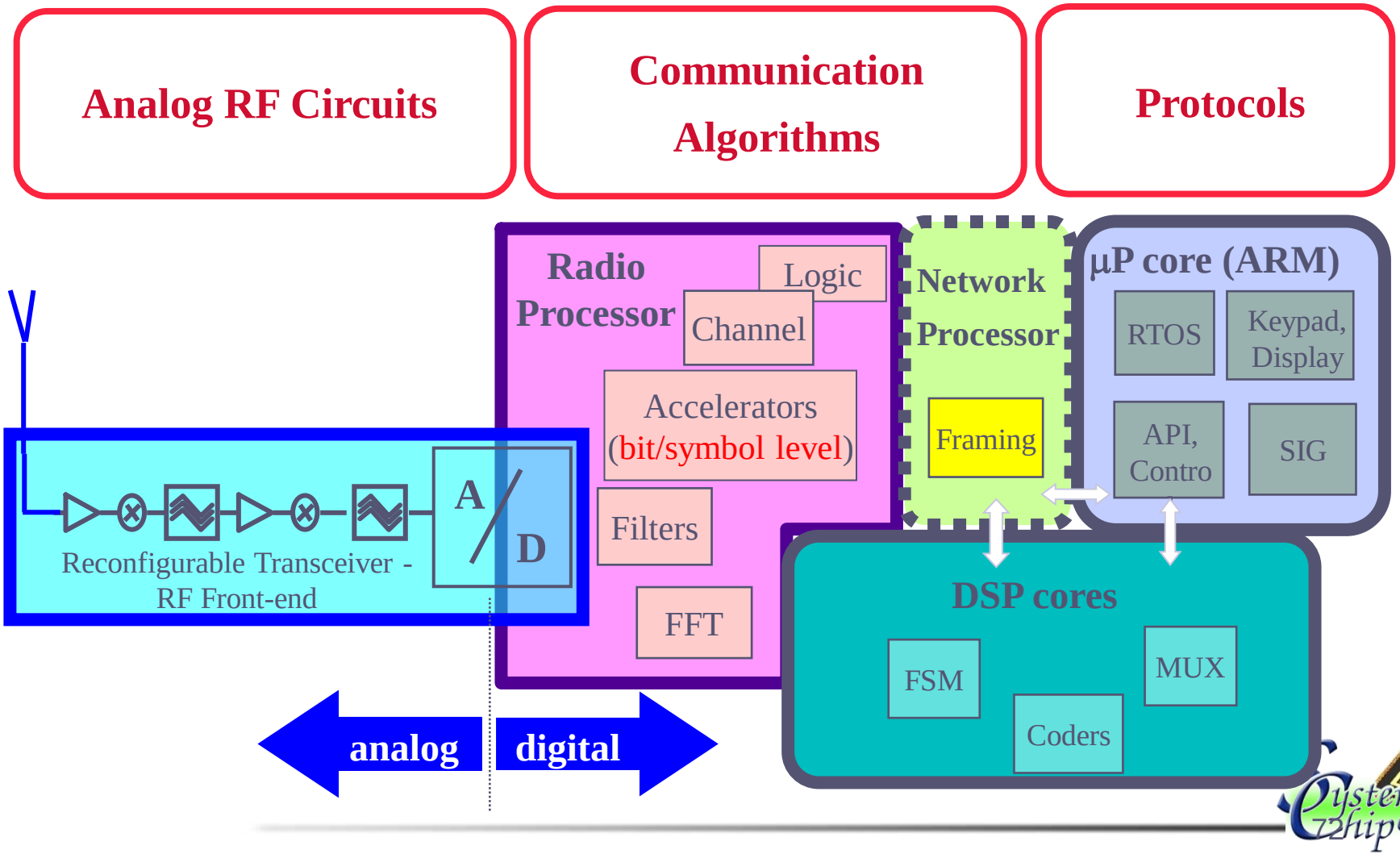
Beamforming

- Sensor arrays cause signals at particular angles with constructive interference while others not
- space division multiple access

