

OFDM for High Data Rate, High-Mobility, Wide-Area Wireless Communications

LAN data rates with cellular-like coverage

IEEE Sarnoff Symposium March 21, 2001



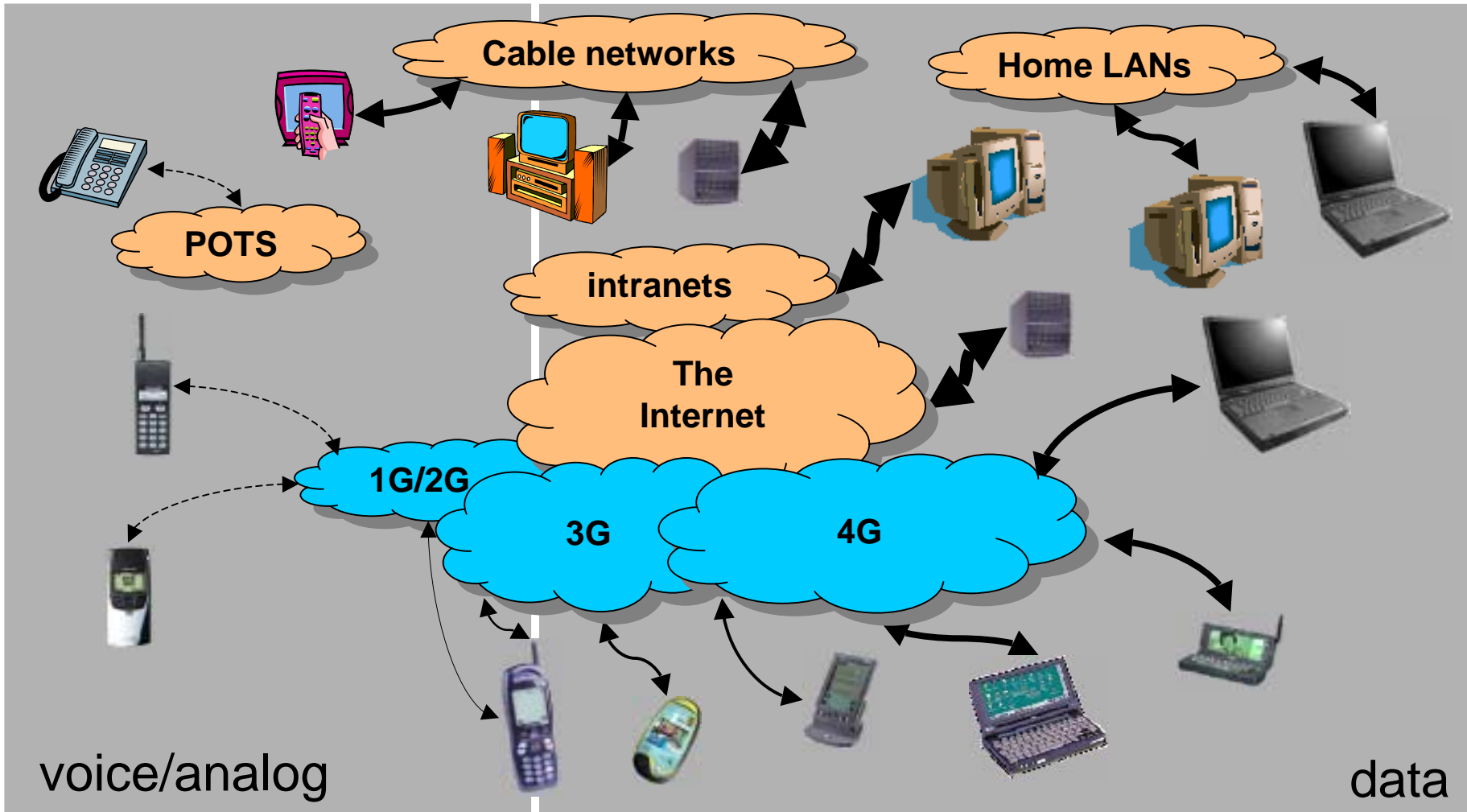
AT&T Labs - Research

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Fourth Generation (4G) Wireless Access



sophisticated wired data networking demand ↑
 demand for mobility ↑
 reliance on mobile computing/PDAs ↑