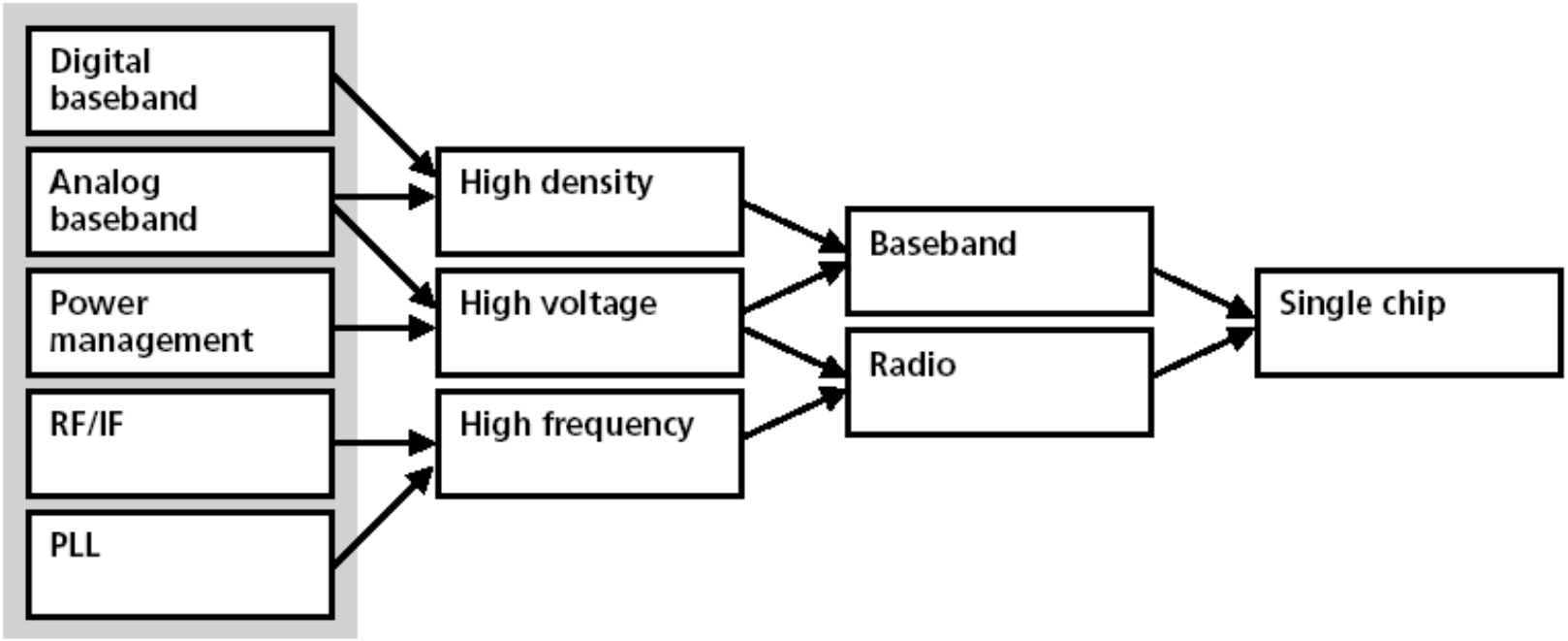




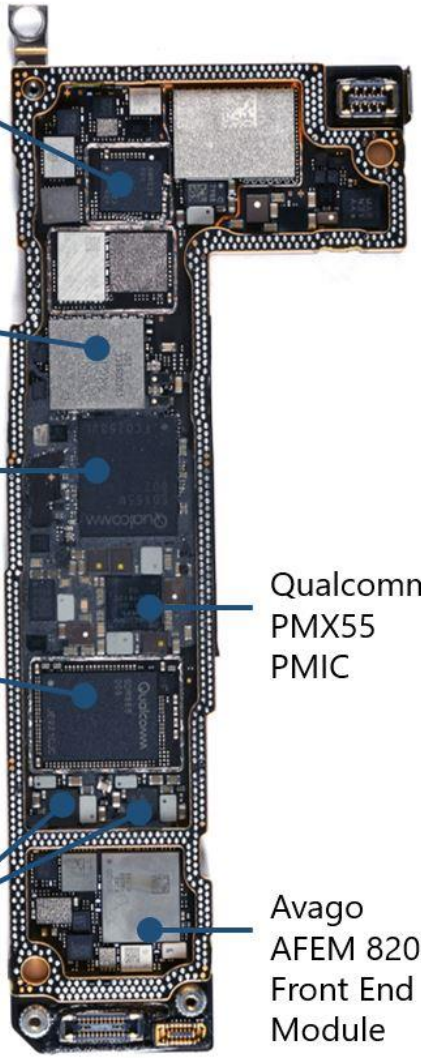
A Unified Wireless Platform

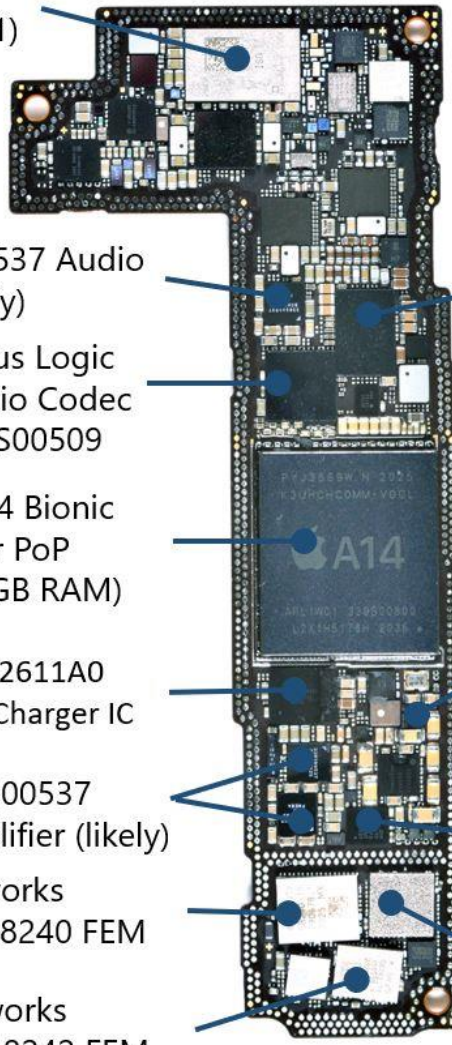


Single Chip Approach



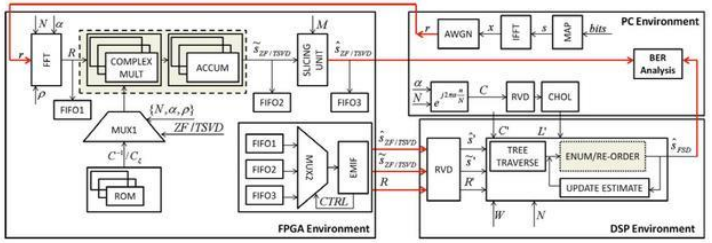
iPhone 12 System

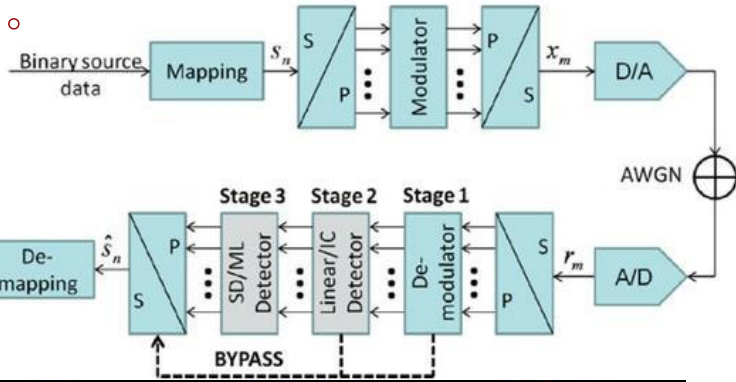




Intel Baseband Processor-Modem

- **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	Quallcomm	Quallcomm
處理器	XMM 7560 LTE	Snapdragon X20 LTE	Snapdragon X16 LTE
晶圓製程	14nm Intel	10nmLPE	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	5x20 MHz CA	4x20 MHz CA
	最高256-QAM	最高256-QAM	最高256-QAM
	4X4 MIMO	4x4 MIMO(3CA)	4x4 MIMO(2CA)+2*2(1CA)
	最多10個Downlink Streams	最多12個Downlink Streams	最多10個Downlink Streams
上行功能	3x20Mhz	2x20 MHz CA	2x20 MHz CA
		高達2x 75Mbps LTE流	高達2x 75Mbps LTE流
	最高64-QAM	最高64-QAM	最高64-QAM
		上行鏈路數據壓縮	上行鏈路數據壓縮
峰值下載速度	1 Gpbp	1.2 Gbps	1 Gbps
峰值上傳速度	225 Mbps	150 Mbps	150 Mbps

Qualcomm Snapdragon 855

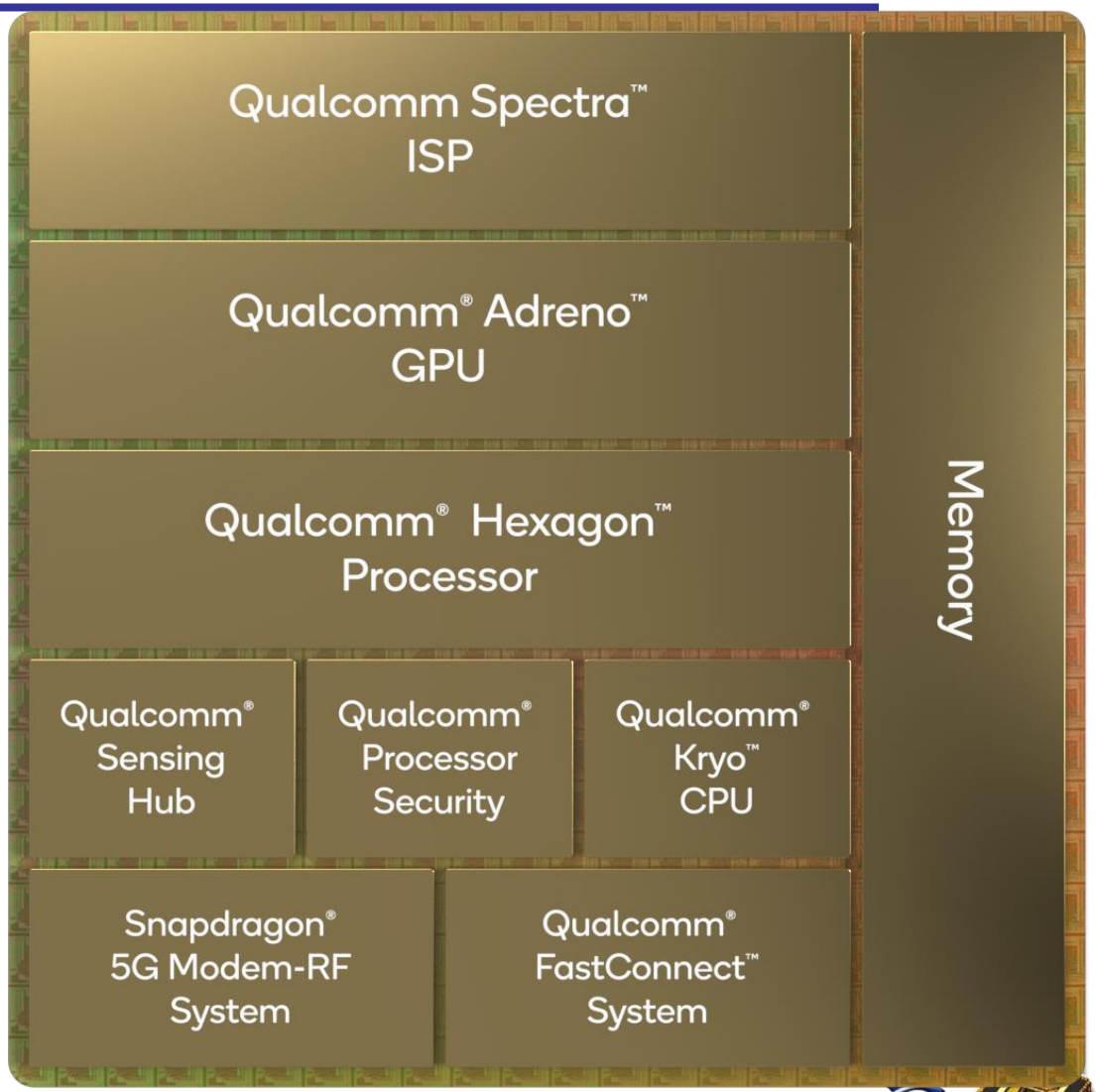
- 64-bit ARM LTE system
- TSMC 7nm process
- Kryo 485 CPU architecture
- The operating clock is
  2.84GHz + 2.42GHz + 1.80GHz
- Adreno 640 GPU
- Hexagon 690 DSP
- Spectra 380 ISP
- Snapdragon X24 LTE、Snapdragon X50 5G

Qualcomm Snapdragon X60 5G Modem

- **Modem Name:** Qualcomm® Snapdragon™ X60 5G Modem-RF System
- **Peak Download Speed:** 7.5 Gbps
- **Peak Upload Speed:** 3 Gbps
- **Cellular Modem-RF Specs:** 8 carriers (mmWave), 800 MHz bandwidth (mmWave), 200 MHz bandwidth (sub-6 GHz)
- **Cellular Technology:** mmWave-sub6 aggregation, sub-6 carrier aggregation (FDD-TDD, FDD-FDD, TDD-TDD), TDD, 5G FDD, 5G NR,
  - Dynamic Spectrum Sharing (DSS), LAA (Licensed-Assisted Access), SA (standalone), 5G TDD, mmWave, NSA (non-standalone),
  - FDD, LTE Broadcast, sub-6 GHz, SA, NSA, LTE, WCDMA (DB-DC-HSDPA, DC-HSUPA), LTE FDD, LTE TDD including CBRS support,
  - 5G NR:[27876], TD-SCDMA, CDMA 1x, EV-DO, GSM/EDGE
- **Multi SIM:** 5G Dual SIM support
- 5nm technology

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



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