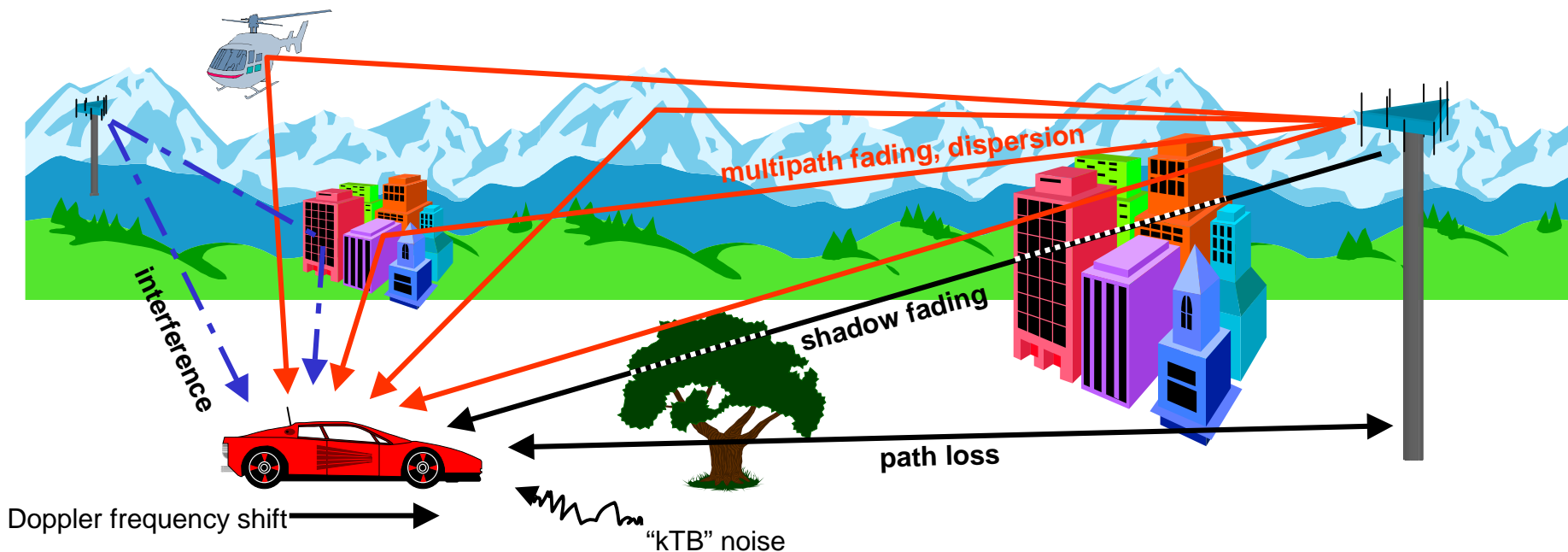


Need for sophisticated, high-speed *wireless* data

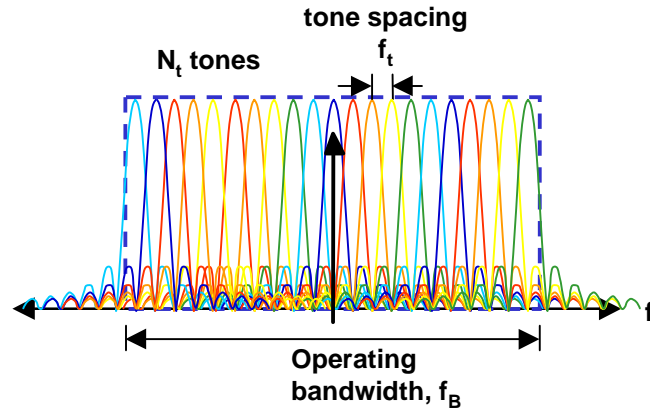
Fourth Generation Wireless:

High Speed Data Networking in a
High Mobility, Wide Area, Cellular-like Environment

The Challenge:



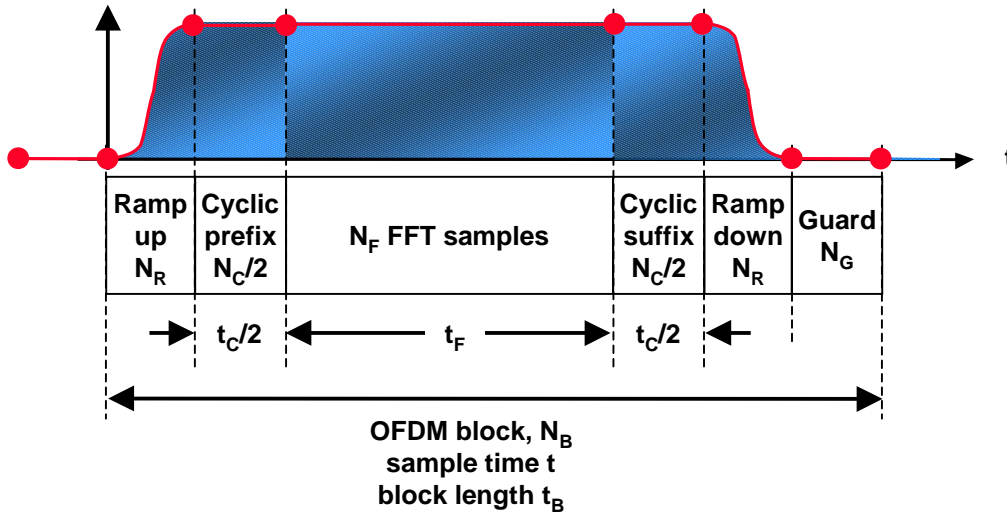
OFDM Basics



Total bandwidth $f_B = N_t f_t$

Tone spacing vs active block time $f_t = \frac{1}{t_F}$

$$N_B = 2N_R + N_C + N_G + N_F$$

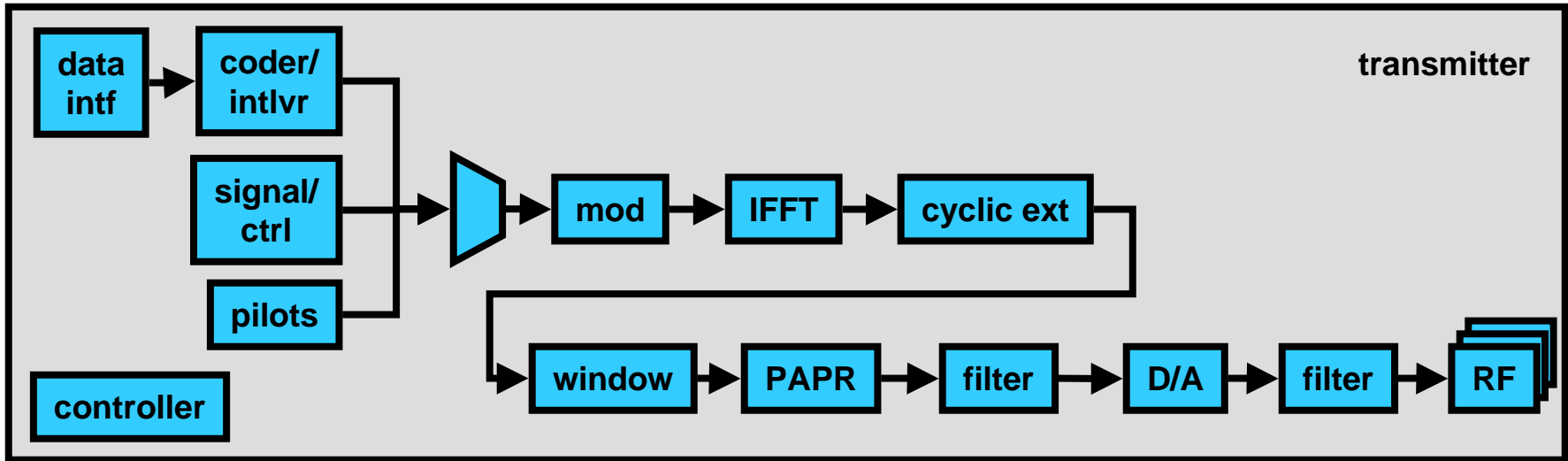


Block efficiency $\eta = \frac{N_F}{N_B} = \frac{N_F}{N_F + N_C + 2N_R + N_G}$

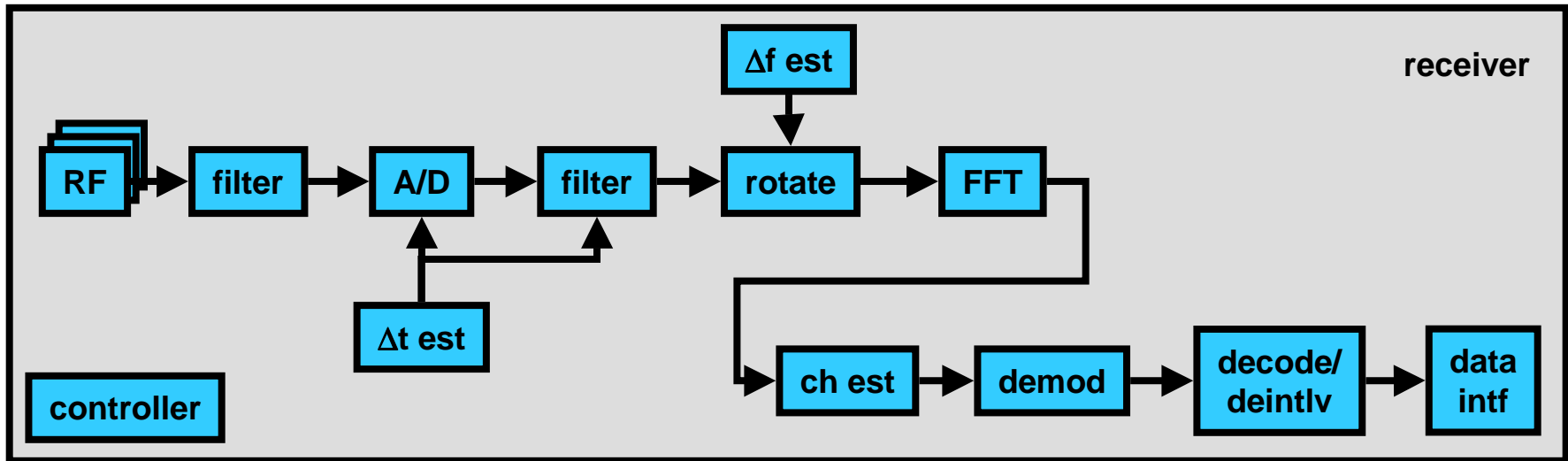
Tolerance to delay spread $\approx t_C \propto N_C$

Raw capacity for M-ary tone modulation $N_t M$

OFDM Transmitter



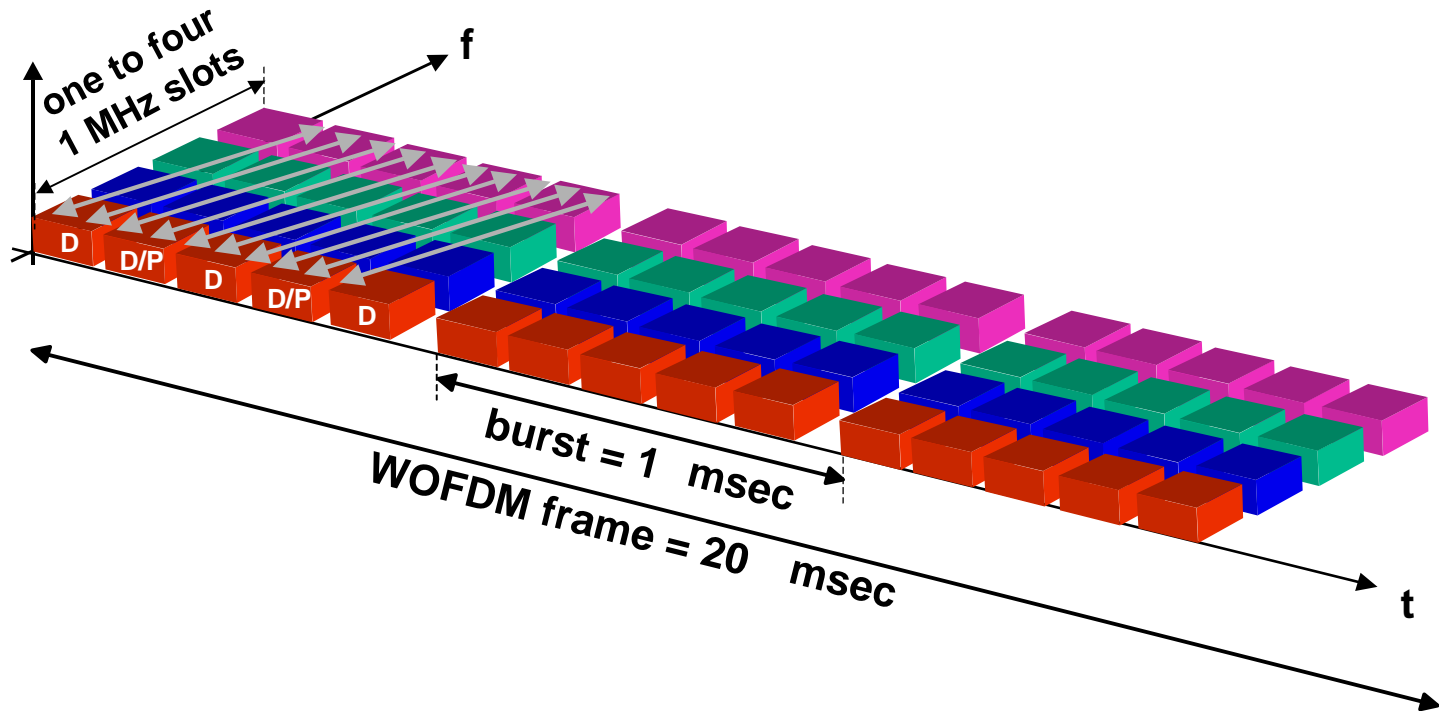
OFDM Receiver



OFDM tradeoffs

| | 802.11a | 4G | DVB-T 2k mode |
|-----------------|-----------------------------------|--------------------|--|
| Data rate | 6, 9, 12, 18, 24, 36, 48, 54 Mb/s | 2.56-8.96 Mb/s | 4.98-31.67 Mb/s |
| Tone modulation | BPSK, QPSK, 16QAM, 64QAM | QPSK, 16QAM | QPSK, "16QAM," "64QAM" |
| Coding rate | 1/2, 2/3, 3/4 | 1/2, 2/3, 3/4, 7/8 | [1/2, 2/3, 3/4, 5/6, 7/8] + RS(204,88) |
| N_t | 52 | 640 | 1705 |
| t_B | 4 μ s | 200 μ s | 231-280 μ s |
| t_B-t_F | 800 ns | 40 μ s | 7-56 μ s |
| f_t | 312.5 kHz | 6.25 kHz | 4.464 kHz |
| f_B | 16.56 MHz | 4 MHz | 7.6 MHz |
| f_{op} | ~5 GHz | ~2 GHz | ~500 MHz |

OFDM/TDMA Options

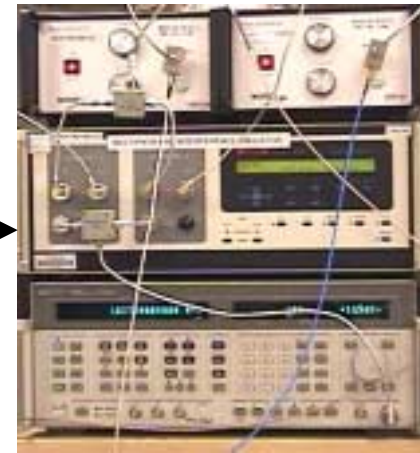


- Full peak data rates are achievable
- Dynamic Packet Assignment to base stations, mobiles is an option
- Portable terminals can process only relevant traffic for power savings

4G Wireless Research ϕ 1 Prototype

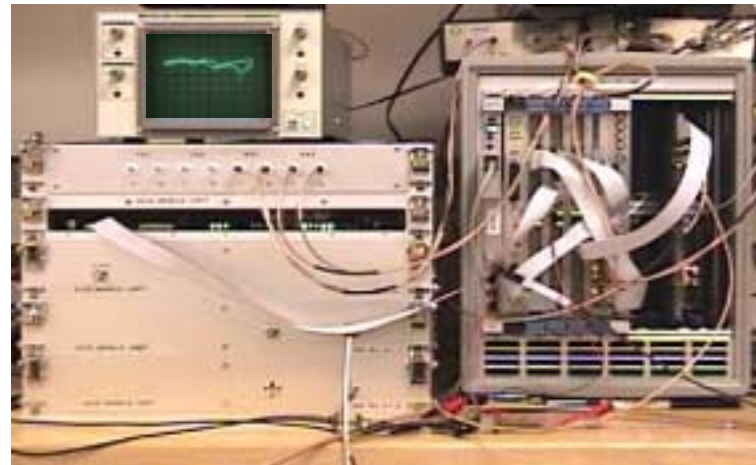


Base station



Channel simulator

- prototype designed with general purpose DSPs for flexibility
- two-branch receiver diversity implemented at 1900 MHz
- performance measured on typical mobile outdoor channels
- robust performance demonstrated



Mobile station

Conclusions

- **Real-time $\phi 1$ DSP prototype demonstrated:**
 - performance within 1-2 dB of theory in AWGN
 - performance within .25 dB of idealized simulation for two-ray fading
 - robustness of OFDM against delay spread
 - OFDM can offer good performance even with straightforward receiver (e.g., simple combining, differential detection, (63,31) RS coder)
 - Two-branch receiver diversity provides 4 - 8+ dB performance gain for variety of channel conditions. Combined with coding across OFDM tones provides very effective diversity
- **Wideband OFDM with improved modulation, coding, channel estimation can achieve excellent performance, even in low delay spread environments**
- **In combination with smart antennas, peak rates of 20-40 Mb/s in 5 MHz are feasible**
- **OFDM/TDMA offers advantages for portable terminals, dynamic resource assignment**